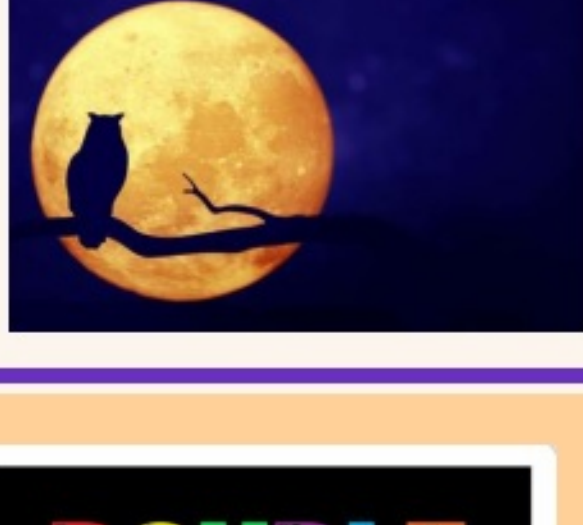


CBC NEWSLETTER OCTOBER 2020



Club Appreciation Week

October 26 - November 1

All CBC Virtual Club Games will award 2X Masterpoints for every game during this week.

The CBC will be running an Open and 0-500 game every day to give members the opportunity to earn extra masterpoints!

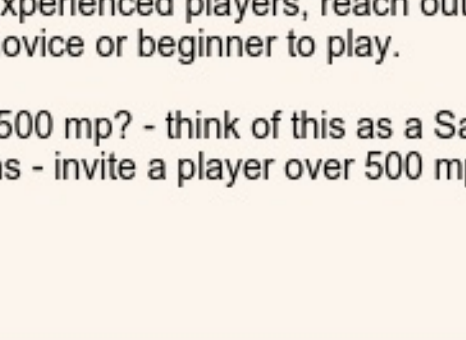
Hi-Lo Game at the CBC

The Hi-Lo Pairs Game has returned to the CBC!

The game will be offered on the 1st and 3rd Tuesday of the month at 1:05 PM.

Partnerships should consist of one partner above 500 masterpoints and the other below 500 masterpoints. The average masterpoints of the pair will be used for stratification purposes.

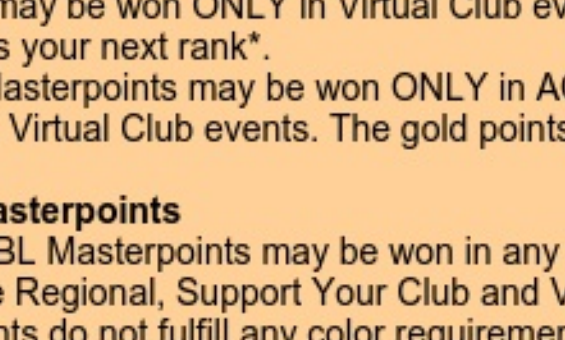
The 'spirit of the game' is get members playing with someone who they would not normally pair up with and established partnerships are discouraged.



So.... experienced players, reach out and ask a novice or beginner to play.

Under 500 mp? - think of this as a Sadie Hawkins - invite a player over 500 mp to play!

Points Won Online and New Ranks



This is super confusing. Let's start with there are three types of points you can win when playing on BBO:

- **Black/Silver/Gold ACBL Masterpoints**
 - Black points may be won ONLY in Support Your Club and Virtual Club events. The black points go 100% towards your next rank*.
 - Silver points may be won ONLY in Virtual Club events. The silver points go 100% towards your next rank*.
 - Gold ACBL Masterpoints may be won ONLY in ACBL Regional events and special ACBL Virtual Club events. The gold points go 100% towards your next rank*.
- **Colorless ACBL Masterpoints**
 - Colorless ACBL Masterpoints may be won in any ACBL organized event other than the Regional, Support Your Club and Virtual Club Games. Colorless points do not fulfill any color requirements for any ranks. Think of them as "fillers" for the remaining total point requirement for your new rank.
 - There is a movement to reduce the percentage you may use to fulfill your new rank from 100% to something a lot smaller in the coming months.
- **BBO Points**
 - BBO points are awarded in any NON ACBL event. If the event does not have ACBL in the title, then you are playing for BBO Points.
 - BBO Points are used to determine the number you see by players names. These points negatively impact your stratification in the ACBL events and count nothing towards your next rank. Beware!

