

2015 – 2016 Cup Races As of October 1, 2015

We are one-third of the way through the year and the cup races are beginning to tighten up!

In the open category for the **Sol Lourie Award**, Bob Webb has overtaken Al Kirkland by a very slim lead but Pat Webb is tapping both on their shoulders to let them know she is right behind. Hap Neuffer is not too far behind the trio with Jay Shahani and Alice Moore trailing. Mary Townhill has joined the top ten this month.

In the **Henry Mills Under 2000** category, Al Kirkland continues his dominance of the rest of the field leading second place Jay Shahani by 16 points. Jack Self, Mary Townhill, Tom Gabriel, and Jack Wilkins are following in the wake. Bill Charwood has climbed up the ladder to 7th place, and Scott Dunn has checked in the 9th slot.

For the **Coleman-Farrell Trophy for non-life masters**, Helen Young still leads the pack but Sue Hopke trails by just a few masterpoints. Dot Jones is in third place with Karen Faulkenberry, Jerry Love, and Sally McCaule following closely behind.

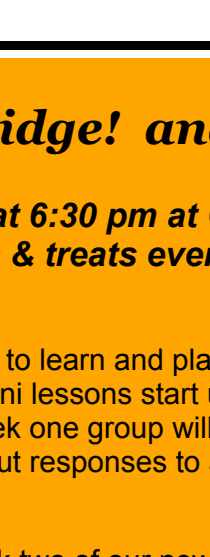
In the **Centurion Race for those under 100 masterpoints**, Janet Sheridan continues to outpace the rest of the field but Brenda Isbell, Kenyon Stevenson, and Craig Lemrow are clustered together ten points back.

With two-thirds of the year to go, everybody is still in the running. There are lots of extra point games coming up, so get a partner, come out and play, and maybe your name will be among the leaders next month. Remember, only masterpoints earned in games at the CBC are counted for these races.

Jack Self

Sol Lourie Open		Henry Mills Under 2000		Coleman-Farrell Non-Life Master		Centurion Under 100	
1. Bob Webb	101.64	1. Al Kirkland	100.98	1. Helen Young	43.88	1. Janet Sheridan	23.22
2. Al Kirkland	100.98	2. Jay Shahani	84.47	2. Sue Hopke	40.59	2. Kenyon Stevenson	14.06
3. Pat Webb	97.29	3. Jack Self	65.47	3. Dot Jones	31.29	3. Brenda Isbell	16.93
4. Hap Neuffer	90.41	4. Mary Townhill	54.42	4. Karen Faulkenberry	29.90	4. Kenyon Stevenson	16.60
5. Jay Shahani	84.47	5. Tom Gabriel	51.64	5. Jerry Love	25.96	5. Craig Lemrow	14.22
6. Ken Fasching	81.65	6. Jack Wilkinson	50.60	6. Sally McCaule	24.80	6. Robert McCaule	14.12
7. Ken Fasching	71.22	7. Bill Charwood	44.26	7. Janet Sheridan	23.22	7. Mary Frame	13.02
8. Jack Self	65.47	8. Helen Young	43.88	8. Burton Case	21.91	8. Judy Small	11.06
9. Harold Moore	56.73	9. Scott Dunn	40.82	9. Kathy Kummerling	21.66	9. Beth Donelon	8.84
10. Mary Townhill	54.42	10. Sue Hopke	40.59	10. Beth McMaster	19.65	10. Alton Hallman	8.56

October's Charity: Breast Cancer Awareness



BREAST CANCER MONTH

by Carol Brooks

Because it has touched us all in some way as - Survivors, Family and Friends, and the Deceased

We are invited to get involved in some way- Awareness for Prevention, Support for Survivors, Remembrance of the Deceased, and Showing Caring for Family and Friends

Bernetha Henry (a survivor) and Frances Robinson have invited other CBC members to get involved by developing two displays.

One display is a sign up for Cancer Survivors, their Family and Friends, and names of Cancer Deceased members.

Another display is a table covered by a quilt lovingly made by Bernetha's niece, of Breast Cancer t-shirts with even the backing of BC symbols. The quilt table is a call to celebration - balloons, ribbons, colorful brochures and more.

A CELEBRATION of HOPE!

All Local Charity Games in October support Breast Cancer Awareness and a donation will be made by the Club to this cause. There is still time to participate! Play in the October 20 and October 28 games or give a donation to your director. Thank you for your support!

