

August 6-12

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Daily Bulletin

Welcome to the Gateway to the West Regional!

**Information At-a-Glance**

Be sure to pick up your copy of the 1-page Information-at-a-Glance and hang on to it throughout the week for basic tournament information.



**THE BACKSTOPPERS INC.**  
*the police officers & firefighters fund*

**Charity Swiss Wednesday 7 PM**

Unit 143 has selected BackStoppers to receive the funds we raise during the Wednesday Evening Single-Session Swiss Team Games held at 7 PM. We are supporting them to express our appreciation in a tangible way for a life given on behalf of others.

BackStoppers provides needed support and financial assistance to the spouses and children of all local and county police officers, firefighters, publicly-funded paramedics and EMTs and volunteer fire protection units, who have lost their lives performing their duty.

**Remember to Register**

**Personalized Labels**  
Let us know you're here! When you register, you may ask for your *registration gift of personalized labels* with your name and ACBL player number. Your labels will be available the day after you register.



**Late Night Hospitality**

St. Louis offers serious hospitality for all. Join us for snacks after the evening session. **Tonight's Healthy Night: Chat & Snack** on International cheeses, breads and rolls with spreads, and fresh fruit.

**NEW TO USING BRIDGE PADS?**



Here's Rick Beye explaining how they work. There is one BridgePad® scoring device on each table. After the auction, North enters the contract into a device that looks like an oversized calculator. When play is completed, North enters the result, and then hands the device to one of the opponents to verify that it is accurate. After the opponent OKs the score, it is sent via radio signal to a computer that is compatible with ACBLScore. When the final score of the session is entered, the complete results are available for printout – just as though the data had been entered by hand.



**New Life Masters...**  
*Find Carl to get your photo taken; then let us know the details when you go over - and where you're from!*

We'll publish new LMs right here every day.

**SET YOUR ALARM...**



...and join us for the 9 AM 2-Session Swiss Team events on Wednesday/Thursday and Friday/Saturday mornings.

**Today's Events**

**Tuesday, August 7**

**REGIONAL SIDE SERIES 1 Open Pairs continued**  
**BRACKATED KO 1 continued**  
**2-SESSION STRATIFIED OPEN PAIRS**  
**BRACKETED KO 2**  
**Intermediate/Newcomer Pairs** *preduplicated boards*  
**1-SESSION STRATIFIED EVENING SWISS TEAM**

**Sessions 2-4 of 4**  
**Sessions 2-4 of 4**  
**Sessions 1 & 2**  
**Sessions 1 & 2 of 4**  
**Single Sessions**  
**Single Session**

**9 AM, 1 PM, 7 PM**  
**9 AM, 1 PM, 7 PM**  
**1 PM & 7 PM**  
**1 PM, 7 PM**  
**1 PM, 7 PM**  
**7 PM**

**Today's Speakers: For the Advancing Player**  
**Karen Walker**  
**Mike Flader**

**"Sandwich Seat" Bids**  
**"Ruling the Game"**

**I/N Room**  
**12:15 PM**  
**6:15 PM**

KOs matched by MPs 1<sup>st</sup> round, thereafter by record; open to teams of 4, 5, or 6 players. Swiss Teams also may have 4 to 6 players; a player must play at least 50% of the matches. All stratification by Average MPs in all events. Eligibility for Flighted Events based on highest MP player. Unless otherwise indicated, master point ranges for stratified events will be 750/2000/2000+. Strata-Flighted events: A = 3000+, A/X = 0-3000; B/C/D = 300/750/2000. Gold Point Events in ALL CAPS. 2-Session Gold Rush Pairs pays gold for section tops in 300-750. Under 200 MP events stratified: 20/100/200. Players can play in 1 or more games of a Side series; must play in 2 games of same Side Game Series for gold.

Zero Tolerance is in place!



# Today's Puzzles

## Sudoku

Sudoku comes to us via Japan, where the name is short of *suji wa dokushin ni kagiru*, meaning "only single numbers allowed". Fill the grid with numbers so that every row, every column, and every 3x3 box contains the digits from 1 to 9, without repeating. This week's puzzles are from *Sudoku Volume 3, 100 Wordless Crossword Puzzles*, presented by Will Shortz. Shortz is the *New York Times* Crossword Editor.

### Sudoku 1 - Light and Easy

		4		9		1	6	
		1	3	7		9		8
					2		4	3
	8				1			
4				2				
3	2						7	
	5		2	4		3		
		3	7	5	8	2		
8		2	1		3			9

### Sudoku 2- Moderate

8								
		5	1					
		3			2		1	
	8		5	3				
9	7		8			1		
			2					9
	9			6	8			5
		6					4	



## from Bridge Ace

1. Which of these bridge immortals acquired the most MPs in tournament competition?

- a) Alfred Sheinwold
- b) Oswald Jacoby
- c) Charles Goren
- d) Eli Culbertson

2. When the king is a singleton offside, play the ace, is very good advice indeed. It is also known as:

- a) Cheating
- b) The rabbi's rule
- c) The crocodile coup
- d) The Grosvenor gambit

3. From 1965-1970, this actor played the inept Agent 86 in 'Get Smart.' His role as a bridge player is less well-known although from the 1990's onwards he ran frequent games at the Playboy Mansion (yes Hugh Hefner plays bridge too!) Who is he?

