



# JUNE 2021 NEWSLETTER



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	<b>BBO &amp; LIVE GAMES</b> start to 1:30  <b>GNT GAMES</b> start at 10:00 or 10.15 and TBA (two sessions) on BBO  June 23 = Longest Day (special game)
		1	2 BBO	3	4 BBO++	5 GNT-A,C	
6 GNT-A	7 BBO	8	9 LIVE**	10	11 BBO	12 GNT-B	
13 GNT-B	14 BBO++	15	16 LIVE++	17	18 BBO++	19	
20	21 BBO++	22	23 LIVE	24	25 BBO	26	
27	28 BBO	29	30 LIVE++	** Charity game ++ Grand Nat'l Pair Qualifier			

## BOARD ISSUES

### Expiring Officer Terms –

The terms of Ron Jaeger, our Club Manager, and Mike McComb, our Treasurer, expire in January 2022 – they have both served the maximum two terms and are not subject to re-election – the Board will appoint a Nominating Committee – in the meantime, if you are interested in either of these positions (*main requirements: people person, show up regularly, and have a thick skin*), or know someone who might be, please contact a Board member.

### Kudos / Thank You (in no special order) – to:

Linda and Allen Knox and Alan Brooks for removing our materials from Croft House

Alan Brooks for setting up the game at the new location, storing materials, and taking care of the logistics of starting up

Sherry Buck for conducting the member survey and finding a storage location

Jesse Roach for moving our tables to the new location

The whole Board for their devotion, planning, and effort in keeping everything going

## **NEW LOCATION FOR LIVE, WEEKLY, FACE-TO-FACE, WEDNESDAY GAMES COMMENCING JUNE 9**

- We will be playing at **Lessie B. Price Senior Center, 841 Edgefield Ave., Aiken 29801** – there is adequate parking
- Our games will start at 1:30, *as always*
- Only vaccinated people may play (*bring proof of vaccination*)
- Masks are permitted but not required
- Water and ice will be provided – if you want to drink something else, or eat something, bring it with you
- Hand sanitizer will be available
- Our agreement with the Senior Center requires a table with lessons for non-members – encourage non-members to come
- The card fee is \$4 – you can also use your old tickets
- Due to logistical issues and limited storage, a printer may not be available – results will be posted on the internet and at the Price Center the following week
- Joanne Sheehan volunteered to be the Partnership Chair for Face-to-Face bridge games – her phone # is: 985-778-6570

## NEW EDITOR TAKES OVER

Following an ill-conceived, disorganized, and poorly engineered coup, I have seized control of the newsletter. There will be some policy changes. Following is a comparison of what you got previously and what you can expect:

<u>With Ron as Editor</u>	<u>With Jay as Editor</u>
Interesting, witty, and concise writing	Ponderous and heavy-handed writing
Helpful articles to improve your play	Articles
Relevant and timely news	Stuff
Upbeat approach	Sour, sarcastic, and negative approach
Intelligently written and entertaining	Written

Many thanks to Ron for the wonderful newsletters he has produced. He remains the publisher, so any errors are clearly his fault for getting past his final review.

Please send in ideas for newsletter articles and suggestions for improvements. For those of you who can read and write, consider this a request for articles – the alternative is a wall of verbal diarrhea from me.

Jay Jacobs

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## RETURNING TO LIVE PLAY

- Expect culture shock at seeing live opponents and crowds
  - Try, *or at least pretend*, to be nice
  - Remember only your mental discipline stops you from bidding or playing out of turn (without BBO) (*see below for summary of declarer's options for opening leads out of turn*)
  - You can't disconnect so you can run into the kitchen for a snack
  - You can't play in your pajamas (*actually you can, but you may be subject to ridicule*)
  - You can't call or text partner during the hand
  - Do not discuss hands in a way that people at other tables can hear
  - No yellow bars appear when it is your turn to bid or play
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## STATUS OF CROFT HOUSE

Currently, Croft House does not permit visitors to their facility. They have indicated we will be welcomed back when they re-open, which will likely not happen before July at best. Once they indicate they are reopening, the Board will consider how to deal with two locations, since we will not want to have to move our supplies (cards, bidding boxes, etc) back and forth between locations. In the foreseeable future, however, we will only be using the Lessee B. Price Senior Center

## USE OF ROBOTS

The Board and the Directors as a group discussed the use of robots in the BBO games. Initially, we substituted with live volunteers but had problems with too many of them getting disconnected or, worse, just dropping out because they had another commitment or didn't like their partner. Robots do not have these problems because they do not have other commitments, nor do they have feelings. We decided to continue the use of robots, but we request those without partners first go through the partnership desk on BBO rather than just directly signing up for a robot partner. Note also that if you have a robot partner, you are automatically an "A". When we need to add a robot pair, they cannot get masterpoints, so everyone below them moves up a notch.