Easybridge! and the 0 - 50 Game

Tuesdays at 6:30 pm at Columbia Bridge Center - Please join us – we have tricks & treats every week!

It is not scary to learn and play bridge with us. Currently there are two groups that enjoy this sport. Mini lessons start us off. Sanctioned games follow that give masterpoints. This next week one group will continue their study of 2 NT Jacoby while the other group will learn about responses to a 1 NT opening.

This last week two of our newest players won masterpoints – Greg and Carole Baloun.

No partner ever needs to be arranged, but including your friends is always a good thing. Decide what group you are comfortable in and join in the fellowship. We will usually finish up by 9:30. Hope to see you there!

Laura, Susan & Bernetha

How Does a “No Play” Affect Your Score?

Sometimes the game director will tell you that you do not have enough time left in the round to play your last board and will tell you that you have to take a “no play.”

This usually leads to grumbling by one pair or the other about how unfair it is, but, running into the next round to finish your boards slows the game down and inconveniences some of the other players. The important fact to remember is that you are supposed to finish playing all three boards in the allotted 22 minutes (or 15 minutes for two boards).

Many players do not really understand what it means to take a “no play” and they think that they don’t get a score for that board. That is definitely not true!! You will receive a score for that board. At the end of the game, the computer will calculate your percent score for the boards you did play and multiply that percentage times the top score available and award that to you on the “no play” board.

For example, suppose top on a board is 8 and you have a 55% game. You will receive 55% of 8, which is 4.4, for that board. The score for the “no play” board does not appear on your Burger, but your total score at the bottom of the Burger will include the matchpoints you won for the “no play” board. No one likes a “no play” but they are sometimes necessary to keep the game moving in a timely manner. The best way to avoid the “no play” is to keep an eye on the clock and finish your boards on time.

Jack Self

Simple Little Table Courtesies

Sometimes players tend to forget that bridge is a social game. Yes, it is a competitive game but still, at heart, it is a game to be enjoyed because each round you are in the company of three other like-minded people who love the same game. So let's take a few minutes and review some small courtesies you can extend to make the game runner smoother and everyone have a more enjoyable time.

Putting the boards back in order. Before you pass the boards to the next lower table, be sure to put them back in numerical order with the first board on top and make sure they are all turned so that the North hands are pointing in the same direction. That is the way you want them to come to you and that is the way you should send them to the next table.

Passing the boards when the round is called. If you have not finished the last board when the round is called, go ahead and pass the boards you have already played. Don't make the other table have to ask you for them or call the director to get the boards for them. Remember, you are already using up someone's time when you play late. So pass the boards you have already finished and play quickly to get on to the next round yourself.

Turning in the boards at the end of the game. When the game is over, but the boards in correct numerical order with all the North's turned to the same direction before you return them to the director or place them on the collection table. Another simple courtesy. This makes it easier for the director to repack the boards in the container. Also - If a Howell movement was played, bring up the guide card!

Upcoming Special Games and Area Tournaments

Special Games at the CBC

October 22, 2015 Individual Game - No partner needed! Play the ACBL Yellow Card

October 23, 25, 26 -

29 and 31, 2015 Jane Johnson Club Appreciation Games - Extra masterpoints!

November 7, 2015 November Birthday Party - November babies play free!

November 18, 2015 Mentor-Mentee Game - Game limited to 8 tables

November 19, 2015 Hi-Low Game - Novice & Experienced Playing Encouraged

November 19, 2015 Individual Game - No partner needed! Play the ACBL Yellow Card

December 5, 2015 December Birthday Party - December babies play free!

December 12, 2015 Holiday Party - Luncheon and Game 11:00AM *details coming...*

District 7 Tournaments

Oct 26-Nov 1, 2015 [Charlotte Regional Tournament](#)

Nov 12-15, 2015 [Hilton Head Sectional Tournament](#)

Nov 20-22, 2015 [Spartanburg Sectional Tournament and NAP Pairs](#)

Dec 28, 2015-Jan 3, 2016 [Myrtle Beach Regional Tournament](#)

[Click on Tournament to download Flyer](#)

Charlotte Regional October 26 - November 1

A Beginners Guide to Regional Bridge Tournaments

Lee Webb

I have requests by club members to help new players understand the Regional schedule and help maximize their playing time. Here is my humble attempt to share my experiences and hopefully minimize their disappointments.