# Spring 2013 Nationals

Mark Your Calendar...to return for national competition and St. Louis hospitality March 14-24, 2013



## Today's Cash Concessions



Where Main playing area

When 11:30 AM to 1:00 PM, Concourse Ballroom

- ◆ Italian Hoagie Half with Condiments \$3
- ◆ Hamburgers with Condiments & Sliced Cheese
- ◆ Individual Bags of Potato Chips & Pretzels \$1
- ◆ Whole Fresh Fruit/Including Bananas \$1
- ◆ Assorted Cookies and Cookie Bars \$1
- ◆ Assorted Soft Drinks \$2.50
- ◆ Assorted Bottled Juices & Bottled Water 2.50
- ◆ Fresh Fruit Bowl \$3



## ODE TO FIVE-CARD MAJORS

With twelve or more points, I'm required to speak  
And mention a suit that is never too weak.

With 5 cards or longer, no need to be cute,  
Just merely open with 1 of that suit.

Now a 4-card major, alas there's the rub,  
I know I must open, so I'll just say "1 Club".

With 15 to 17, 1NT will do,  
And with 20 or more, I'll open with 2.

My opponents have opened, my back's to the wall,  
I've got length and good points, so I must overcall.

Those opponents have opened but now I have trouble,  
With an opening bid, I've got to say "Double".

My partner has opened and I'm in a fix  
Because I must pass with less points than 6.

Of course with a count of 6 points to 10  
I must respond once, but need not again.

11 to 12 points is often quite nice,  
I'll plan to respond, not just once but twice.

With 13 or more points I would be to blame  
If I let the bidding end before we reached game.

The bidding is over, the play has begun,  
My nerves are a-jangle, who called this fun?

My partner bid Hearts, is that what I lead?  
Our opponents take tricks with amazing speed.

Alas, the game's ended, my finesse didn't work,  
My partner is certain she played with a jerk.

Perhaps tomorrow with luck I'll be dummy,  
Otherwise next week, it's back to gin rummy.



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First and foremost, remember that duplicate is bridge. It doesn't require you to learn a new bidding system. The only real change is in how your final result is scored. Your matchpoint score is based not on how much you beat the other pairs by, but on how many pairs you beat. This difference from Rubber Bridge can affect a number of your decisions during the bidding and play. Here are tips that will help you adapt your style to MP scoring:

**Choose the highest-scoring game.** For game contracts, you should be most anxious to play in a major, willing to play notrump and reluctant to play in a minor. If you have an 8-card trump fit, it will usually score one trick more than a notrump contract and therefore more matchpoint, especially if it's a major. Your score for 4H making 4 (+420) will beat the pairs who play in 3NT making 3 (+400).

In minor suits, though, this one-trick advantage doesn't produce a higher score. 5C making 5 (+400) will score fewer matchpoints than 3NT making 4 (+430). For this reason, 5C and 5D contracts are somewhat rare at duplicate. Players will stand on their heads to bid 3NT, even if a minor-suit game might be safer.

**Choose the safest partscore.** If you're stopping in a partscore, your first choice should still be the major suit, but your choice between a minor and notrump isn't as critical. You should almost always play in the major if you have an 8-card fit -- 2S making 2 (+110) beats 1NT making 1 (+90) or 2C making 2 (+90).

If your partscore decision is between notrump and a minor, though, it may be better to play in the suit contract if you have a fit, especially if you have bare-minimum points. Getting a plus score is important, so when you have limited high-card strength, you'll usually want the safety of a trump suit.

**Go for the big reward.** Don't settle for a sure contract if you think the odds are good of making a higher-scoring one. Duplicate players tend to bid more "close" games and slams than you might at Rubber Bridge, so you may want to be a little more liberal in your game and slam bidding, too.

At Rubber Bridge, if you bid a vulnerable 4H and win all 13 tricks, you may be satisfied with bidding your game and winning the rubber, even if you and your partner had 35 high-card points. At duplicate, though, this will be a poor matchpoint score. With this much combined strength, most of the other pairs will be bidding and making 6H or 7H with your cards, and you may earn 0 matchpoints for your 4H contract.

**Switch to 15-17 for your 1NT notrump opening bid.** 1NT is one of the most desirable opening bids because it gives such a good description of your hand and because all the responding bids are so well defined. To increase the number of hands that can be opened with 1NT, most duplicate players have shaded down the old point range of 16-18 and are now using 15-17 for 1NT and 20-22 for a 2NT opener. Some use 15-18 for 1NT, and other pairs use lower ranges.

Changing your notrump range to 15-17 will put you on more even footing with the rest of the players in your duplicate game. You don't need to learn a new bidding system to make the change. Just add 1 pt. to the requirements for responder's bids.

**Make more overcalls.** Duplicate players often stretch to compete after an opponent opens, so you may want to liberalize your rubber-bridge overcall requirements somewhat. If you're not vulnerable and have a decent 5-card suit, feel free to make a one-level overcall with as few as 8 or 9 pts. (depending on suit quality). You'll want to be a little stronger if you're vulnerable. If you have to overcall at a higher level, you're more likely to be doubled, so be sure your 2-level overcalls are very sound (usually a good 6-card suit).

