



DECEMBER 8-14 STAC WEEK: See our web page for times and events...come join in! Points: 1/4 silver 1/4 gold 1/4 red 1/4 black

# jack

## **Three Things You Can Do to Help Games Start on Time** **By Jack Self**

One of the most stressful parts about directing a game is getting the game underway. Collecting money, answering lots of questions, sometimes fielding phone calls, getting everyone seated, deciding which movement to run, setting up the game on the computer, bringing the Bridgemates online, handing out boards, and a myriad of other things that must get done can sometimes make you feel like you are juggling a dozen eggs while bouncing on a trampoline.

One of the most frequent complaints I get is that the game is not starting on time. And I agree that starting on time is a high priority. On Wednesday afternoon at 12:30 we ought to have our cards in our hands, getting them sorted, and ready to make spectacular bids.

But sometimes there is one thing that happens that makes an on-time start difficult. That occurs when someone has not shown up by game time. Sometimes neither member of the pair has shown up and sometimes one of the two is there but his or her partner is not. Is partner on the way? Did someone get his playing dates mixed up? Did someone cancel and forget to let his or her partner know? Should we wait? Should we try to call the person and hope that we don't get voicemail?

If the person is not coming, that means that the game setup on the computer must be redone, perhaps the guide cards need to be switched out, or maybe the boards are will need to be redistributed. Meanwhile, someone somewhere is complaining "Why can't we start the game on time?" So, here are three things you can do to help prevent that situation. First,

always confirm with your partner before the game starts that you are, indeed, playing together on that day. I have a regular game scheduled for the first and third Mondays of every month and have been on that schedule for years. But I still verbally confirm with her before each game to make sure that we are both going to be there.

The second thing you can do occurs if you are running late (for whatever reason). If you run into a traffic jam on I-20 or if you are late getting out of your doctor's appointment, then simply call the director and let him or her know that you are running late but that you will be there. If you don't know who is directing, call any one of us and we will relay the message to whoever is directing. Perhaps it would be a good idea to put the directors' cell phone numbers on your contacts list so that they will be handy if needed.

Finally, if you and your partner must cancel, then be sure to remove your names from the Reservations list for that game or, better yet, call the director and let him or her know that you are not playing.

Getting the game started on time is a courtesy to all players and, by following those three guidelines, you can help to make sure that at 12:30 we are all busy counting our HCP's.



### **A Common Director Ruling You Should Know By Jack Self**

Of all the director rulings I have had to make, the one that confuses players the most occurs when the opening lead is made by the wrong defender. The explanation of the rule is fairly long and presents the declarer with many options. It is helpful if you know the ruling, so that you can concentrate on picking the best option instead of being overwhelmed by your choices.

But note: Your knowing the rule does not give you the right to make the ruling yourself. That is the director's job. It also does

Law 16 (ACBL) defines many types of Unauthorized Information such as "a remark, a question, a reply to a question, an unexpected alert or failure to alert, or by unmistakable hesitation, unwonted speed, special emphasis, tone, gesture, movement or mannerism" and the director's charge to be certain that the non-offending side is not damaged.

- ACBL rules consider hesitations in bidding to be unauthorized information if they are "unmistakable" and convey information beyond what is normal for a player. Players must avoid taking advantage of this information and should act to maintain a consistent tempo as much as possible. If a hesitation occurs, a player may choose to call the director immediately to have the situation clarified, or both players can agree to continue the hand and the non-offending side can call the director at the end of the hand if they believe they were damaged by the hesitation. The infraction doesn't happen from the hesitation itself, but when your partner makes a call that is demonstrably suggested by the hesitation, and other logical alternatives existed.

not allow you to interrupt the director while he is giving the ruling. Let the director do his job and wait until he has presented all the options before stating your preference.

So, what is the ruling? Well, here goes. First, as the declarer, you may accept that lead out of turn as the rightful lead. At that point, you can do one of two things. You can go ahead and have dummy exposed and play the contract yourself or you may lay down your hand and be dummy and allow your partner to play the hand. If you do not want to accept the lead out of turn, then the wrong lead is cancelled but still has to stay on the table. At this point you can do one of three things. First, you may require the correct leader to lead the suit that his partner tried to lead at trick one. If you choose that option, the incorrect lead is picked up and goes back into the hand of the defender and he or she can play whatever card can be legally played. But that requirement of leading the suit of the incorrect card only applies to trick one. After that either defender can lead what he or she wants.

