



JULY 2021

NEWSLETTER



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	ALL BBO games the last week in July are Stardust Pairs – a chance to earn some gold
ALL GAMES START TO 1:30				1	2	3	
NAP = North American Pairs Qualifiers					BBO-NAP		
4	5 BBO	6	7 LIVE-NAP	8	9 BBO	10	
11	12 BBO-NAP	13	14 LIVE-Charity	15	16 BBO-NAP	17	
18	19 BBO-NAP	20	21 LIVE-NAP	22	23 BBO	24	
25	26 BBO-Stardust	27 BBO-Stardust	28 LIVE	29 BBO-Stardust	30 BBO-Stardust	31	

HAPPENINGS

New location at Lessie B. Price Senior Center is big success. Players love the venue and many members who did not play on BBO have been showing up.

Remember, the first time you come, you need to show proof of vaccinations. Masks are optional. Only water is provided so if you want to eat or drink anything, bring it with you.

Many thanks to Alan Brooks for organizing and running “The Longest Day” in support of Alzheimer’s research – you can still make contributions through Wednesday.

Several people responded to the request for articles for the newsletter. Many thanks. Keep those cards (pun intended) and letters coming.

ODE TO RON JAEGER

If an incorrect bid is made,
 He will “set you” down by two, as the hand
 is played
 Ask him for bridge advice
 And what he says will be without a price
 What a really nice guy
 I say goodbye to his writings with a woeful
 sigh
 Years of producing the bridge newsletter
 with both facts and fun
 Will surely keep Jay Jacobs on the run
 Thank you, Ron, for keeping us on time
 And helping us climb up the bridge ladder
 We will remember, that you made bridge
 rules matter

YANCEY PASCHALL –
thanks and see you at the bridge table

MILES HALL ANALYZES BBO HANDS

Out of sheer virus induced boredom, accompanied by a curiosity about and interest in data, I tabulated some statistics from the games played at the ABC during January. I don't know if January is a typical month. I haven't tabulated the results from other months (it's quite tedious), nor do I have data to compare with results from other clubs. But the results were interesting and I can make some observations from them.

1. Sixteen games were played during January. This was likely higher than normal because January is a long month and there was "silver week".
2. There were 3990 hands played, with the number played per date ranging from a low of 108 to a high of 357.
3. Games, excluding slams, were bid on 1694 of the 3990 hands played – an average of 42.5%. These results are influenced upwards by those hands in which almost everyone bids and makes game. Taken by itself the average can be misleading because the percentages vary from a low of 32% to a high of 61%. The distribution of the percentages appears to tend towards "normal" with an estimated deviation (eyeball) of 20 points.
4. After game was bid, it was made on 1148, or almost 68% of the time. So, on average, games are made about two-thirds of the time they are bid. These percentages appear to resemble a Rayleigh distribution. Twelve of the 16 percentages are in the range of 64% to 79%.
5. About 30% of the hands played resulted in a game, excluding slam, being bid and made.
6. There were 138 slams bid out of the 3,990 hands played, or about 3.5% of all hands played. However, 82 of these slams were bid on just 7 hands where almost everyone bid and made six or seven. The remaining 56 were scattered.
7. My final statistic is the number or percentage of time a game is bid that results in a slam being made, or unbid slams. By this definition there were 176 unbid slams or 10.4% of the games bid. Note that the number of unbid slams exceeds the number of bid slams. These missed slams most often occurred on highly distributional hands, were often lay down, and resulted in making six or seven of the suit or no trump bid. The missed slams were missed by players of all skill levels. There must be a message here. (Editor's note: Some slams are just not biddable, while some properly bid slams are not makeable.)

QUOTES OF THE MONTH

Almost anything will work again if you unplug it for a few minutes, including you. – Anne Lamott

If you remember the 1960s, you weren't there. – Anon

They laughed when I said I was going to be a comedian. They're not laughing now. - Anon

Just when you think you've graduated from the school of experience, someone thinks up a new course. – Mary Waldrip

There is a rumor going around that I have found God. I think this is unlikely because I have enough difficulty finding my keys, and there is empirical evidence that they exist. - Terry Pratchett

If you want to fly, you have to give up the things that weigh you down. – Toni Morrison

Even if you're on the right track, you will get run over if you just sit there. – Will Rogers

Patience is also a form of action. -Auguste Rodin

Great minds discuss ideas; average minds discuss events; small minds discuss people. - Eleanor Roosevelt

I have three ex-wives. I can't remember any of their names, so I just call 'em Plaintiff. - Lewis Grizzard

In France, everything is prohibited unless it is permitted.

In England, everything is permitted unless it is prohibited.

In Germany, everything is prohibited even if it is permitted.

In Italy, everything is permitted even if it is prohibited.

In The USA, being permitted or not permitted depends on what will benefit the party in office. – Sir David Tweety

TEST YOUR IQ

In the mall, there was an artificial intelligence machine that would discuss any topic with you. I put in my coins and it asked for my IQ. I entered 140, and we had a high-level discussion about advanced astro-physics. I tried again, but this time I put in 120, and we discussed politics. Undaunted, I tried 100, and we discussed sports. I decided to try 80, and the machine said, "You are 3rd position, not vulnerable, with the following hand..."