**Be more aggressive on partscore deals.** In a duplicate game, even low-level bidding can be quite lively because the players compete more actively for partscores. If your opponents stop at a low level, you should be more willing to balance and try to bid your own partscore (especially if you're short in the opponents' suit and you're not vulnerable). If the opponents can make 2H, your 2S contract may be a winner even if you go set -- your -50 or -100 will beat the pairs who lost -110 defending 2H with your cards.

If you're vulnerable, though, be more careful about competing with minimum values. Going down 2 (or down 1 doubled) may be a disaster. Losing 200 points is sure to be worse than the score for letting the opponents make their partscore.

**Sacrifice more often.** Duplicate players are quite willing, even happy, to sacrifice when their opponents are vulnerable and they are not. At rubber bridge, if you make a non-vulnerable sacrifice over the opponents' vulnerable game and go down 3 doubled, you lose 500 points. That's better than letting them have their 700-pt. rubber bonus, but you've still suffered a sizable loss. At duplicate, however, this minus score could earn you a top matchpoint score. If all the other pairs who held your cards allowed their opponents to bid and make their vulnerable game, your score of -500 will beat their -620's.

**Look for overtricks.** A simple overtrick can also make a big difference in your matchpoint score. If other pairs in your seats bid 3NT and make exactly 9 tricks, they score +400. If you can make 10 tricks, you'll score +430, beating all the other pairs and earning a "top". Unlike in rubber bridge, you may even make a somewhat risky play to try for an extra trick. The search for the "elusive" overtrick is often the explanation if you see a declarer go set in a game that appeared to have a sure 9 or 10 tricks.

However, if you think you're already in a high matchpoint-scoring contract, you can play it safe. Suppose you're declarer in 4S. When dummy comes down, you see you're going to make 10 tricks, but that partner made a very aggressive bid and you have only 21 high-card points between you. Just making your contract will probably be a good matchpoint score, since most other pairs won't bid the game with your cards.

**Play with the "field".** If you're confronted with a key decision during the bidding or play, you should rely on your own bridge judgment, but you may also want to think about the other players holding your cards. Based on what you know about them, do you think they'll be trying for the overtrick, accepting a game invitation, bidding the slam? If so, it may be wise to go for a similar result.

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Add other modern bids to your system. When you're comfortable with the basics, consider adding other bidding tools played by duplicate pairs. Some of the most popular -- and easiest to learn -- are Weak Two-bids, Jacoby Transfers and two-suited overcalls (Michaels cuebids and the Unusual 2NT). Among the most valuable are New Minor Forcing and Negative Doubles. Take care, though, not to overload your brain with too many new toys. Add just one new bid at a time and practice with it until you feel ready for another challenge.

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## Duplicate Customs

Most duplicate clubs offer a social, friendly atmosphere, but the bridge played there is a competition, so the players follow rules designed to ensure an even playing field. The "coffee housing" that is sometimes accepted in a home game is understandably off-limits at duplicate. Some other customs and matters of "etiquette" you'll want to follow include:

**Keep the play moving.** You're expected to play the boards in a reasonable amount of time -- about 7-8 minutes per hand (sometimes longer in novice games). To give yourself maximum time for the play, try to score quickly and move promptly when a new round is called.

**Limit the "post-mortem" discussions.** Duplicate players enjoy discussing the results after a hand or (better) after the round is over. During the round, they try to keep these conversations short (to save time for playing the remaining boards) and soft. The hand you just finished will be played later at other tables, so it's important that others in the room not overhear anything that might affect their bidding or play of the hand.

**Lead first, write later.** When you're the opening leader, three people at the table are waiting on you to start the play. If you want to write down the contract in your private scorecard, do so after you've made your lead, while dummy is putting his cards down and declarer is planning the play.

**Make your opening lead face-down.** This gives partner a chance to ask questions if he needs information about the opponents' bidding. It also keeps you from leading when it isn't your turn. If it wasn't your lead, someone will tell you and you can replace the unseen card in your hand.

**Stay in your seat if you're dummy.** You're actually a participant, so stay at the table to turn the cards for partner. Don't look in his hand until after the play. If you remain neutral in this way, you're allowed to warn partner if he's revoking or leading from the wrong hand.

**Play your cards in tempo.** Try to play in an even tempo, without hesitations that can give away information about your hand. When you play to a trick, place your card on the table in front of you. Don't show your satisfaction (or lack of it) by "snapping" or tossing the card.

**Claim early, claim often.** If you're declarer, don't be afraid to "claim" before all the tricks are played out. Just face your hand and state your line of play -- "I'll pull trumps and run the clubs" or "You get a heart at the end", for example. Claiming saves time and is a courtesy to your opponents, who will appreciate it if you quickly end a routine hand where they have no decisions to make.

**Make your bids in an even tempo (and voice).** Try not to use mannerisms or voice inflections that might convey unauthorized information. Sighs, grimaces, slow passes and loud doubles aren't appropriate. Neither are extra words in your bids -- "I guess I have to pass" or "I'll double you" aren't proper bids.

If you have a tough decision to make during the bidding or play, you're entitled to take extra time to think. Your partner, however, cannot take advantage of the knowledge that you had a problem. He must bid his hand normally, ignoring any information that might be suggested by your pause for thought. In these situations, the partner of the player who hesitated should take care not to make any bid or play that might have been suggested by the pause for thought. In most cases, if your partner thinks for a while and then passes, you should pass, too, unless that would be a totally illogical action with your hand.