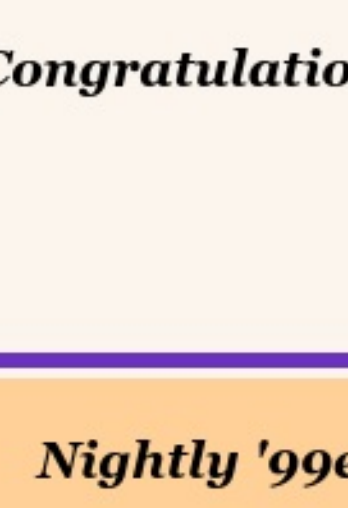
***All ranks require a certain number of colored points.**

Once you have fulfilled your color point requirements, you can use any black, silver, red, gold, platinum or colorless ACBL Masterpoints to achieve your next rank.

[Click here to view rank requirements for members who joined after January 1, 2010.](#)

[Click here to view rank requirements for members who joined prior to January 1, 2010.](#)

Masterpoint Milestones



Congratulations!

Sapphire Life Master (500+)

Jay Shahani

Gold Life Master (2500+)

Carolyn Cromer

NABC Master (200+)

Jim Bull

Regional Master (100+)

Francis McMeekin

Gail Morrison

Club Master (20+)

Madeline Long

Nightly '99er Virtual Club Game on BBO



Everyone who has played in Virtual Club game and has an ACBL number has been enrolled in this game. The CBC receives \$3.00 from each of players who participate in this game! Game runs every evening at 7:00 pm.

5:00 PM - Registration opens on BBO

6:30 PM - Welcome Zoom Reception sponsored by TheCommonGame.com.

Lynn Berg will provide **mini-lessons** and will be available for Q&A. Come and ask any questions you might have and watch us demonstrate features and techniques that might be helpful.

7:00 PM - Game Time - Head to BBO and look for D9 99ers.

8:30ish PM - Zoom "Post-Mortem" Featuring teachers including Larry Cohen, Michael Berkowitz, Rob Barington, Mike Cappelletti Jr, Alison Cappelletti & Shannon Cappelletti, Randal Davidson, Will Bedard and more - Bring a glass of wine and unwind with our experts after the game. *The Link will be provided in BBO Chat.*

CBC Virtual Game Schedule

Revised October 1, 2020

Monday	12:55 PM 0-500 Pairs 1:05 PM Open Pairs
Tuesday	1:05 PM Hi-Lo Pairs 1& 3 weeks Partnership +/- 500 - Stratified by Average
Wednesday	12:55 PM 0-500 Pairs 1:05 PM Open Pairs
Thursday	12:55 PM 0-500 Pairs 1:05 PM Open Pairs
Friday	1:05 PM Open Pairs
Saturday	Special Games Only - Check Calendar
Sunday	12:55 PM 0-500 Pairs 1:05 PM Open Pairs

Pace of Play

Seven months. Can you really believe that's how long as a club we've been playing bridge online on BBO? One thing that I've seen great improvement on over the seven months is the pace of play in our BBO club games. The vast majority of our games are made up of nine 2-board rounds where each round runs 14 minutes. At the end of those 14 minutes, you're done. There's no stalling for more time... there's no asking the Director for more time... there's no pleading for a break round because you need a coffee refill or restroom break. BBO is the ultimate tyrannical ruler that can be ever so ruthless and cruel by giving you not just one, but two evil hands in a given round! Suddenly... the round ends. Time's up!

Aside from your opponents, your biggest enemy in playing bridge (BBO or physically at the table) is time. Back at 77 Brighton Hill, I would frequently watch people come to a table late, sit down and have a 2-3 min discussion about grandkids, gardening, weather, etc... and then fail to complete a set of boards on time. Then seemingly they would be shocked and appalled when told that the last board wouldn't be played due to time constraints. Fast forward to our last seven months of BBO days. Well... little has changed other than it's not the Director taking the last board away but instead it's BBO. Now before you all come after me with pitchforks claiming "it's not me, it's the other guy/gal/pair", let me first say that as a whole we have gotten better since April. MUCH better. Time is an opponent that must be conquered just as the hands you play. Here are some ways of continuing to fight the "time monster".

