

BRIGHT LEAF ALERT – May 2024



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President's Corner

Dear Unit Members,

The Unit Awards Luncheon and Unit Championship game is May 17 beginning at 11:30 AM. We are delighted that lunch will be prepared by Robin Marin and her team.

We will be awarding the Ace of Clubs and Mini-McKinney Awards in addition to the unit's Goodwill Award and Hall of Fame Awards. Please join us for the festive occasion. Click here to RSVP for the lunch. [Click here](#) to RSVP for lunch

This year our unit's Goodwill Award winner is Marc Goldberg. He will be nominated for District 7's Goodwill Award in 2025. This year's Hall of Fame Award winners are Kay Joyce, Randy Joyce and Deanna Larus.

The Raleigh Regional will be held at the Hilton Raleigh North/Midtown at 3415 Wake Forest Rd in Raleigh from May 20 – May 26. [Click here](#) for the flyer. We encourage our unit members to support this regional. Please note that the Triangle Bridge Academy will be closed during the time of this regional.

May is Grassroots FUNd month. The entry fee will be \$12 for these games. The Eight is Enough Swiss Team Game will start at 10 AM on Saturday, May 18. There will not be a Mentor Mentee game on Saturday, May 25 because of the Raleigh Regional.

See you at the table,

Ann



May Game Schedule

Triangle Bridge Academy *Closed May 20th – 25th during the Raleigh Regional)*

Mondays *(No games on the 20th.)*

9:00 am - 11:00 am - Play and Learn online.

To register <http://www.trianglebridgeacademync.com/>

12:30 pm - Stratified Open pairs

6:30 pm - 8:30 pm – Wine and Cheese Social Bridge

To register <http://www.trianglebridgeacademync.com/>

Tuesdays *(No game on the 21st)*

May 7th, 14th & 28th - 1:30 0-500 Play and discuss Barometer game

May 14th - 9:15 Lesson / 10:00 am - Unit Mentor/Mentee game

Wednesdays *(No game on the 22nd)*

12:30 pm - Stratified Open pairs *(new time)*

Fridays *(No game on the 24th)*

12:30 pm - Stratified Open pairs

Saturdays

May 4th and 11th

Open and 0-500 limited games

May 18

10:00 am - 8 is Enough Swiss

Online Games

Monday 7:00 PM VACB 183376 Open SE Carolina Triangle (Triangle Bridge)

Various starting times daily (9:30 AM, 1:05

PM, 3:45 PM, 7:05 PM and 9:30 PM) VACB 248732

and VACB 244657 Knoxville SEBCC Alliance (Triangle Bridge Academy)



Upcoming District 7 Bridge Events (click for flyer):

May 2-5 [Charlotte Sectional](#)

May 9-11 [Highlands Sectional](#)

May 20-26 [Raleigh Regional](#)

June 13-15 [Greensboro Sectional](#)

June 16-21 [Columbia SC Regional](#)

Why Do We Play Bridge

How often do your friends ask, “Why bridge?” So, I Googled it.

- “Bridge exercises both sides of your brain.”
- “Bridge brings health benefits. It is believed that bridge can boost the immune system through its stimulation of the dorsolateral cortex, which is involved in the higher order brain functions needed to play the game.”
- “Bridge teaches you logic, reasoning, quick thinking, patience, concentration, and partnership skills.”

Then I found this: [The Welsh Bridge Union](#) (Yes from Wales) says it best.

Played by over 220 million people worldwide, bridge is the most popular card game in the world. James Bond, Omar Sharif, Bill Gates, Martina Navratilova, Mike Gatting, Radiohead and Blur are numbered among its devotees. Just what is it about bridge that inspires such passion?

Bridge is social. As a social game, bridge is unparalleled and a great way to meet new people. It can be played at many different levels, ranging from a social foursome, right up to local, national and international competitions. At whatever level you play, you are guaranteed to make a new network of friends!

Bridge is a game for all ages. Bridge is probably the only competitive activity that all generations can do together and all have an equal chance of winning. It is a myth that bridge is an old person's game. It is a game best learnt when you are young and enjoyed for the rest of your life. It is a game that you can spend your whole life studying, learning and playing yet never fully master!

Bridge is good for the mind. It is a mental workout unlike any other and is one of the few activities to stimulate both halves of the brain in equal measure. Playing bridge uses and develops logical thinking, inferential analysis, problem solving skills, sequencing, visualization, lateral thinking, long and short-term memory, observation, and psychology (or cunning). Bridge is already on the national curriculum in some enlightened countries such as China and Poland. In the UK, a simplified form of bridge known as *minibridge* is beginning to be introduced into schools.