For example, suppose you open 3S and your left-hand-opponent bids 4H. Your partner thinks for several seconds, then passes. No matter what action he was considering, you must make your normal bid of Pass. Bidding again after making a preempt would be highly unusual, especially since your partner's hesitation gave you "unauthorized" information that he was considering a bid.

Don't be offended if your opponents call the director after a hesitation, especially if you think a long time and then pass. The director was not called because you violated a rule -- it's a standard practice that protects everyone's rights, yours and theirs. The director will affirm that you were entitled to think and he'll remind your partner that he can't use any inferences suggested by your hesitation. If your partner bids normally, that's the end of it. If the opponents question his action, they may ask the director to adjust the score.

**Make the best use of bidding boxes.** If your club uses bidding boxes, try to decide on your bid before you reach into the box. If you're still thinking when you start touching the bidding cards, you may inadvertently communicate unauthorized information to partner. If, for example, you start to pull the 2S card and then change your mind and pull out the Pass card, that may suggest that you have "almost enough" to bid 2S. This amounts to thinking out loud, and it puts a lot of pressure on partner to ignore it and bid his hand normally.

As you pull cards from the box, look at the top card to be sure it's the bid you want to make. Occasionally, your thumb may slip and you'll pull out a wrong card. If this happens, you're allowed to take it back -- just say "oops" or the equivalent as soon as you see the wrong card and replace it with the correct one. Note that this applies only to mechanical errors, not to mental ones. If you intentionally pull out a bidding card and then change your mind, no matter how quickly, you are not allowed to change your call.

Place your bidding cards on the table in the same way you place your played cards -- overlapping, so everyone can see all the bids you have made in order. Be sure that you don't communicate any extra information by tossing or slapping the cards.

**Be familiar with the Skip-Bid (Stop) warning.** When an opponent makes a preempt or a jump, you may be surprised to hear, "I'm about to make a skip bid, please wait: 3H," or merely, "Skip Bid, 3H". This duplicate novelty is a way of warning the next bidder that a higher-than-expected bid is coming. The warning gives you extra time to plan your action.

With bidding boxes, the red Stop card is used to announce a skip bid. To use it, place the Stop card on the table first, then make your bid. Leave the Stop card there for a few seconds, then remove it and place it back in the bidding box.

After your right-hand opponent makes a Skip Bid, you should study your cards for around 10 seconds (or until he picks up the Stop card), and then make your bid. You aren't required to give the Skip-Bid or Stop warning when you jump, but it's a good idea. By using the warning, you can reduce the chances that your opponent will make a fast pass or slow double that might convey unauthorized information to his partner. However, whether you use the warning or not, the next player to bid should still wait about 10 seconds before he makes his call.

**Use the "Alert" procedure if you play special conventions.** If you and your partner use conventions that are not part of basic Standard American bidding, you must "alert" your opponents to this fact when one of these bids comes up during an auction. To do this, the partner of the person who made the conventional bid says "Alert" as soon as the bid is made. (Bidding boxes have a blue "Alert" flag that you tap at the same time you make the verbal Alert.) This tells the opponents that your partner's bid is artificial or conventional and has a different meaning than they might expect. The next player to bid can then ask you about the meaning of your partner's bid.

You probably won't hear many Alerts in a novice game, and you may not use any bids that require them. Stayman 2C, Weak Two-bids, Unusual Notrumps, Michaels Cuebids and Negative Doubles are so common that they are not Alerts. Some popular bids that require alerts or announcements are:

- Jacoby 2NT (forcing major-suit raise). All of opener's rebids after 2NT are also alertable.
- Jacoby Transfers (after partner opens 1NT). When this bid is made, the partner of the bidder announces its meaning by saying "Transfer" (instead of "Alert").
- 1NT opening bids. Since different pairs play different point ranges for 1NT, the partner of the 1NT opener announces the point range ("15 to 17" or "12 to 14", for example).
- Forcing 1NT response (after partner opens 1H or 1S). This is another "announceable" bid. To let you know he is forced to bid again, opener will simply say "Forcing" when his partner responds 1NT.

The list of alertable bids changes from time to time, and beginners aren't expected to be experts on them. If you're in doubt about whether or how you should alert a bid, just ask the club director or the other players for help. If your opponents use an Alert, you can look at their convention card or ask them what it means. To save time and be courteous, wait until it's your turn to bid before you ask questions.

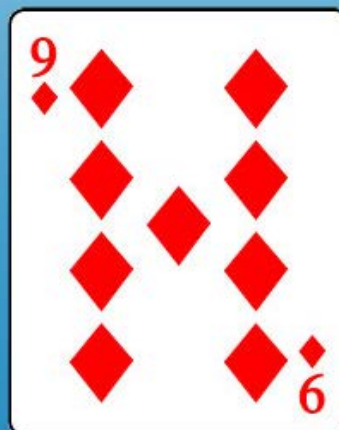
**Ask questions when it's your turn.** If you want an explanation of an alert or any other call made by your opponents, you're entitled to look at their convention card and ask for more details. To save time and be courteous, do this only at your turn to call. If the explanation doesn't affect your bidding decision, wait until the auction is over to ask questions.