[Have a convention card already setup for you and your partner.](#)

This is actually more than a suggestion, it's a requirement by the ACBL. If you have a convention card pre-made and connected to your partner, it will automatically load at the start of the game and thus you will have fewer explanations to make to the opponents. This ultimately saves you typing, which in the end saves you time.

[Hold most of your social conversation for AFTER the hands have been played each round](#)

Saying "hello" to your opponents is fine and even welcomed. But leave it at that until the end of each round. If you're chatting up front, you're likely not getting all the hands completed on the backend of the round. That ultimately leads to a Director sometimes having to make judgement calls on results that may not go in your favor. If you want to be fully in control of your results, then keep the chatter to a minimum while there are hands to play.

[Learn some of the explanation shortcuts](#)

I see players typing in "15 to 17 high card points", "help suit game-try", or "forcing to game". How about using "15-17", "HSGT" or "gt" (game force) instead? If someone asks what that means, you can always explain your shorthand, but they learn it themselves and not need to ask in the future.

[Learn to claim](#)

This is an area that I see where players may be able to save the most time. If you don't know how to claim, then learn! If you already claim, then do it more! Nothing pains me more when I'm directing than to see a player play out all the cards one... after another... after another... until FINALLY they get to the last one, all of them winners. There just went a full minute of time that could have been better spent on: social chatting, coffee refill, bathroom run, solving the next evil hand problem, etc.. As opponents, when you see you're getting no more tricks, feel free to claim 0 tricks. Just be sure when you're doing that on defense that you are certain because your partner has no ability to contest a claim you made, even as a defender.

There are probably a dozen other things to become more efficient each round. The main thing to remember is that you have a finite amount of time each round, so use it wisely. As you might have seen me post in BBO, any judgement decisions will ALWAYS go in favor of the side that played to pace. BBO recently released a new feature for Directors to see how much time each player takes to bid/play on a given round. That means players can't hide behind statements of "it wasn't me" anymore. BBO knows all, sees all, tells all. Please keep this in mind the next time you sit down to play in any of the BBO games.

Be good and play well!

Michael Bitonti
Head Director - CBC

Playing times for Round 1					
North	kfasching	1:06	South	kathyksc	2:24
East	yellohjkct	3:13	West	jimrhew	2:43
Total		NS		EW	
		5:56			

Sample of data the director sees at the end of each round.....

Upcoming Special CBC Virtual Club Games and Online Tournaments

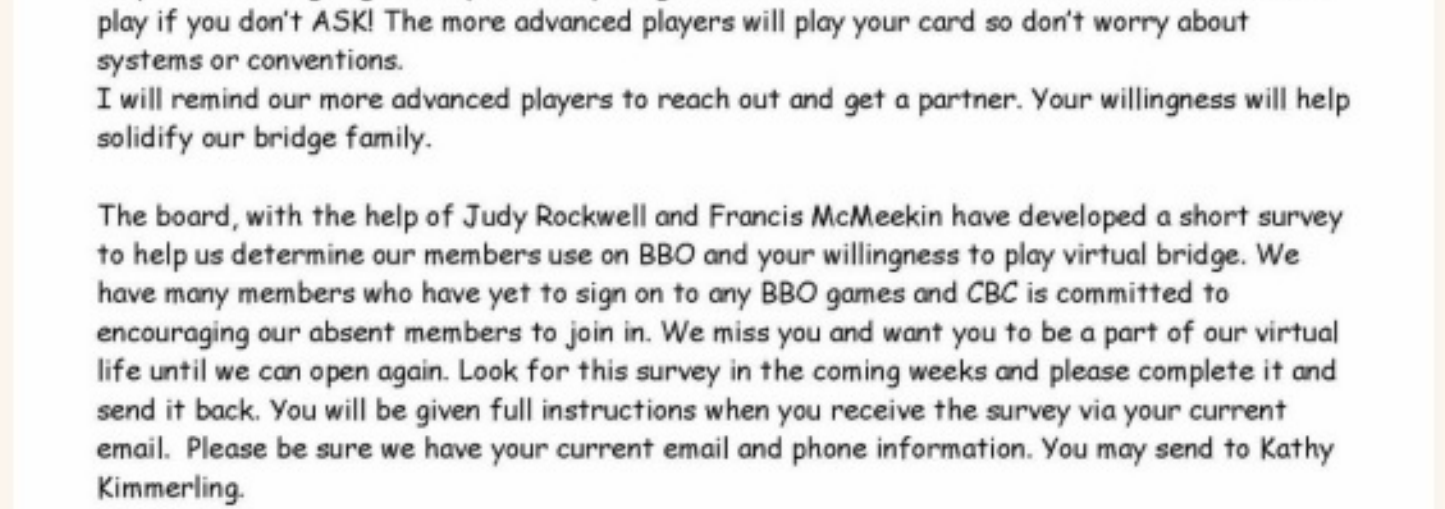
Special Games and Events at the Virtual CBC