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## RESULTS OF THE MEMBER SURVEY

We received responses from 102 continuing and 10 non-continuing members, summarized as follows (not everyone answered every question):

<b>:Want to play face to face again?</b>	<b>Yes: 98</b>	<b>No: 4</b>
<b>Ready to play?</b>	<b>Now: 56</b>	<b>June/July: 9</b>
<b>Prefer to play how many times a week?</b>	<b>One: 33; Two: 30; Three: 29</b>	
<b>Wear a mask if you have to?</b>	<b>Yes: 80**</b>	<b>No: 19</b>
<b>Vaccinated?</b>	<b>Yes: 95++</b>	<b>No: 5</b>
<b>Continue with BBO?</b>	<b>Yes: 61</b>	<b>No: 37</b>

\*\* Many indicated they would wear a mask if they had to, but would prefer not to

++17 indicated they would not play with unvaccinated people

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## QUOTES OF THE MONTH

Learn from the mistakes of others. You can't live long enough to make them all yourself.

- Eleanor Roosevelt

A smooth sea never made a skillful mariner. – English proverb

Never confuse motion with action. – Benjamin Franklin

When someone shares something of value with you and you benefit from it, you have a moral obligation to share it with others. – Chinese proverb

Never argue with stupid people. They will drag you down to their level and then beat you with experience. – Samuel Clemens

## DECLARER'S OPTIONS FOR AN OPENING LEAD OUT OF TURN

First and foremost, call the director. Do not make your own rulings at the table. The director will enumerate these, but you should all be familiar with them. There are five (5, V, ⅴ, cinco, funf, cinque, ciinc, etc.) choices:

1. Accept the opening lead and see the dummy before playing
2. Accept the opening lead and have partner play the hand with declarer's hand as dummy
3. Forbid the correct opening leader from leading that suit as long as they retain the lead – the card remains a penalty card to be played at its first opportunity
4. Require the correct opening leader to lead that suit – the card is returned to the incorrect leader's hand
5. Allow the correct opening leader to lead whatever they want – the card stays down as a penalty card, to be played at its first opportunity

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## A LITTLE HUMOR (??!!)

(thanks to Selwyn Skinner)

I was interviewing a cleaning woman who applied for a position as housekeeper.

When I asked the reason she had left her last employer, she replied:

"Well, sir, they paid good wages, but I'm tellin' ya, it was the most ridiculous and sinful place I've ever worked."

"My, last night they were playing some kind of game called Bridge and a lot of local town folks were there that I recognized from the social pages of our town newspaper. I was about to bring in the refreshments, when I heard a man say, 'Lay down and let's see what you've got.' "

"Another man said, 'I've got strength but no length.' "

"Then another man says to a lady, 'Take your hand off my trick!' "

"I pretty near damn near dropped the tray and dropped dead just then, when I was shocked to my senses to hear the lady answer, 'You jumped me twice when you said you didn't have the strength for one more raise.' "

"Another lady was talking about protecting her honor."

"And I couldn't believe it, in this respectable community, hearing yet another lady call out, 'Now it's time for me to play with your husband and you can play with mine.' "

"Well, with them shenanigans goin' on, I just got my hat and coat and as I was leaving, I hope to die if one of them didn't say: 'Well, I guess we'll all go home now cuz this is the last rubber.' "

## BIDDING TWO-SUITED HANDS

Distribution is very important – often more powerful than high card points (HCP). After all, if you have a void and are playing in a suit, you are playing with a 30 HCP deck, instead of 40. That's why the experts say: "6-5, come alive". Don't count points, count tricks.

Generally, with a two suited hand, bid your longer suit first, maybe twice if you are 6-4, before you bid your shorter suit. But, if your longer suit is lower ranking, you may still want to initially bid the 5 card suit. Thus, with a 5 card major and 6 card minor, most often you are better off opening the major and then bidding the minor a couple of times until partner gets the idea that you are 5-5 or 5-6. Similarly, if you have 6H and 5S, or 5D and 6C, you probably want to open the higher ranking suit to avoid a reverse later on. Likewise, with 7-6, start with the higher ranking suit and then bid the lower ranking one at least twice unless, of course, partner supports one of your suits, the opponents double you (and partner doesn't run to your other suit), or partner makes a penalty double.

