JUNE 2022 NEWSLETTER

Sunday	Monday BBO	Tuesday	Wednesday F2F	Thursday	Friday BBO	Saturday
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12	13 Open Pairs	14	15 NAP	16 LUNCH	17 Open Pairs	18
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All games start at 1:30

F2F games at Lessie Price Center

The ACBL does not always notify us about special games in time for the newsletter. We will send an email for any changes.

The Longest Day

We are pleased to once again participate in The Longest Day, the Alzheimer's Association's major yearly fundraiser. Our Longest Day game will be held on Wednesday, June 22. The card fee for this game will be $5.00. In addition, we will have a donation basket available for those choosing to make a contribution toward finding a cure for Alzheimer's. If you would like to donate by a check, make it payable to the Alzheimer's Association, put it in the basket or give it to any Board member and you will receive a receipt directly from the Association. All cash donations and all card fees will be given to the fight against this hideous disease.

We are always looking for material and suggestions for newsletter articles. We would like to start a Q&A, subject to the limitations of the editor. Contact Jay Jacobs with your idea or questions. jayjacobs44@gmail.com

SWISS TEAM GAME, Friday, June 10, 2022
At Hounds Lake CC Lunch at 12:15
Game at 1:00 pm
Contact Lauren if you need help putting a team together

Adding Face to Face Game on Mondays

Starting Monday, July 11, The Aiken Bridge Club will be offering a second day of F2F at the Lessie Price Center at 1:30. Starting Monday, July 11, there will not be a BBO game at 1:30 pm on Mondays.

Members of the Bridge Club meet for lunch at 1:00 PM on the 2nd Thursday of each month at Charley's. Contact Dorothy Johnson (803-443-5500) for details.

The Guaranteed Partner Program is on hiatus for the summer. Please call Joanne Sheehan if you want to play in an Aiken Bridge Club game. Joanne will try to match you up with another player who also needs a partner

ANOTHER OPTION FOR FACE-TO-FACE BRIDGE

The Board feels another way to provide F2F opportunities is to align more closely with the Augusta Bridge Club. We will invite them to play in our games and they will invite us to play in theirs.

The Augusta Club is changing from private ownership under Ray Coleman to a non-profit club (like we are). As part of this transition, they have made arrangement to play at a new location basically across the street from Augusta National. Here is the information on their games:

Games will be scheduled on Tuesdays (12:30), Wednesdays (12:30), Fridays (12:30), and a Saturday team games at 1:00 with plans for a Non Life Master-Life Master game.

DIRECTIONS TO 1100 AZALEA DRIVE
From Washington Road you turn onto Azalea Road at the light across from the Augusta National. The house is just past the stop sign (at the bottom of the hill) on your right. It has a circular driveway and parking on Azalea and Apricot.

TEAM GAME STRATEGY

Team game scoring differs from duplicate scoring. In a team game, when you compare scores, the difference between the results at the two tables becomes IMPs (international match points), which in turn translates into victory points. The amount by which you win or lose is important since scoring is “cardinal” or absolute. In duplicate, the amount by which you win is irrelevant, only the order of standing is important – thus, scoring is “ordinal”. It doesn’t matter if you win by 10 points or a thousand points, you get 1 matchpoint for each pair you beat and ½ matchpoint for each pair you tie. Consequently, since team scoring is cardinal, it is important to win by the greatest possible amount or lose by the least possible amount. This affects your strategy, which differs from duplicate strategy where the order, and not the size, of the margin controls.

Based on scoring, in team games you make sure you make your contracts – overtricks count for relatively less than the plus score from a contract (unless you are doubled – more on that below). You take fewer risks at the game and slam level. Thus, you don’t risk your contract – if the opponents make one more trick in the same contract, they get one IMP. Indeed, if one team makes 4NT and the other makes 4 of a major, the difference is ten points, which translates into zero IMPs. However, it is very important to bid marginal games. The best scores at IMPs come from the following (generally in

ascending order, but depending on vulnerability and ignoring when doubled contracts are made – apologies if anything is omitted):

- You make more tricks than the opponents at equivalent or similar levels or contracts
- You make a part score at one table and set the opponents at the other
- You make a part score at each table
- You make game or slam in excess of the opponents sacrifice (this can go in several places, based on both sides' vulnerability and how much they go down)
- You make game when the opponents do not bid it or go down
- You make slam when the opponents only bid game or a part score
- You make a game in each direction
- You make slam when the opponents go down
- You make slam in each direction (very rare)

The last four occur least frequently – slams and double game swings are fairly rare. So, you should mostly focus on the first five. Note also that the double plus on the second and third can often equate to a non-vulnerable game at one table opposite a negative part score at the other.