Years ago, I went to my first Regional Bridge Tournament and was easily overwhelmed. Do I play pairs, teams, 0 - 299 events, open pairs, how do I get gold, etc... So many choices, a Regional Bridge tournament is a playground for bridge addicts and novices, one must make good choices for best outcomes. I will attempt to tell you how I have succeeded and hopefully keep you from avoiding my failures.

It can be fun and horrible at the same time. I remember Chris and I played against 2 pro bridge tournament players. They had an entourage surrounding them, which was quite intimidating when you have 5 Masterpoints. They came with kibitzers and people watching your every move. Set up for disaster, right? Chris made a Texas transfer (over 1NT, you bid 4 diamonds or 4 hearts, transferring to the higher suit); I missed the transfer and left Chris playing a 2/1-heart fit. That bid did not end well, 1100 or so down (could have been 1400; I blocked it out) but after a bottom board, who really counts. Lesson learned, bid your games and do not be intimidated. Have fun, this is an intellectual game which requires mental focus but don't lose focus on "FUN", this is the most important aspect of the game.

Fast-forward to 10 years later and I still missed the same Texas Transfer, not against Pros... now I wake up at night, reaching in my sleep, in the bidding box for the correct bid of 4 hearts. My point, we all make mistakes, learn from them and get better, no one should intimidate you, if they do, call them on their behavior if this does not work, call the director for violating the zero tolerance rule.

Below are a few tips I think will help newer bridge players feel less overwhelmed and enjoy the atmosphere.

There are 3 sessions per day, if you are a bridge fanatic, you may want to play all 3 sessions (like Chris and I). If not, pick one or 2 events and give it your best shot. Pace yourself. Entire events have been won or lost over the last board. Take a deep breath before the last board, think of it as your best board of the night and play and bid like your life depends on it. At least as if your final score does.

There are 2 types of events, teams and pairs. The style of play is different. In teams, you want to bid your games and make your contracts, don't worry about overtricks. In pairs, risk the contract for the overtrick and a top board. Decide if you want to play pairs or in a team game. There are both events almost everyday.

You need 4 players for a team. Teams enter into a Knockout event (KOs). There are 2 kinds of KOs, compact and a full KO. A compact is only played at 9:00 am; full KOs start at 1:00 and 7:00 pm. In a compact you are only allowed 4 players. In a full KO, you may have as many as 6 players on the team. You will play 12 boards in either a compact or a full knockout. The difference is in a compact; you play 24 boards against one team then move on. In a full KO, you play 24 boards against the same team.

Try to get players with about the same amount of master points as you at first, you will find this works well to keep the 4 of you in a lower bracket. A master is where everyone enters a team event; the directors draw a line-dividing players from most masters points to least Masterpoints. This gives you a good chance of only playing players with the same number of master points as you. If you win a KO, you stand to win more points than a pairs event unless you win in the open pairs overall.

The Regional has lots of events for novice players. Highly recommended is an event called "GOLD RUSH" pairs. The stratification for the GOLD RUSH is 0 - 300 and 300 -750. This means if you have 100 points, you play in the 0 - 300 stratification but you can still win in the 750 stratification. These events are an excellent opportunity for you to get the coveted gold points needed for life master. Gold points are only given at Regional tournaments. Try to get these early in your bridge career. I know many players who needed gold and were not able to make life master even with 1000 points because they needed **GOLD**.

A very popular event is the Flight B Bracketed Swiss Team event. This will be held on Sunday 10:00 & TBA. No player over 3000 points can play. The teams are split into brackets, top master point players to lowest number of master point players. Top player may have 2900 and bottom player may have 5 points. The director breaks the brackets up so most players are up against those with about the same amount of master points. If you finish in the top 3, you win gold. Chris and I won this in Atlanta a couple of years ago and won 15 GOLD points (in one event!).

Wear your name badge, listen to the free bridge lectures, buy a bridge book or other goodies they sell, and enjoy your time with friends. It is a great atmosphere and so much fun.

Ed note - Lee wrote this article last summer for the Columbia regional - it is being reprinted because of the upcoming Charlotte Regional to encourage all the new members of the CBC to attend a Regional tournament and how to navigate the overwhelming schedule of games being offered!