Bridge brings health benefits. It is believed that bridge can boost the immune system through its stimulation of the dorsolateral cortex, which is involved in the higher order brain functions needed to play the game. Playing bridge regularly will keep your brain young and your mind alert and recent research has suggested that it may even stave off degenerative diseases such as Alzheimer's.

Bridge is great fun & Bridge is exciting! If you can play bridge, you will never be bored. It combines the best qualities of all games – the cerebral challenges of chess, the suspense and psychology of poker and the excitement of a competitive football match. Bridge truly offers a unique combination of challenges and with every deal different, success depends on a combination of technique, teamwork, and tactics.

Bridge is good value for money. It requires very little in the way of equipment and is thus a relatively inexpensive pastime. Unlike poker, it is not usually played for money.

Bridge is a great leveler. Bridge is played by people of all ages, from all walks of life and from all social and ethnic backgrounds. When four people sit down at a table to play bridge together, none of the usual prejudices apply, all that matters is the game and the challenge it presents. Bridge is

probably the only game in the world where ordinary players can rub shoulders with champions. If you play tennis, it is unlikely that you will ever end up playing against Roger Federer, or indeed enjoy the experience if you do. However, you might well find yourself at the same table as his bridge counterpart and even win the odd deal!

So, this is why we play bridge. Tell your friends.

Membership Report

(TOTAL MEMBERS 512)

Congratulations:

Beth Krummel - Sectional Master
Joan T Roberts - Sectional Master
Alison S Bowes - Club Master
Peter G Hendee - Club Master
Diana Spock - Advanced NABC Master
Darlene E Williams - Junior Master
Liz Schuler Bronze - Life Master

We are sorry to report the deaths of Beaterice Prosnitz and Jim Forde

Phylliss Woody
Membership Chair








Mentor/Mentee News

Comments from Michael Lavine on the Unit 191 April 9 mentor/mentee game.

Nine pairs participated in the April 9 mentor/mentee game. Congratulations to Debbie Hoveland and Larry Stanczyk who finished in first place.

In reviewing the results, I noticed a theme that occurred on boards 4 and 7.

Board 4. The North/South hands were

<i>North</i>	<i>South</i>
 652	 AKJ94
 K643	 A97
 AK4	 T876
 K63	 J

NS have 26 high card points (HCP) and an eight card spade fit so we might expect them to play in 4 spades. However, though the board was played three times, only one pair played in spades.

Board 7. The North/South hands were

North	South
♠ KQ95	♠ JT3
♥ KT952	♥ A64
♦ QJ	♦ K92
♣ K8	♣ AQ63

NS have 28 HCP and an eight card heart fit so we might expect them to play in 4 hearts. However, though the board was played three times, only one pair played in hearts.

Why are so many pairs failing to find their eight card major suit games?

I suspect the bidding on board 4 went something like 1c-1s; 1n-3n. On board 7 it may have gone 1c-1h; 1n-3n. In both cases the responder did not know how to bid to achieve two objectives: reach game and discover whether there is an eight card major fit.

There is a bidding tool called New Minor Forcing (NMF) to achieve these objectives. NMF applies in bidding sequences that start 1x-1y; 1n. In such sequences, where y is a major suit, responder can bid 2z where z is a minor suit that has not yet been bid. 2z is an artificial bid showing at least 11 points, forcing for one round, and saying nothing about the suit z. Opener replies by showing either a) four cards in an unbid major, b) three cards in responder's major y, or c) neither a nor b. NMF allows the partnership to discover their eight card major fits and to reach either a part score or a game in either a major or notrump.

On board 7 the bidding would have gone 1c-1h; 1n-2d; 2h-4h. The 2d bid is NMF and 2h shows three card support. After opener bids 2h, responder knows they have an eight card heart fit and enough for game, so responder simply bids 4h. (Observant readers might see that NS are better off in 3nt. Still, I like the bidding sequence with NMF.)

On board 4 the bidding might go 1c-1s; 1n-2d; 2h-3n; 4s. The 2d bid is NMF. Then North shows four hearts and South bids 3nt. North knows that South would not bid NMF without either five spades or four hearts. So North knows about the eight card fit and can bid 4s.

On board 9 the North/South hands were

North	South
♠ QJ	♠ A9643
♥ QT94	♥ K7
♦ Q975	♦ AJ
♣ AQ9	♣ J532

The bidding could go 1d-1s; 1n-2c; 2h-3n. 2c is NMF, which responder bids to discover whether they have an eight card spade fit. 2h shows four hearts. 3n shows game-going values without four hearts. This time opener passes 3nt because opener does not have three spades.

Notice how frequently New Minor Forcing arises. It came up at least three times in this one session.