Now, let's have a brief discussion of probability. The sum of all probabilities must equal 100%. For simplicity, we will start with coin flips, where the chances of heads and tails

are each 50% (ignoring the possibility that the coin lands on edge). Suppose I give you $1 for every heads and nothing for every tails. Your expected value on every flip of the coin is 50 cents (50%*$1 + 50%*0). Yet, you will not get 50 cents on any single flip. Suppose, instead, I give you $1 for every heads and 50 cents for every tails. Then, your expected value for each flip is 75 cents (50%*$1 + 50%*50 cents). Suppose I give you $1 for every heads and you give me $1 for every tails. Then your expected value is 0 (50%*$1 + 50%*-$1– this is called a "zero sum game", where one party wins what the other loses). Suppose I give you $1 for each heads and you give me 50 cents for each tails. Then, your expected value is 25 cents (50%*$1 + 50%* -50 cents). Notice that in all of these cases we assumed equal probabilities and it is impossible to get the individual outcome on any single flip, but you would get that as an average over a large number of flips.

So, what does this have to do with bridge? Suppose your chances are 50% you will make 4 of a major and 50% you will only make 3. Then your scores on any particular hand are as follows:

	Bid 3, make 3	Bid 3, make 4	Bid 4, make 4	Bid 4, make 3
Not vulnerable	140	170	420	-50
Vulnerable	140	170	620	-100

Now, let's eliminate all instances where both teams do the same thing, leaving us with two possibilities – one side bids game and the other doesn't. Let's assume you bid game and the opponents don't.

	Bid game	No game	Difference	Diff. in IMPs
Not vulnerable	420	170	250	6
Vulnerable	620	170	450	10

When you are vulnerable, in a 50-50 situation, you should bid the game. "Aha", you say, "what happens if you go down?"

	Go down	Part score	Difference	Diff. in IMPs
Not vulnerable	-50	140	-190	-5
Vulnerable	-100	140	450	-6

Thus, your expected values are as follows:

In IMPs	Not Vulnerable	Vulnerable
You make game	6	10
You go down	-5	-6
Your difference	1	4

Thus, you do better over time bidding game than not, although not necessarily on any specific hand. Clearly, IMPs favor this even more so when vulnerable. Since the opponents probably know this, you should assume they will be bidding the game. Then you need to do so also, if only as a defensive measure.

In the above discussion, for simplicity, we assumed (1) all probabilities were 50% and (2) there were only two alternatives. The reality is there are many different alternatives, and not all of them are equally likely. However, the basic conclusion remains unchanged – due to team scoring, in the long run, you should bid all marginal games. Of course, if the probability of game exceeds 50%, all the more reason to bid it. But, you should even

consider bidding games when the probability is below 50%, especially if your opponents will. It is better for both pairs to get the same score (either make game or go down) than to allow the opponents to make a game when we don't bid.

Apply the same reasoning to taking a save. Allowing for vulnerability, what are the chances they make game vs. how much do we go down? Or, what about bidding a slam? If you bid it and go down, you get a negative score. If you take the (safe) game, you get a positive score. Now compare the difference between game and slam vs. the two outcomes. In duplicate, you would bid all 50% slams. In team games, maybe you would want a higher probability. In team games, it is rarer (vs. duplicate) to bid a grand slam, since losing the slam bonus is too risky if the opponents stop in 6 and make it.

Look at part scores the same way – if you take the push to the next level, you are saying "I think the probability of making my contract times my score, minus the probability of the opponent's making a part score times their score, is positive." This ignores when you might set the opponents, but you already assumed you couldn't when you took the push. It also ignores situations where they will go one higher and be set, which increases the value of your save. Indeed, sometimes the choice is between bidding on and taking the negative score vs. getting the opponents to bid on where they might be set. Evaluate the probabilities of each outcome.

Now, the "law of total tricks" kicks in. If you recall, the law says that, in a competitive auction, the combined number of trumps each side has generally equals the number of tricks that side can take. So, if your side has 8 trumps, you usually make 2, and, if your side has 9 trumps, you usually make 3. Presumably, if you have 10 trumps, you usually make 4, but that may be unlikely in a competitive auction where the points are more equally balanced between the two sides. So, you can evaluate whether to go one higher based on your determination of how many trumps you have vs. how many the opponents have, considering such other factors as vulnerability, trick values (majors vs. minors), and probabilities. Just remember that the law is an approximation that occurs way more often than not, but may not be accurate on any specific hand.

Keep in mind that a score of -200 (down 2 vulnerable, or down 1 doubled and vulnerable) is almost always bad in a part-score hand. Even if our partners make a part score, the -200 is greater and we lose IMPs. Likewise, a double minus, where the opponents make part score at one table and we go down at the other, is never good.

It is rarely a good idea to double the opponents in a part score. The risk is too high they will make the contract , giving them a game or, in the case of a contract of 2D or lower, a much higher score than they would otherwise attain. They also get a bonus for making a doubled contract, compounded even more if they make overtricks (100 for the first and 200 each thereafter not vulnerable, and 200 for the first and 300 each thereafter

vulnerable). Of course, everything is doubled again with a redouble. There are times for penalty doubles of a part score, BUT such times are rare.

Doubling the opponents in game generally depends on whether they are making a save. Consider bidding above it or doubling their bid, bearing in mind that (1) you might go down by bidding on and/or (2) they might make their bid. Generally, however, you probably should not double game bids unless you are absolutely sure you can set it, and, as a rule of thumb, that includes at least one trump trick. You cannot afford to lose IMPs because games was made at both tables, but doubled at one of them.