Second, you may forbid the opening leader from leading the suit of the card that was led out of turn. This prohibition extends for the whole time that the correct opening leader is leading until he loses the lead. Once he regains the lead, he is free



## IN HOUSE SECTIONAL: CBC RESULTS

### **The CBC hosted our second (very successful) in-house sectional!**

Total masterpoints won: by 90 players, with a total of 86 tables was 366.20 total masterpoints. We received so many compliments from players who experienced an enjoyable combination of food, hospitality, and courteous interaction. Beth will give a recap on the money but we definitely with experience and planning made a profit for the CBC.

There are many things that go into running a successful tournament behind the scenes. I cannot thank those enough who tirelessly offered help. A special thanks to Scott Dunn and Jack Self who directed with great organizational and communication skills, made the boards and hand records, and set up all the tables. Kathy Kimmerling made the flier, promoted the event, and took care of registration and collection of money. Judy Rockwell served as partnership chair and ensured all had partners as well as answering players numerous questions about the tournament. Lee Webb was the tournament and hospitality chair. Judy Rockwell, Ellen Brown, Patti Suggs,

to lead whatever he wants. Also, if you choose this option, the incorrect lead goes back into the defender's hand and any legal card can be played. Third, you may tell the correct leader to lead whatever he or she wants but then the incorrectly led card must stay face up on the table and be played at its first legal opportunity. That is a lot of options. A shorter version is as follows. The five options are 1) Accept the lead and go ahead and play the hand, 2) Accept the lead and let your partner play the hand, 3) Refuse the lead out of turn and require the right leader to lead the same suit, 4) Refuse the lead out of turn and forbid the correct leader from leading the same suit, 5) Refuse the lead and let the correct leader lead whatever he or she wants. But remember, you must listen to the director while he explains the options and stay focused so you can make an intelligent and informed decision on which option you want to take.



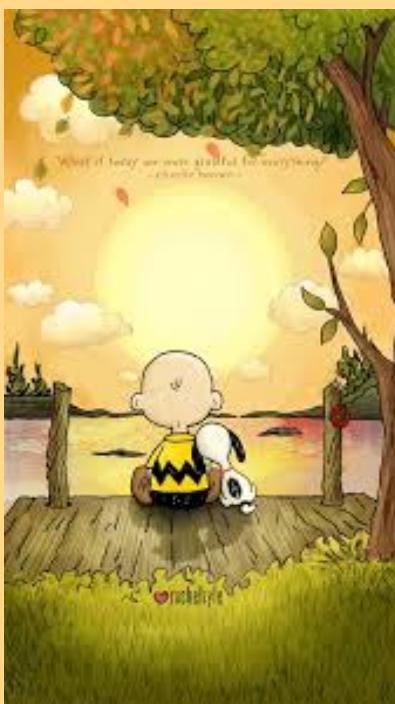
Ruby Life  
Master: Frances  
Potter  
Life Master: Ellen

Laura Bro, and Loretta McPherson did kitchen duty. Eddie Crosby, Mike Bitonti, and Bob McCardle handled trash duty. Chris Webb made a lot of the hospitality snacks, and helped with clean up. Vicki Strasler made coffee and Laura handled ice daily. Susan McFadden is our local picture guru and she does this well, providing pictures for the D7 bulletin and our Facebook page. Jack Self and Randy Cannon handled parking duty. This core team was instrumental behind the scenes to make this tournament successful. If I missed someone, please know it was not intentional and all help is cherished. However, the MOST important mission was to have players and boy did we! Thanks to all who came out and played. It takes a village to make a successful tournament and the list seems endless. Yet the members of our club continually answer the call to eagerly support this game we all love.

More good bridge coming as we will host another in house sectional in January, giving players in our Unit an opportunity to win silver points, and a full sectional in March and hold the Flights Championship, A, B, & C GNT finals for District 7 at Tri City in West Columbia. This event is a very prestigious event and the top winners will get a stipend to attend the Nationals and represent the district. This tournament offers chances to win Silver (at the sectional), Gold and Red at the GNTs! **RARE** opportunity for a rainbow of points. Please come play often in these 2 tournaments.

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IN A WORLD  
WHERE  
YOU CAN BE  
ANYTHING

Be KiND



We are reminded that talking about the hands, commenting on your partner's plays or any expressions of discontent with anyone at the table is against ZERO TOLERANCE. Some don't like to call the director when we are offended or wronged, however this is the proper channel in which to handle any ZERO TOLERANCE.  
PLEASE BE KIND.

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