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

Play Along with Jack

by Jack Self

You are playing the last board of a team game and you find yourself in 6 NT.

When dummy comes down you count your tricks and see you have 11 top tricks and need one more. The only possible place you can win an extra trick is in the diamond suit.

Here is the layout. Dummy: ♦K32 You: ♠AJ45

How do you play the diamonds?

Go ahead and make up your mind before you read further, but I'll give you one hint: You are playing in a team game.

Okay, did you play up to dummy's King and then back to your hand and play the Jack when RHO played low? Oops! You just risked going down in a contract you could have been able to make. Remember, this is a team game. Your object is to make the contract at all costs and not worry too much about the overtrick. The proper play is to play the Ace from your hand, then lead to King and return a diamond toward your Jack. If diamonds are split 3-3, you will lose to the Queen, whoever has it, but your Jack will be good. If diamonds are split 4 - 2 with the queen on your right, your Jack will be good. (Note that taking the finesse doesn't gain on this layout because you are going to have to lose your fourth diamond anyway). If the diamonds split 4 - 2 and the Queen is on your left and is a doubleton, you will pick it up when you play the Ace and King and your Jack will be good. The only time you are going to lose is when the diamonds split 4 - 2 with the Queen fourth on your left, but, then again, the finesse would lose also.

What you have to do is guard against unnecessarily losing to a doubleton Queen in your LHO's hand.

October is Jane Johnson Club Appreciation Month.

Jane Johnson was the beloved manager of the ACBL's Club and Membership Department for many years.

After she died in 2000, the ACBL honored her by establishing the Jane Johnson Award, to be given annually to the ACBL employee who provided the best customer service. It was decided that the award would be dual – one for a staff member at Headquarters and one for a tournament director.

In addition, Club Appreciation games were initiated to reward those who really make the ACBL successful - its clubs.

Masterpoints awarded:
 Pairs - 100% sectional rated black points
 Teams - 5% gold to maximum of 0.25 for winners; remaining black at 100% sectional rating.

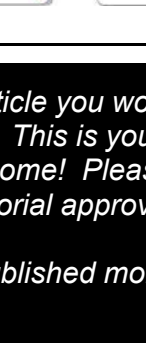
ACBL Website

Results from the CBC Jane Johnson is Enough Game October 8, 2015

Overall Winner: 0.12 Gold - Mary Townhill, Jack Self, Dot Jones and Scott Dunn

All other participants won at least one round and earned 0.01 Gold or more!

DID YOU KNOW?



What Happens When a Revoke Occurs?

A revoke occurs when a player fails to follow suit when he actually has a card or cards in the suit led.

If the player catches the mistake before he or his partner leads or plays to the next trick, it can be corrected without penalty (the incorrectly played card becomes a penalty card).

If you revoke and either you or your partner leads or plays to the next trick, then the revoke becomes established and cannot be corrected.

Play then resumes and it gets sorted out at the end of play. *Note that a revoke occurring at trick 12 cannot ever become established. In that case the incorrectly played card must be retracted and the correct card played.*

The “penalty” for revoking is not really a penalty. It is an attempt to restore equity to the hand as if the revoke did not occur. However, notice that it is an “attempt” and equity may not actually be restored. You may lose more tricks than you actually would have, but you may wind up winning tricks that you normally would have lost. It also may happen that you win the same tricks you would have won anyway.

Here are the rules for a revoke. If a player wins the trick on which the revoke occurred and then wins later tricks, then two tricks are transferred to the other side (if the revoking player does not win any more tricks, then only the revoke trick is transferred).

If a player does not win the trick on which the revoke occurred but does win later tricks, only one trick is transferred. (Note that if declarer revokes and wins the trick in dummy, he or she has not considered to have won the trick himself for purposes of deciding on a one or two trick transfer).

A lot of confusion results when one side gains a trick they never would have won in the first place. That may well happen and is part of the fallout of an “attempt” to restore equity. Also confusion results when it turns out that everyone wins the same tricks they would have won anyway and one side or the other feels that no penalty was paid. That is also a part of the attempt to restore equity.

There is one exception to the one or two trick transfer. If the non-offending side (the side that didn't revoke) can show that they definitely would have won more tricks than the one or two trick transfer had the revoke not occurred, then the director can transfer additional tricks. That option is not available to the revoking side.

Jack Self

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 10th of the month. All articles are subject to editorial approval and edit.