With 7-4, 7-5, 8-4, 8-5, etc. distribution, bid the longer suit twice before bidding the shorter suit, unless partner bids the shorter suit. In that case, support partner, since your hand provides a fit with ruffing values, and a long suit for partner to potentially set up and run. When you have a 7-5 hand where the 5 card suit is the higher ranking, especially if it's a major and the other suit is a minor, you may still want to bid that one first, depending on where your points are.

With 5-4-4-0 distribution, open your 5 card suit, with the possible exception when your 5 card suit is clubs and you are void in spades. Then it may be more prudent to open 1D so you have a 2C rebid if partner bids 1S. It doesn't matter as much if your void is hearts, since you can bid 1S over partner's 1H response. If partner repeats the suit in which you are void, consider passing at the lowest possible level, since you are clearly in a misfit.

With 5-4-3-1 distribution, support partner in any suit that is not your singleton and, otherwise, try to show both of your suits. However, if partner rebids your singleton, pass to stay as low as possible in the misfit (unless partner jumps and you have extra values).

Other than defensive bids over 1NT (such as Cappelletti, Meckwell, DON'T, etc.), which are beyond today's discussion, there are several common conventions that show two suited hands.

### Michaels Cue Bids

This is very useful and popular duplicate bid. You have a 2 suited hand and the opponents have opened. You must be in the direct position (next bidder), not the pass-out position. (So, 1D – 2D = Michaels; 1D – pass – pass – 2D is not Michaels – it is most likely a balancing bid with long diamonds after opponent's presumed short diamond opener.)

Usually, you have 11-15 points and 2 five-card suits (some do it on 6-4 or 5-4). Many people prefer Michaels as weak or strong (e.g., either 6- 12, with your points concentrated in the two suits, or 16+) and then simply overcall a suit when in the middle range (= opening count). So, make sure you and partner agree on your range for Michaels.

When an opponent opens 1 of a minor, a cue bid of that minor means you have both majors. (This applies even if the minor may be artificial.) When opponent opens one of a major, a cue bid of that major means you have the other major and an undisclosed minor. In either case, partner then sets the contract, doubles the opponent, etc. You need not bid again. However, indicating a known suit on 4 cards becomes problematic when partner may support with 3. Nevertheless, do not be deterred from cue bidding 2 of a minor on 5-4 in the majors. With a five card major and a four card minor, cue bid 2 of the other major without compunction. But, with 4 in the major and 5 in the minor, double instead. Partner asks for your undisclosed minor by bidding 2 NT. Partner's bid of 3NT over Michaels is to play, although that would be rare, since you have shown an unbalanced hand.

If your Michaels bid indicates both majors, partner's bid of 2NT asks you to bid a minor suit singleton at the 3 level, minor suit void at the 4 level, and 3NT with 6 – 4 in the majors, regardless of minor suit distribution. If there is no singleton, void or 6 card suit, bid your longer major, or hearts if the suits are equal in length. (Thus, a bid of spades indicates longer spades; while a bid of hearts could be equal length or longer hearts.)

Some people also play Michaels over weak two bids. Thus, a cue bid of 2D = majors and a cue bid of 2H or 2S = the other major and an undisclosed minor. Partner then has no convenient asking bid for the undisclosed minor, since 3NT is to play. To play in a minor, partner simply bids 4C (very rarely 5C) over 3H or 4S and the Michaels bidder passes or corrects.

With both minors, after a major is opened, just start bidding suits or use the Unusual Notrump (below). With more than 16 points, you have alternative bids available –overcall your longest suit or double. Subsequent bids will define your strength and distribution.

Some people play "Leaping Michaels" over opponent's weak two bid in a major. A jump to 4 of a minor shows that minor and the other major. Thus, over 2S, a bid of 4D means diamonds and hearts, presumably at least 5-5, since you are committing to the four level. Likewise, bidding 4C or 4D over opponent's 3C or 3D preempt would mean at least 5-5 in the majors (since otherwise you would simply double). In Leaping Michaels, a cue-bid of the opponent's weak two bid suit generally means you have a solid (most likely minor) suit and asks partner to bid 3NT with a stopper in opponent's suit, instead of showing a two-suited hand.

### **Unusual no-trump**

A jump to 2 NT in direct position over the opponents opening bid (or over the opponents opening bid followed by a response) indicates a two suited hand, usually with minimal point count. It is preemptive and requires at least 5-5 in the two suits, making it an offensive bid if partner has a fit for either or both suits. With a "good" 5-5 hand, bid normally.