Doubling slams is a virtual no-no. Unless you are absolutely sure you can set it, do not double. It is not worth the risk of creating a massive score for the opponents to get an extra 50 or 100 points. If the opponents are in a hopeless slam, you will do well anyway, since your partners will, hopefully, stop at game.

So, what does all this tell us? In team games, you should follow the probabilities more than in duplicate because the base scores are converted into IMPs and the swings are greater than in duplicate, where the scoring is ordinal. With a slight cushion based on team game scoring, you should probably bid game with a little less than a 50% chance not vulnerable, and with at least a 40% chance when vulnerable (these are your break-even points).

Remember, in team games, you are playing against another team, not against the field (as in duplicate). Assess the probability the other team will get to the right place. (In duplicate, you assess probability across the field). Assume good players generally get there and weaker players less often. This could change the way you evaluate a hand. Take more chances against players better than you, and be more conservative against players weaker than you.

WISDOM OF BENJAMIN FRANKLIN

Be at war with your vices, at peace with your neighbors, and let every New Year find you a better man.

Diligence is the mother of good luck.

Love your enemies, for they tell you your faults.

He that would live in peace and at ease, must not speak all he knows or judge all he sees.

Great beauty, great strength, and great riches are really and truly of no great use; a right heart exceeds all.

He that falls in love with himself will have no rivals.

The sting of a reproach is the truth of it.

Reading makes a full man, meditation a profound man, discourse a clear man.

Beware of little expenses: A small leak will sink a great ship.

Hide not your talents, they for use were made: What's a sun-dial in the shade?

Do you love life? Then do not squander time, for that is the stuff life is made of.

Well done is better than well said.

Glass, china, and reputation, are easily crack'd, and never well mended.

He that lies down with dogs, shall rise up with fleas.

Genius without education is like silver in the mine.

If man could have half his wishes, he would double his troubles.

The poor have little, beggars none, the rich too much, enough not one.

Don't throw stones at your neighbors, if your own windows are glass.

A true friend is the best possession.

Wish not so much to live long as to live well.

REBUS

What's this rebus: J, ____ , & Titanic

TWIN TROUBLE

Ryan and Craig are identical twins born in Seattle in 1961. Ryan was born before Craig, but according to their birth certificates, Craig is older than Ryan. How come?

MATHEMATICAL REASONING

1. You are running in a race, and you overtake third place. What place are you in?

2. Sam's parents had five kids. Four of them are Bab, Beb, Bib, and Bob. What was the fifth kid's name?

3 .A digital clock reads 02:00. Three and a quarter hours later, it fell upside down. If you see it through a mirror, it should read 51:50. True or false?

4. You are in a race, again, and you overtake last place. What place are you in?

5. Take three pears from ten. How many do you have?

6. Some months have thirty days, some have thirty-one. How many have twenty-eight?

7. How many animals of each species did Moses take on his ark?

8. A farmer has ten cows. All but six of them die. How many are left?

BAD JOKES WITH A MORBID THEME

As John lay on his death-bed, he was suddenly aroused by the delicious and most wonderful aroma of chocolate chip cookies. He reached over to grab one and suddenly his wife smacked him on the hand, saying “Don’t touch them – they’re for the funeral.”

The old farmer was about to expire. He looked around to see if all his loved ones were there. He asked: “Are all my brothers and sisters here?” “We are” they cried. Then he asked: “Are all my daughters here?” “Yes”, they answered in tears. Then he asked: “Are all my sons here.” “Yes”, they responded barely hiding their grief. Then he said: “If everyone’s here, why are the lights on in the kitchen?”

Harry is in the hospital suffering from an unknown malady, with his wife of many years by his side.

He turns to her and says, “Before I go, I have something to confess and would like to wipe the slate clean.”

She says, “Please, tell me.”

He continues, ‘You know I have always liked your best friend.”

She responds, “Yes.”

“Well”, he goes on, “recently there was a time when she and I became involved, and I strayed.”

“I know”, she answers, “that’s why I poisoned you.”

ANSWERS TO MATHEMATICAL REASONING

1. Third place – when you pass the person in 3rd place, you go from 4th place to 3rd place.

2. Sam – you already know the names of the other four.

3. False – when you flip fives in a mirror, you get twos, not fives. It reads 21:20.

4. You can't overtake last place; you'd have to be farther back than last place, which is impossible.

5. Three – you just took three, so you should still have them.

6. All of them – January 28, February 28, etc.

7. None – Noah had the ark, not Moses.

8. Six – all but six die, not six die.

ANSWER TO REBUS

Hook, line, and sinker.

ANSWER TO TWIN TROUBLE

Ryan and Craig were born in the fall on the day that clocks are set back one hour due to daylight saving time. Ryan was born at 1:45am. Craig was born 30 minutes later. Since the clocks were set back at 2am, Craig's official time of birth was 1:15am.