



# APRIL 2018 NEWSLETTER



## WARNING – A.S.S.

The following newsletter contains **All Serious Shuff**. It is intensely boring, so please don't drive or operate heavy machinery while or after reading it.

## IN FAQs

Based on a few recent conversations, it seems that many of our less experienced players are reluctant to ask our more experienced players for help. I am hoping to put a stop to these infrequently asked questions. I have recruited three volunteers who are willing to answer any of your questions or discuss hands either at the club or by email. They are:

**Raj (rajanir417@gmail.com),**

**Jay J (jayjacobs44@gmail.com),** and

**Ron (dooper@atlanticbb.net).**

If the three of us don't fit your fancy, I'm sure you will find that most of our members are more than happy to help. **All you have to do is ask.** Our club discourages volunteering advice or pointing out errors to other members. Why? Well, some people find it embarrassing, some find it debasing, and some don't really care. According to the Mini Survey we just finished, fully one third of us have no interest in a teaching program and we must respect that by not offering unsolicited advice.

## ROSTER ERRATA

The following errors in our December 2017 Roster have been reported.

Betsy Rinehart....rinehart@atlanticbb.net

Jim Gossage....649-9268

Pat Dixon....909 McMillan Circle....706-855-7777

Ron Jaeger....514-2681

## APRIL SCHEDULE

April is Charity Month in ACBL - Nation. So, all games will be Charity Club Championships. We will donate four dollars per table to charitable organizations split about evenly between the ACBL Charity Foundation and local charities of our choice. Other games of interest:

**Perfect 10 Team Game – Friday, April 13<sup>th</sup>** -- Perfect Ten Format with handicaps.

**IMP Open Pairs – Wednesday, April 18<sup>th</sup>** – Normal Open Pairs game scored by IMPs rather than matchpoints.

**Pro – Am Pairs – Monday, April 30<sup>th</sup>** – Random draw Pro – Am Pairs without Pick Your Own Pro drawing. Sign-up sheet will be available the second week of April.

## Game Schedule - April 2018

Monday 1:30pm	Wednesday 1:30pm	Friday 1:30pm
2-Apr Open Pairs	4-Apr Open Pairs	6-Apr Open Pairs
9-Apr Open Pairs	11-Apr Open Pairs	13-Apr <b>Perfect 10 Teams Handicapped</b>
16-Apr Open Pairs	18-Apr <b>IMP Open Pairs</b>	20-Apr Open Pairs
23-Apr Open Pairs	25-Apr Open Pairs	27-Apr Open Pairs
30-Apr <b>Pro - Am Pairs</b>		

All Games ACBL or Local Charity Games

## MINI SURVEY RESULTS

This is the first in a series of articles (or not) about the results of the recently completed survey. First, let me thank Pat B, Shela and Jay J for their help on this project. This article will present the survey results on the topics where the consensus was clear and the 'what to do' was obvious. Future articles will deal with the less clear topics.

In the chart below, Average Rating is based on the 1 (Yuck) to 5 (Really Like) scale used in the original survey. The A denotes players with 1500+ points, B is 300 to 1500 points and C is less than 300 points.

The A group has 22 members with 8 responding to the survey, B group 47 members with 19 responding, and C group 51 members with 22 responding. Overall response rate was 41%, but not all who took the survey responded to all the questions.

First, our Special Games.

### PRO - AM GAMES

	<u>A</u>	<u>B</u>	<u>C</u>	<u>Total</u>
Average Rating	3.13	3.95	4.33	3.98
More	2	0	3	5
3 is fine	3	17	18	38
Less	3	1	0	4
Pick Pro Feature Yes	3	8	6	17
Pick Pro Feature No	4	8	11	23

Pro – Am Games were our highest rated game. The rating was inversely correlated to the number of masterpoints held.

This makes sense since the purpose of this game is to help our less experienced players.

The Pick Your Own Pro feature, which I thought would appeal to the same group, didn't by nearly two to one margin. Guess I got that one very wrong.

### INDIVIDUAL GAMES

	<u>A</u>	<u>B</u>	<u>C</u>	<u>Total</u>
Average Rating	4.13	3.61	4.19	3.96
More	1	1	8	10
3 is fine	6	15	10	31
Less	1	2	3	6

Individual Games were pretty much liked by everyone. Makes sense since they are designed to be mixers where you get to play with many different members.

Frequency of thrice yearly for each game appears satisfactory.

Bottom line on our two special games, with the exception of **Pick Your Pro** which is hereby **dropped**, they **ain't broke so we ain't gonna fix 'em.**

IMP Pairs – 76% are in favor of giving this a shot. I have scheduled one for Wednesday, April 18<sup>th</sup>. As mentioned in the survey, I was able to get someone who knows what they are doing to write an article about IMP strategy. That someone is Raj and his article follows this one.