The suits you have may vary by the bidding or by partnership agreement. Some people play you must have the minors, although others play it is for the two lower unbid suits. Some people allow treating artificial bids as not having been made. Thus, if the opponent opens an artificial 1C or 1D, and you are the next bidder, it would mean you had the minors. Otherwise, it would mean you had the other minor and hearts.) Make sure you and partner agree on whether it is always the minors or the two lowest unbid suits. (Remember, with the majors, or a major and a minor, Michaels cue bids are also

available depending on the bidding. But Michaels does have point count requirements.) Make sure you and partner agree on whether it is always the minors or the two lowest unbid suits.

A bid of NT in the balancing position (i.e., 1C / 1D – Pass – Pass – 1NT or 2NT) is NOT the unusual notrump, since you could just as easily balance with a double or bid a suit. It describes a hand willing to play notrump with a stopper in the opener's suit and the requisite points for the level bid. It also implies no 4 card major, or at least not 4-3 in the majors. Likewise, after 1C / 1D – Pass – Pass, two of opener's suit is generally considered natural.

After the unusual no-trump, partner picks his/her better of the known suits. Partner may continue to bid, but you should subsequently pass unless partner makes a forcing bid (such as a cue bid of the opponents suit), as you have described your hand, and it is a minimum. Nevertheless, the bid escalates the bidding level, making it harder for the opponents to determine how much they have since many of the bids they make could just be competitive. Indeed, if partner has garbage, but with a fit in one or both of your suits, he/she should consider an advanced save (going to a high level immediately) to jam the bidding. With a known fit, you may have a chance of making the bid, or the opponents may not be able to punish you too much. Further, they may bid too high and go down.

When the opponents open at the one level and get to two of either major, a 2NT bid is for the minors, whether in direct or balancing position, since the 2NT bidder may not have been in a position to show the minors after a minor suit opening (e.g.: 1 minor – pass – 1 major – pass – 2 major – 2NT = I have the minors but couldn't bid 2NT over 1 of the minor in case they had a legitimate suit). Likewise, if an opponent opens one of a major and the other opponent bids two of any other suit, 2NT is for the unbid suits.

Be careful of vulnerability – these bids are most effective with favorable vulnerability and least effective with unfavorable vulnerability. When you are vulnerable, down 1 doubled (=200) is better for the opponents than most part scores and down 2 doubled (=500) is better than a non-vulnerable game. For the opponents to beat a vulnerable game, however, they must set you 800.

When the opponents bid an unusual no trump and the bidding gets high, your best alternative may be to take a sure plus score by doubling them. They may make the bid on occasion and/or we may have a better alternative. But, if you're not sure and we have a lot of points, especially if we have controls in their suit(s). and the bidding is already above 3NT, a double may be your most effective option.

### **Flannery 2 diamonds**

Hands with 5+ hearts and 4 spades are awkward in standard bidding. A 1H opening often makes it harder to find a spade fit. Responder tends not to bid 1S with a better alternative, such as raising with 3 hearts or bidding a 5 card minor at the two level. Consequently, a 4-4 spade fit may go undiscovered.

Using Flannery, you open 2D on hands with specifically 5 (or even 6) hearts and 4 spades and 11-15 HCP. Thus, only 2H and 2S are weak 2s. Flannery foregoes the preemptive / offensive value of a

weak 2D bid, although that is often minimal. Playing Flannery, alert a bid of 1S opposite a 1H opener as a 5+ card spade suit.

Since your 2D opener described your hand, you should pass partner's next bid, with limited exceptions, since partner sets the level and suit. Thus, partner's bid of 2H or 2S is to play. Partner's bids of 4C and 4D are transfers to 4H and 4S, respectively. But, 3 of a major from partner (without competition over your 2D opener) is invitational (unless the partnership agrees that it is preemptive, *which is alertable*). Go to four with a maximum and/or a void.

Partner also has 2NT as a forcing bid to find your distribution. Since you guaranteed 9 cards in the majors, your response is 3 of the minor in which you have 3 cards (with 5-4-3-1 distribution), 4 of the minor in which you have 4 cards (with 5-4-4-0 distribution), 3H with 2-2 in the minors and a minimum, 3S with 2-2 in the minors and a maximum, and 3NT if you opened 2D with 6 hearts and 4 spades. [Some people play the opposite in the minors – that is, they bid a singleton (5-4-3-1) at the 3 level and a void (5-4-4-0) at the 4 level. Make sure the partnership agrees on which way to play this.]

Partner may even pass your 3 card minor, or bid his/hers, to show you a six card suit and little tolerance for the majors. After your response, partner sets the contract or enters a slam bidding sequence. Thus, partner's subsequent bid of a minor indicates first round control of that suit. (Always bid controls up the line. So, If partner cue bids diamonds, he/she denies first round control of clubs.)