**Rely on the director's help.** Don't be shy about calling the director. The players should never make their own adjustments for revokes, leads out of turn, insufficient bids or any other irregularities. The director is there to do it for you, so call if anything unusual happens.

**Have fun and enjoy the social atmosphere.** Duplicate clubs are social groups, too, so greet your opponents when you arrive at the table and, time permitting, enjoy a conversation. You'll find that duplicate players are intelligent (and often fascinating) people who welcome newcomers. Just by trying duplicate, you have something in common with every person there, so take advantage of the chance to get to know the players and learn from them. Most are happy to answer questions and will be flattered if you ask their advice after a hand.

The ♦9 is often referred to as the **Curse of Scotland** or the **Scourge of Scotland**, and there are a number of possible explanations for this connection:

- It was the playing card used by Sir John Dalrymple, the Earl of Stair, to cryptically authorize the Glencoe Massacre. Certainly there is a resemblance between the ♦9 and his coat of arms.
- The Duke of Cumberland is supposed to have scribbled the order for "no quarter" to be given after the Battle of Culloden on a ♦9 playing card.
- It has also been suggested that it is a misreading of the "Curse of Scotland" i.e. the "Cross of Scotland" or St. Andrew's Saltire. There is a resemblance between the pattern of the ♦9 and the Saltire.
- Nine diamonds were at one time stolen from the crown of Scotland and a tax was levied on the Scottish people to pay for them – the tax got the nickname "The Curse of Scotland."
- The game of Comète being introduced by Mary of Lorraine (alternatively by James, Duke of York) into the court at Holyrood, the 9, being the winning card, got this name in consequence of the number of courtiers ruined by it.
- In the game of Pope Joan, the ♦9 is the Pope – a personage whom the Scotch Presbyterians consider as a curse.
- Diamonds imply royalty and every ninth king of Scotland was a curse to his country.



# Monday's Results

MONDAY/TUESDAY SIDE SERIES 1 Open Pairs

Session 1 of 4 Sessions

7 PM

## 13.0 Tables

	A	B	C		
5.37	1			Janet Vontz, Lake St Louis MO; Bob Bainter, Saint Louis MO	69.32%
4.03	2			Eleanor Onstott, New Orleans LA; Allison Howard, Cookeville TN	64.02%
3.94	3	1	1	Debra Ann Petitan, Oak Lawn IL; Rolland Wakeman, Bellwood IL	59.85%
2.27	4			Donald Vancil, Aurora CO; Phillip Kiepinski, Amarillo TX	58.52%
2.96	5	2		Helen Walz, Madison IN; Jennifer Luner, St Louis MO	57.77%
2.22	6	3		Janice Franz - Joseph Franz III, Springfield IL	57.20%
1.85		4/5	2	Sandy Bigg - Charles Parker, Saint Louis MO	52.08%
1.46		4/5		Mary Lagu - Avinash Lagu, Carmel IN	52.08%
0.93		6		Pat Sickinger, Sebring FL; Margaret High, Marion IL	50.95%
1.39			3	Audrey Gehrig, Janesville WI; Joan O'Leary, Pardeeville WI	47.16%
1.04			4	Martin Grossman - Audrey Grossman, Indianapolis IN	46.97%

## MONDAY EVENING 199ER PAIR GAME

### 11.0 Tables

	A	B	C		
2.79	1	1	1	Dorothy Schainker, Creve Coeur MO; Mary Jermak, Chesterfield MO	62.50%
2.09	2	2		Robert Wood, Clarkson Valley MO; John Oefelein, Chesterfield MO	61.31%
1.57	3	3	2	Lemp Frank - Ann Lemp, St Louis MO	60.12%
1.18	4	4	3	Jean McCormick - Jacqueline Jackson, Ballwin MO	58.04%
0.88	5	5		Raymond Laythe, Saint Louis MO; Barbara MacPeek, Ballwin MO	56.25%
0.98	6	6		Larry Graves - Karen Graves, Saint Charles MO	55.95%
0.62			4	Marsha Grazman - Carole Simon, St Louis MO	53.87%
0.47			5	Judith Wagner - Barbara Constance, Belleville IL	50.30%

## Bridge Trivia

#1 Which card is known by the name Suicide King?

The **King of Hearts** is the only king with no mustache, and is also typically shown with a sword behind his head, making him appear to be stabbing himself.

#2 What are the odds against a perfect deal (every player being dealt 13 cards in the same suit)?

- 2,235,197,406,895,366,368:1
- 2,235,197,4,06,895,366,368,301,559,999:1
- 197,406,895,366,368,301,599,999:1
- 197,406,208,235,197,406,895,368,301,599,999:1



The chances of each of the four players at a table being dealt (from a well shuffled pack) a "perfect" hand of a single suit (so that each player gets either all spades, clubs, diamonds or hearts) is calculated at: 2,235,197,406,895,366,368,301,559,999 to 1 (No, I didn't work it out. It's in the *Guinness Book of Records*) And yet on August 25, 1964 this event was claimed to have occurred in a game at the Richmond Community Centre, Surrey, England. Now those odds are extreme to say the least, and in fact the

Guinness book of records does express some doubt that the claim of this event is genuine. The dealing of ANY individual hand of cards in bridge carries the SAME odds. You would comment on each person being dealt a complete suit and say "how amazing" because its a noticeable pattern - but EVERY hand dealt carries odds of 2,235,197,406,895,366,368,301,559,999 to 1.