Regarding our Holiday Party, 81% favored bridge followed by dinner at a non Croft House venue, so, we will do it again this year.

The highest rated team game was Perfect 10 with handicaps. Thus, until further notice, all second Friday team games will use that format. I will try to use some fifth Mondays, Wednesdays and Fridays for other team game formats.

# IMP GAME STRATEGY

*By Raj*

## The Bidding:

**Games:** Bid the **safest** game.

Your best strategy is to choose your best (longest) trump fit and bid the game that's most likely to make -- even if it's 5C instead of 3NT.

- **If you're not vulnerable**, don't stretch too far to bid a close game -- the odds favor bidding only those games that you are reasonably sure will make.
- **If you're vulnerable**, it pays to be a little more optimistic when you're considering a thin game.
- The IMP odds (your potential gain if the contract makes) favor bidding any game that has even a 40% chance of making.

**Part scores:** Look for the **safest** part score. Don't worry about searching for a few extra points by playing in No Trump instead of a minor.

**Overcalls:** If you're vulnerable -- or if your overcall is at the 2-level -- you should promise a strong suit and the playing strength of a full opening bid.

Avoid light overcalls, but make lead directing overcalls to help your partner on defense.

**Competing and balancing:** Don't be too bold. Unless you have a good suit and good hand, let the opponents play in their low-level contracts, especially if you're vulnerable. Trump length is more important than overall strength, so don't let the opponents push you to the 3 level unless you have a 9 card trump fit.

**Doubles:** There's little to gain -- and much to lose -- by making a penalty double of a close contract, especially a part score. Don't make a penalty double unless you're reasonably sure the contract is going down **at least two tricks**. If the opponents sacrifice against your game and you are in doubt about whether to bid higher, double and take your sure plus score.

**Sacrifices:** If you want to take a non-vulnerable sacrifice over your opponent's vulnerable game, you should be reasonably sure that you won't go down more than two tricks. If you're vulnerable, you should be virtually certain that you won't go down more than one trick. Anything more is "too close for comfort" at IMP play, and won't gain you many IMPs. When in doubt, let the opponents play the contract and hope you can beat it.

## The Play:

**Overtricks:** When you're declarer, don't risk your contract trying to make an overtrick. Always choose the safest line of play to make your contract, even if it might cost you an overtrick or two.

**Opening leads:** Be cautious about trying for a swing with an unusual opening lead. In the long run, it's usually best to make your "normal" lead -- the same one you think your opponents will make when the board is played at other tables.

**Defense:** Be optimistic and fairly aggressive when defending your opponents' contracts. If there's a layout of the cards that will result in a set, choose your leads and plays to cater to that possibility, even if it means you may give up an overtrick if you're wrong.

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## IMPS *continued*

**General:** Games and slams are very important at IMP scoring. Almost always play to make your game and slam even at the risk of going down multiple tricks if not successful.

*Note from Ron: Many thanks to Raj for this article.*

*Also, remember that these strategies apply to IMP team games as well as IMP pair games.*

## VACUUM

Well, it appears that page four of our two page newsletter has a lot of space remaining. Inasmuch as nature abhors a vacuum, I guess it should be filled. Let's fill it with some housecleaning stuff. These are some of the things we are not very good at, and need to be cleaned up on our journey to nicest club on the planet.

**Two Minute Warning** – Yep, that pesky clock thing. We continue to start hands after the clock has sounded the two minute warning. This is just incredibly rude. Since it took you twenty minutes to play the first two boards, I guessing you're not the favorite to play the last one in less than two minutes. Disregarding this guideline causes the players at the table in front of you and in back of you to be robbed of their proper time to play the next round. Kinda selfish, No?

**Director Rulings** – If you disagree with a ruling the Director has issued, it is not proper procedure to scream or walk around the room saying "Bulls\*\*t Ruling." Kinda rude, No? The proper procedure is to accept the ruling (guess what, the Directors are not perfect) and to later ask either the Director or Club Manager to review the ruling for accuracy. If it's wrong it will be changed.

**Bridge Fans** -- Presumably everyone playing at our club is a fan of bridge. We continue to have a problem getting the bridge fannies in their seats prior to game time so we can estimate a table count. If you are convinced that either the food will disappear or you just absolutely, positively, for sure, must have idle chitchat with someone who will be here for the next three and a half hours, that's fine. But to help us out, consider bringing a potted plant and putting it in your chair. That way we will know that seat is occupied. If you do this, you can come to your table whenever you want. If you're really late, your partner may decide they prefer playing with the potted plant. Oops, really rude, No? Sorry.

Anyway, the vacuum is filled so the housecleaning must be done.



Signs  
of  
the  
Month