OBSERVATIONS ABOUT PLAYING CARDS

Did you know that the traditional deck of playing cards is a strikingly coherent form of calendar?

There are 52 weeks in the year and so are 52 playing cards in a deck.

There are 13 weeks in each season and also 13 cards in each suit.

There are 4 seasons in a year and 4 suits in a deck.

There are 12 months in a year and 12 court cards (Those with faces namely Jack, Queen King in each suit)

The red cards represent the day, while the black cards represent the Night.

If you let Jacks = 11, Queens = 12, and Kings = 13, the sum of all the numbers $1 + 2 + 3 + \dots + 13 = 91$. Multiply 91 by 4 (for the 4 suits), and you get 364. Add 1 for the Joker and you arrive at 365 being the number of days in a year.

Is this mere coincidence or a greater intelligence?

Of interest also is the sum of the letters in all the names of the cards; eg : add up the letters in "one, two, three, four, five, six, seven, eight, nine, ten, Jack, Queen, King = 52!

Spades indicate ploughing/ working.

Hearts indicate love thy crops.

Clubs indicate flourishing and growth.

Diamonds indicate reaping wealth.

Also, in some card games 2 Jokers are used, indicating leap year.

There is a deeper philosophy than just a merely a game of playing cards. The mathematical perfection is mind-blowing.

Courtesy of MADHU SUCHAK



(extra credit: do you remember "Deck of Cards" by Wink Martindale from the 1950s?)

INTERESTING DEFINITIONS

Aibohphobia – fear of palindromes (*and, the word itself is a palindrome*)

Lethologica – inability to remember a particular word or name

Agathokakological – composed of both good and evil

I GET NO RESPECT

The day Judy and I got married, she turned to me and said, "This is forever. If you ever do anything awful, I will not leave. I will stay and make your life miserable." I have never, ever, for a moment, forgotten that.

Our division of labor is simple. Judy does anything that requires thinking, planning, creativity, style, taste, or organization. When we cook, she is an excellent chef. I am the sous chef – I cut up things, reach where she can't because I'm taller, open jars that are tightly sealed, wash the pots and pans, and set the table.. When we travel, she translates, while I carry things.

Why we don't have a garden:

Jay's approach: throw down seeds and whatever comes up, you are ahead.

Judy's approach: tend the garden on an hourly, if not minute by minute, basis

Neither can tolerate the other's way.

The only time I outsmarted Judy (not counting when she was asleep) was right after we got married. We quickly determined that neither of us liked to do housework,. She, quite rationally, suggested that whoever was bothered by something would clean it up. Since I can live in mire up to my waist, she soon realized she was the only one doing any work. She called a family meeting and we came up with a solution. Now, we write a check and someone else does the work.

Judy and I don't have arguments. We have discussions. I never win, but I can always point out that I am entitled to an opinion. I know that we are done when she tells me it's time to say: "Yes dear."

Jay (playfully): "I'm thinking of inviting the ex to my birthday party" (*the ex a/k/a "that RFB" = rotten f**king b**ch, whose self-professed main goal in life was to "muddy the waters", leaving chaos in her wake and expecting others [i.e., Jay] to clean it up*)

Judy: "Your birthday. Your party."

Jay: "I'm writing the invitation."

Judy: "Do whatever you want."

Jay: "I'm ready to mail it."

Judy: "Over your dead body."

Judy: "Why are you in a bad mood?"

Jay: "I'm not in a bad mood."

Judy: "I can tell when you are in a bad mood, and you are in one."

Jay: "I absolutely am NOT in a bad mood."

Judy: "That's what you always say when you are in a bad mood."

Jay (practically shouting): "I AM NOT IN A BAD MOOD."

Judy: "See."

Judy: "Your turn to let the dog out."

Jay: "Soon. I'm reading the newspaper." (i.e., the comics)

Judy: "I know you have to mow every word – but hurry up, the dog really needs to go."

Jay (holding some candy): "See what I've got?"

Judy: "Yes, so."

Jay: "If you're nice to me, I'll give you some."

Judy: "Not worth it."

All of the above are true. Here's a variation on an oldie but goody where I got the last word:

Judy: "Where are you going?"

Jay: "Out."

Judy: "What are you going to do?"

Jay: "Nothing."

Judy: "That's what you did yesterday."

Jay: "Didn't finish."

MORE BAD JOKES

Q: If April showers bring May flowers, then what do May flowers bring? A: Pilgrims.

Q. What do you say to a man in a 3 piece suit in West Virginia? A. "Will the defendant please rise."

SPLINTER BIDS

A splinter is an unusual jump to show (1) a fit in partner's suit and (2) a singleton or void in the suit you bid. It requires at least 4 card support for majors, 5 cards for diamonds, and 6 cards for clubs. Splinters are rare in the minors because they bypass any possible major suit fit, use up a lot of bidding space, and make it harder to get to 3NT, if that is the limit on the hand. Splinters are game forcing and slam invitational. Splinters may enable you to locate slams on fewer points than normal because they highlight distribution.