Standard defenses over Flannery 2D openers are: 2H = three suited takeout; 2NT = minors; suit bids other than 2H are natural; and double is a balanced opening count (doesn't necessarily guarantee heart and/or spade stoppers). Some people play that 2NT = 17+ (instead of for the minors), hopefully with stoppers in both majors. Delayed or direct doubles are for takeout, implying the minors (since 2H indicates spades as a possibility). Doubles after partner has bid are for penalty. If searching for NT over Flannery, cue bids of either major (other than 2H) indicate a control in that major and ask partner to bid 3NT with a control in the other major. (Presumably, you have a running minor and want to make sure the opponents can't set you before you get in).



## WHERE SOME OLD SAYINGS CAME FROM

A SHOT OF WHISKEY - In the old west a .45 cartridge for a six-gun cost 12 cents, so did a glass of whiskey. If a cowhand was low on cash, he would often give the bartender a cartridge in exchange for a drink. This became known as a "shot" of whiskey.

BUYING THE FARM - This is synonymous with dying. During WW1 soldiers were given life insurance policies worth \$5,000. This was about the price of an average farm so if you died you "bought the farm" for your survivors.

IRON CLAD CONTRACT - This came about from the ironclad ships of the Civil War. It meant something so strong it could not be broken.

RIFF RAFF - The Mississippi River was the main way of traveling from north to south. Riverboats carried passengers and freight but they were expensive so most people used rafts. Everything had the right of way over rafts which were considered cheap. The steering oar on the rafts was called a "riff" and this transposed into riff-raft, meaning low class.

COBWEB - The Old English word for "spider" was "cob".

SHIP STATE ROOMS - Traveling by steamboat was considered the height of comfort. Passenger cabins on the boats were not numbered. Instead they were named after states. To this day cabins on ships are called staterooms.

SLEEP TIGHT - Early beds were made with a wooden frame. Ropes were tied across the frame in a crisscross pattern. A straw mattress was then put on top of the ropes. Over time the ropes stretched, causing the bed to sag. The owner would then tighten the ropes to get a better night's sleep.

SHOWBOAT - These were floating theaters built on a barge that was pushed by a steamboat. They played small towns along the Mississippi River. Unlike the boat shown in the movie "Showboat", they did not have an engine. They were gaudy and attention grabbing which is why we say someone who is being the life of the party is "showboating".

OVER A BARREL - In the days before CPR, a drowning victim would be placed face down over a barrel and the barrel would be rolled back and forth in an effort to empty the lungs of water. It was rarely effective. If you are over a barrel, you are in deep trouble.

BARGE IN - Heavy freight was moved along the Mississippi in large barges pushed by steamboats. These were hard to control and would sometimes swing into piers or other boats. People would say they "barged in".

HOGWASH - Steamboats carried both people and animals. Since pigs smelled so bad they would be washed before being put on board. The mud and other filth that was washed off were considered useless "hog wash".

CURFEW - The word "curfew" comes from the French phrase "couvre-feu", which means "cover the fire". It was used to describe the time of blowing out all lamps and candles. It was later adopted into Middle English as "curfeu" which later became the modern "curfew". In the early American colonies homes had no real fireplaces so a fire was built in the center of the room. In order to make sure a fire did not get out of control during the night it was required that, by an agreed upon time, all fires would be covered with a clay pot called-a "curfew".

BARRELS OF OIL - When the first oil wells were drilled, there was no provision for storing the liquid so they used water barrels. That is why, to this day, we speak of barrels of oil rather than gallons. [42 gallons to the barrel is the standard]

HOT OFF THE PRESS - As the paper goes through the rotary printing press friction causes it to heat up. Therefore, if you grab the paper right off the press, it's hot. The expression means to get immediate information.

There, don't you feel smarter, *or at least more knowledgeable?*

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## PERSPECTIVES

1966: Long hair  
2021: Longing for hair

1966: KEG  
2021: EKG

1966: Acid rock  
2021: Acid reflux

1966: Moving to California because it's cool  
2021: Moving to Arizona because it's warm

1966: Trying to look like Marlon Brando or Liz Taylor  
2021: Trying NOT to look like Marlon Brando or Liz Taylor

1966: Hoping for a BMW  
2021: Hoping for a BM

1966: Going to a new, hip joint  
2021: Getting a new hip joint

1966: Rolling Stones  
2021: Kidney Stones

1966: Screw the system  
2021: Upgrade the system

1966: Disco  
2021: Costco

1966: Parents begging children to get your hair cut  
2021: Children begging parents to get their heads shaved

1966: Passing the drivers' test  
2021: Passing the vision test

1966: Whatever  
2021: Depends