# Today's Methods FOR THE ADVANCING PLAYER

## When Two-Over-One Game Force Is Used

by Erick Rodwell

Eric Rodwell is known for his highly developed skills in creating integrated bidding systems at world-class levels. In his first article on 2/1 game force, Eric introduced the **marathon bid** which is **forcing to at least game**.

Two-over-one game force (2/1) is a variation of standard methods. It applies in the following situation:

- Opener bids 1♦, 1♥, or 1♠.
- The next player passes.
- Responder bids a new suit at the two level without jumping.

The new suit response at the two level is a marathon bid, forcing to at least game. Notice that 2/1 does not apply after a 1♣ opening. Diamonds, hearts, and spades can all be bid at the one level; bidding them at the two level would require a jump. One level responses in a suit are forcing, but they are not forcing to game. In standard methods, a two level response is forcing, but not forcing to game. To see why 2/1 has become popular and how it can make some auctions easier to handle, let's look at some examples.

### Examples of 2/1

Consider the following partnership hands for East and West:

WEST	EAST
♠ K J 7 5 3	♠ Q 2
♥ A K 10 7 2	♥ Q 8 3
♦ 8 4	♦ A J 3
♣ 6	♣ A 10 9 5 4

Using standard methods, the auction would begin:

WEST	NORTH	EAST	SOUTH
1♠	Pass	2♣	Pass
2♥	Pass	?	

West opens the bidding, showing 13 or more points. With 13 high-card points plus 1 length point for the five-card club suit, East knows HOW HIGH: the partnership belongs in at least game. East doesn't yet know WHERE the contract belongs and starts with a forcing response of 2♣. After West shows the second suit, East is still unsure about the best spot. West could have only four hearts, so East doesn't want to jump to 4♥.

This is where the Standard American auction becomes a little fuzzy. A rebid of 2NT by East would not be forcing; the 2♣ response did not commit the partnership to game. To make certain the partnership reaches game, East would probably jump to 3NT. Now West is faced with a dilemma. To show the fifth heart, West could bid 4♥, but East might have only one or two hearts and 3NT could be the best spot. West is unsure whether to bid again or not.

Playing 2/1 as a game force, the auction would be a lot crisper:

WEST	NORTH	EAST	SOUTH
1♠	Pass	2♣	Pass
2♥	Pass	2NT	Pass
3♥	Pass	4♥	All Pass

East's 2♣ response is a marathon bid, forcing to at least game. When West rebids 2♥, East can bide time by bidding only 2NT because it is still forcing. This gives West the opportunity to rebid the heart suit comfortably at the three level. That gives East all the information needed to choose the best contract.

Let's change the West hand slightly:

WEST	EAST
♠ K J 10 7 5 3	♠ Q 2
♥ A K 7 2	♥ Q 8 3
D 8 4	D A J 3
♣ 6	♣ A 10 9 5 4

Playing standard methods, the auction would again start:

WEST	NORTH	EAST	SOUTH
1♠	Pass	2♣	Pass
2♥	Pass	?	

If East were to jump to 4H, the partnership would miss its spade fit and land in a precarious 4-3 heart fit. If East were to jump to 3NT, West would be unsure whether to bid 4♠; East could have a singleton or void in spades. Using 2/1 game force, the auction would go very smoothly:

WEST	NORTH	EAST	SOUTH
1♠	Pass	2♣	Pass
2H	Pass	2NT	Pass
3♠	Pass	4♠	All Pass

Since East's 2NT bid is still forcing, opener can complete the description of the hand by rebidding the spades, showing six spades and four hearts. East has an easy time putting the partnership in its best spot. *So, on many auctions 2/1 game force allows the partnership to find the best contract, since both players know right away that they are headed for at least a game contract.* There's no concern that the auction might suddenly stop in partscore.

### Why Not Fourth Suit Forcing?

In standard methods, responder does have a forcing bid available after a new suit at the two level: a bid of the fourth suit. Many partnerships use this as an artificial game force. Could this be used instead of 2/1 game force? Sometimes, fourth suit forcing would work just as well. Let's return to one of the earlier examples, and before, the standard auction would begin like this:

WEST	EAST
♠ K J 7 5 3	♠ Q 2
♥ A K 10 7 2	♥ Q 8 3
♦ 8 4	□ A J 3
□ 6	□ A 10 9 5 4

As before the standard auction would begin like this:

WEST	NORTH	EAST	SOUTH
1S	Pass	2♣	Pass
2H	Pass	?	

Unsure of the best contract, East could make an artificial fourth suit bid of 3D. This is a marathon bid, forcing to game. The auction would continue:

WEST	NORTH	EAST	SOUTH
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# Today's Methods FOR THE ADVANCING PLAYER

## When Two-Over-One Game Force Is Used

by Erick Rodwell

1♠	Pass	2♣	Pass
2♥	Pass	3♦	Pass
3♥	Pass	4♥	All Pass

West can now rebid the five-card heart suit and East can place the partnership in the best contract. It appears that 2/1 is unnecessary. However, suppose we make a slight change to West's hand:

WEST	EAST
♠ K J 7 5 3	♠ Q 2
♥ A K 7 2	♥ Q 8 3
♦ 10 4	♦ A J 3
♣ K 6	♣ A 10 9 5 4

The auction now begins:

WEST	NORTH	EAST	SOUTH
1♠	Pass	2♣	Pass
2♥	Pass	3♦	Pass
?			