October 20	Hi-Lo Pairs (1:05 PM)
October 26 - November 1	Club Appreciation Week - 2X Points for Virtual Club Games 0-500 and Open Pairs every day!
November 3	Hi-Lo Pairs (1:05 PM)
November 17	Hi-Lo Pairs (1:05 PM)

Area Sectional and Regional Tournaments

November 21-23	NABC Robot Individual
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NABC Robot Game



Dear CBC Members,

We continue to add virtual games in order to provide for all our members. We have made some changes recently in hopes our members will be comfortable and competitive. As of October 1, we have four 0-500 games per week: Monday, Wednesday, Thursday and Sunday. Also beginning October 6, we will have a Hi Low game on the first and third Tuesday of each month.

This game was popular at our club and we hope all members will take advantage of this opportunity to play on these two days. Advanced players may ask a player with less than 500 points to partner up to compete with other Hi Low partners. It is important that the players with under 500 points reach out to more advanced players and ASK them to play. If you get a no, just be persistent. It is flattering to be asked to play even if he/she is not available at the time. My personal experience is that if you keep asking you will find a partner who can be helpful in the ongoing development of your game and have some fun at the same time. You can't play if you don't ASK! The more advanced players will play your card so don't worry about systems or conventions. I will remind our more advanced players to reach out and get a partner. Your willingness will help solidify our bridge family.

The board, with the help of Judy Rockwell and Francis McMeekin have developed a short survey to help us determine our members use on BBO and your willingness to play virtual bridge. We have many members who have yet to sign on to any BBO games and CBC is committed to encouraging our absent members to join in. We miss you and want you to be a part of our virtual life until we can open again. Look for this survey in the coming weeks and please complete it and send it back. You will be given full instructions when you receive the survey via your current email. Please be sure we have your current email and phone information. You may send to Kathy Kimmerling.

Lastly, all paid members may log into our sight and go to MEMBERS ONLY tab. You will be instructed to enter your password. You then have access to our member list with all telephone and email information. The members master points are listed but have not been updated recently.

Stay well and happy playing.

Shelby King, CBC President

"I would rather sit on a pumpkin, and have it all to myself, than be crowded on a velvet cushion."
- Henry David Thoreau

TELL YOUR FRIENDS ~ FREE SIX-WEEK INTRO TO BRIDGE

Starting Wednesday, November 11th ~ 10am-12pm CST
FREE Online Intro to Bridge 6-Week Course
with World Champion & Master Teacher Donna Compton -
more information on the CBC Website - 'Novice Corner' Tab

Support the CBC - Play in Daily ACBL SYC Games

ACBL has partnered with [Bridge Base Online \(BBO\)](#) and The Common Game to give you chances each day to earn black masterpoints online. Additionally, the majority of the game fees you pay will be given to your local club to support them during this difficult time.

Support Your Club ACBL Black Point Games are pair events. Games are held on BBO three times a day:
10:00 am, 5:10 pm and 7:30 pm.
Registration opens two hours before game time. You can play with any other ACBL member who has a BBO account.

NEW! Daylong Tournaments are solo events played with robots. In this game, you have up to 24 hours to complete your game, and it doesn't have to be played all at once. You can even pause in the middle of a hand.



Play a few of the 18 total boards in the morning, some more after lunch and the rest in the evening. Or, play them all in one sitting! Register anytime, and you'll have until midnight Eastern time to finish the boards.

Both events use matchpoint scoring, and masterpoints earned in these games will count toward District and Unit races.

Have a comment or an article you would like to submit? Reply to this email or send to cbc.news.sc@gmail.com. This is your Club newsletter and all suggestions or submissions for future articles are welcome! Please submit articles by the 3rd of the month. All articles are subject to editorial approval and edit.

The CBC Newsletter is published monthly by the Columbia Bridge Club - Columbia, SC