The following are splinters over partner's opening bid::

<u>Over</u>	<u>Splinter</u>
1C	3 of any other suit
1D	3 of a major or 4C
1H	3S or 4 of a minor
1S	4 of any other suit

Partner can sign off in game or initiate a cue-bidding sequence, bidding up the line. So, if over partner's 1S opener, I splinter into 4C, and partner bids 4H, partner is showing slam interest with first round control of hearts (= ace or void), but denying a first round diamond control. If I then rebid clubs, indicating I accept the slam invitation, I am showing a club singleton ace or void (= first round control). If partner then bids diamonds, that shows second round control of diamonds (king or a singleton), having bypassed them the first time. If partner had neither a diamond nor a heart control, partner can sign off in game at 4S. This does not necessarily silence me, as I may have both heart and diamond controls (likely both aces since I have already shown a singleton or void in clubs).

The opening bidder can also splinter over partner's response. Suppose I open 1C and partner responds 1H, then 3S by me is a splinter showing 4 hearts, a singleton or void in spades, game force, and slam interest. Partner can then sign off in 4H or cue bid a first round control in another suit (but, by bidding diamonds, for example, partner denies a first round control in clubs).

Playing Bergen raises, technically a bid of 3 of the other major is a splinter. A response of 3S to 1H is a splinter (as always), but so is a response of 3H to 1S (3H is otherwise

a non-existent Bergen bid). Then, you don't have to go to the four level, leaving room to cue bid minors.

Some people play "self-splinters." Thus, after I open 1S and partner responds 2D, my bid of 3H or 4C would be a self-splinter (no need to jump shift after partner goes to the 2 level). A self-splinter requires a long, solid, self-sufficient suit so it can be trump lacking any meaningful support from partner. You are relying on partner for values outside the presumed trump suit. Self-splinters should be discussed with partner to avoid confusion.

RULE OF 15

The Rule of 15 is a guideline to help decide whether to open the bidding in 4th position. Add your high card points to the number of spades. Open if the total is 15 or higher. Otherwise, pass it out. In the past, people have used 14 or 16, but most experts now agree on 15. Consider modifying based on vulnerability, the strength of your good suit(s), and your intermediates.

RULE OF 20

The Rule of 20 helps you decide whether to open a highly distributional hand. Add your high card points to the total number of cards in your two longest suits. Open if the total is 20 or higher. But, remember that singleton kings and double queens are not worth their face value. Hands where the points are concentrated in your good suits favor bidding. The rule generally applies to hands where your two longest suits are 5-5.6-4, 7-4, 6-5, etc., but not to 5-4-4-0, 5-4-3-1, or 5-4-2-2 distributions when the five card suit is a minor. Consider modifying based on vulnerability, the strength of your good suits, and your intermediates.

FAST ARRIVAL

Generally, jumps to game indicate lack of slam interest. So, if partner opens 1S and I bid 4S, I am showing an unbalanced hand with relatively few points, a singleton or a void, and at least 5 spades. If I have a better hand, slam may be possible. I will find another bid to allow us to explore the best possible contract.

Often, it is the weaker hand that determines the level. When the weaker hand jumps to game, it denies slam interest. Thus, if I open 2C, partner says 2D (waiting), and I bid 2

of a major, partner's raise to 3 of that major is stronger than partner's raise to 4. ("The one who knows, goes.")

But, do not confuse fast arrival with this bidding sequence: you open 1C, partner bids 1H, and you bid 4H. That bid shows 18+ points with 4 hearts, and is NOT a shutout bid. Partner passes with no slam possibilities. If partner has slam interest, partner can ask for aces or initiate a cue-bidding sequence. Remember, cue bids go up the line, so any suit you bypass denies first round control.

SOME BRIDGE OBSERVATIONS

"6-5" come alive

Do not underlead aces against suit contracts

As declarer, to preserve communication, don't take all the top tricks in one hand – leave some high cards so you can move back and forth

Look at the hand as a whole – don't just run one suit and then think about the rest

A 4-4 trump fit may play better than a 5-4 fit, since the 5th card provides a pitch from the shorter hand

You do not need all suits stopped to open 1NT

The 4 level in a minor generally belongs to the opponents

You can afford to take more chances in matchpoint (duplicate) scoring than in IMP (team) scoring, since in IMPs one bad score can cost the whole round instead of just one board

Try not to double slams without a trump trick – generally, you don't need to double slams that are not sacrifices because setting them should be a good result anyway

Familiarize yourself with common suit distributions (4-4-3-2; 5-3-3-2); etc. and then (a) practice counting the cards in trump and other suits and (b) keep track of what cards remain outstanding that are higher than the ones you hold

Don't fall in love with conventions – a simple game played well will usually beat a complicated game played poorly, especially when you or partner may forget or misinterpret particular conventions

When somebody leads a suit in which you and partner have 9 cards, it is often a singleton. If you risk a losing finesse, the return may get trumped.