What is West to do at this point? West doesn't want to bid 3NT with nothing in diamonds. If West gives a preference to 4♣, the partnership has missed it's best spot of 3NT. Using 2/1, East rebids a natural 2NT and West simply raises to 3NT. *2/1 allows the partnership to save valuable bidding space and make the most natural bid on the hand.*

### When 2/1 Is Off

Even if the partnership has agreed to play 2/1 as game forcing, there are two situations when it doesn't apply: (by partnership agreement as some partnerships play 2/1 is still on if responder's RH Opponent overcalls)

**When 2/1 Doesn't Apply**

- If responder is a passed hand.
- If responder's right-hand opponent overcalls or

### Responder Is a Passed Hand

To commit the partnership to game, responder needs about 13 or more points. If responder passed initially, responder presumably has fewer than 13 points. It doesn't make sense for responder's 2/1 bid to be game forcing. In addition, it's common practice to sometimes open 'light'—with fewer than 13 points—in third or fourth position. So, whether the partnership uses 2/1 or standard methods, *a new suit response is only invitational when responder is a passed hand.*

WEST	EAST
♠ 2	♠ A K J 8 3
♥ A Q 10 5 4	♥ J 3
♦ K J 9 4	♦ Q 8 3
♣ 8 4 3	♣ 9 7 6

As before the standard auction would begin like this:

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♠	Pass
2♥	All Pass		

West doesn't have enough to open in first position. After West passes, East opens light in third chair with 11 high-card points plus 1 length point. As a passed hand, West is limited to fewer than 13 points and can afford to make a 2/1 response knowing partner won't treat it as a marathon bid. In fact, East chooses to pass 2♥, knowing the partnership doesn't have enough combined strength for game and not wanting to get too high on the Bidding Ladder. 2♥ is a good spot for the partnership.

### Right-Hand Opponent Overcalls

When an opponent overcalls, the auction has become competitive. Responder can't necessarily afford to wait for 13 or more points to bid a new suit at the two level. If responder doesn't show a good suit with about 11 or more points, the opportunity might be lost. The overcall gives responder new options: the double and the cuebid of the opponent's suit. This gives responder enough flexibility that it's unnecessary to use a 2/1 response as a marathon bid. Instead, responder uses the standard approach: *a new suit response is forcing, but not game forcing, after an overcall.*

WEST	EAST
♠ 8 5 4	♠ 9 3 2
♥ A K 9 5 4	♥ 8 3
♦ Q 4	♦ K 10 3
♣ Q J 2	♣ A K 10 9 4

As before the standard auction would begin like this:

WEST	NORTH	EAST	SOUTH
1♥	1♠	2♣	Pass
3♣	All Pass		

East doesn't have enough to commit to game after West opens 1♥. When North overcalls 1♠, however, East shows the club suit. East doesn't want to be shut out of the auction if the opponents compete further. The 2♣ response is forcing, but not to game. When all West can do is raise to 3♣, East passes and the partnership rests in its best contract.

### Right-Hand Opponent Doubles

If partner's opening bid is doubled, a slam, or even game, become less likely, and 2/1 as a marathon bid is less useful. Besides, responder has a new bid to show about 10 or more high-card points, the redouble. It makes more practical sense to fall back on standard methods, where a new suit at the two level is not forcing after a takeout double.

WEST	EAST
♠ 8 5 4	♠ 9 3 2
♥ A K 9 5 4	♥ 8 3
♦ Q 4	♦ K J 10 9 7 3
♣ Q J 2	□ K 9

As before the standard auction would begin like this:

WEST	NORTH	EAST	SOUTH
1♥	Double	2♣	Pass
3♣	All Pass		

East doesn't have enough strength for a 2/1 response even using standard methods. But when 1♥ is doubled, East can make a non-forcing response of 2♣, getting the suit mentioned in a competitive situation. West knows East doesn't have a strong hand. With 10 or more points, East would have started with a redouble.







## This Week's Events

**Zero Tolerance Policy is in place!**

### Wednesday, August 8

<b>2-SESSION STRATIFIED MORNING SWISS TEAM 1</b>	<b>Session 1 of 2</b>	<b>9 AM</b>
<b>REGIONAL SIDE SERIES 2 Open Pairs</b>	<b>Sessions 1-2 of 4</b>	<b>1 PM, 7 PM</b>
<b>BRACKETED KO 2 continued</b>	<b>Sessions 3 &amp; 4 of 4</b>	<b>1 PM, 7 PM</b>
<b>BRACKETED KO 3</b>	<b>Sessions 1 &amp; 2 of 4</b>	<b>1 PM, 7 PM</b>
<b>2-SESSION STRATI-FLIGHTED A/X OPEN PAIRS</b>	<b>2 Sessions</b>	<b>1 PM &amp; 7 PM</b>
<b>2-SESSION GOLD RUSH PAIRS 0-300/750</b>	<b>2 Sessions</b>	<b>1 PM &amp; 7 PM</b>
<b>Intermediate/Newcomer Pairs <i>preduplicated boards</i></b>	<b>Single Sessions</b>	<b>1 PM, 7 PM</b>
<b>1-SESSION STRATIFIED CHARITY SWISS TEAM</b>	<b>Single Session</b>	<b>7 PM</b>

### Thursday, August 9

<b>2-SESSION STRATIFIED MORNING SWISS TEAM 1</b>	<b>continued Session 2 of 2</b>	<b>9 AM</b>
<b>2-SESSION STRATIFIED OPEN PAIRS</b>	<b>Sessions 1 &amp; 2</b>	<b>1 PM, 7 PM</b>
<b>2-SESSION STRATIFIED SWISS TEAM</b>	<b>Sessions 1 &amp; 2</b>	<b>1 PM, 7 PM</b>
<b>REGIONAL SIDE SERIES 2 Open Pairs continued</b>	<b>Sessions 3-4 of 4</b>	<b>1 PM, 7 PM</b>
<b>BRACKETED KO 3 continued</b>	<b>Sessions 3 &amp; 4 of 4</b>	<b>1 PM, 7 PM</b>
<b>Intermediate/Newcomer Pairs <i>preduplicated boards</i></b>	<b>Single Sessions</b>	<b>1 PM, 7 PM</b>
<b>1-SESSION STRATIFIED EVENING SWISS TEAM</b>	<b>Single Session</b>	<b>7 PM</b>

### Friday, August 10

<b>2-SESSION STRATIFIED MORNING SWISS TEAM 2</b>	<b>Session 1 of 2</b>	<b>9 AM</b>
<b>REGIONAL SIDE SERIES 3 Open Pairs</b>	<b>Sessions 1 &amp; 2 of 4</b>	<b>1 PM, 7 PM</b>
<b>BRACKETED KO 4</b>	<b>Sessions 1 &amp; 2 of 4</b>	<b>1 PM, 7 PM</b>
<b>2-SESSION STRATI-FLIGHTED A/X OPEN PAIRS</b>	<b>2 Sessions</b>	<b>1 PM &amp; 7 PM</b>
<b>2-SESSION GOLD RUSH PAIRS 0-300/750</b>	<b>2 Sessions</b>	<b>1 PM &amp; 7 PM</b>
<b>Intermediate/Newcomer Pairs <i>preduplicated boards</i></b>	<b>Single Sessions</b>	<b>1 PM, 7 PM</b>
<b>1-SESSION STRATIFIED EVENING SWISS TEAM</b>	<b>Single Session</b>	<b>7 PM</b>

### Saturday, August 11

<b>2-SESSION STRATIFIED MORNING SWISS TEAM 2</b>	<b>Session 2 of 2</b>	<b>9 AM</b>
<b>continued</b>		
<b>2-SESSION BAROMETER PAIRS</b>	<b>2 Sessions</b>	<b>1 PM, 7 PM</b>
<b>(Qualifier for + AROMETER Finals)</b>	<b>2 Sessions</b>	<b>1 PM, 7 PM</b>
<b>2-SESSION B, C, D OPEN PAIRS</b>	<b>Sessions 3 &amp; 4 of 4</b>	<b>1 PM, 7 PM</b>
<b>REGIONAL SIDE SERIES 3 Open Pairs</b>	<b>Sessions 3 &amp; 4 of 4</b>	<b>1 PM, 7 PM</b>
<b>BRACKETED KO 4 continued</b>	<b>Sessions 1 &amp; 2 of 4</b>	<b>1 PM, 7 PM</b>
<b>BRACKETED KO 5</b>	<b>Single Sessions</b>	<b>1 PM, 7 PM</b>
<b>Intermediate/Newcomer Pairs <i>preduplicated boards</i></b>	<b>Single Session</b>	<b>7 PM</b>

### Sunday, August 12

<b>SWISS STRATI-FLIGHTED A/X</b>	<b>2 Sessions, Play Through*</b>	<b>10:30 AM</b>
<b>SWISS STRATI-FLIGHTED B/C/D</b>	<b>2 Sessions, Play Through*</b>	<b>10:30 AM</b>
<b>BRACKETED KO 5 continued</b>	<b>Sessions 3 &amp; 4 of 4</b>	<b>10:30 AM &amp; TBA</b>
<b>2-SESSION FAST PAIRS</b>	<b>2 Sessions**</b>	<b>10:30 AM &amp; TBA**</b>

\* finishes by 6 PM

\*\* finishes by 5 PM

KOs matched by MPs 1<sup>st</sup> round, thereafter by record; open to teams of 4, 5, or 6 players. Swiss Teams also may have 4 to 6 players; a player must play at least 50% of the matches. All stratification by Average MPs in all events. Eligibility for Flighted Events based on highest MP player. Unless otherwise indicated, master point ranges for stratified events will be 750/2000/2000+. Strata-Flighted events: A = 3000+, A/X = 0-3000; B/C/D = 300/750/2000. Gold Point Events in ALL CAPS. 2-Session Gold Rush Pairs pays gold for section tops in 300-750. Under 200 MP events stratified: 20/100/200. Players can play in 1 or more games of a Side series; must play in 2 games of same Side Game Series for gold.