

February 2021

Akron Unit 107 Bridge

Up the Ladder (Congratulations)

- ♥ Regional Master – Betty Jennings
- ♥ NABC Master – Mary Dunham
- ♥ Bronze Life Master – Woodrow Ban
- ♥ Silver Life Master – Mary Spooner



Hand of the Month (by Dick Early)

No trump overcalls are usually played with 15 - 18 HCP. 1NT bids in the "balance" position are done with 12 - 15 HCP.

Here is an example from the evening game on 1/19/21: **1D - P - P - 1NT**
This bid shows 12 - 15. It can be a very important bid to make. South opens 1D and West has the best hand at the table and cannot bid for these reasons:

1. No takeout double - only at 2 card spade suit.
2. Not good enough for a NT overcall.
3. No suit good enough for an over call.

No bid available.

So, the auction should be: **1D - P - P - 1NT**
P - 3NT

Dir: S	♠ 9 3 2
Vul: Both	♥ 10 7
	♦ 6 5 4 2
	♣ Q 9 8 3
2	
14 12	
12	
♠ A 7	♠ K Q 10 8
♥ Q 6 3 2	♥ 9 8 5
♦ K 8 3	♦ A 10 7
♣ A J 7 2	♣ K 10 4
	♠ J 6 5 4
	♥ A K J 4
	♦ Q J 9
	♣ 6 5

Partner's "balancing" NT made your 3NT bid easy. Be sure to discuss with partner what conventions you play after a "balancing" NT. Stayman, Transfers....

Upcoming Additional Akron/Canton Tournament Games (mark your calendars)

Announcing **two** upcoming Tournament Weekends – both will feature Double Points (½ Red and ½ Black).



Saturday, February 13th 6:30 pm 0-499 and Open	Sunday, February 14th 2:00 pm 0-499 and Open 6:30 pm 0-499 and Open
AND.....	
Saturday, May 15th 2:00 pm 0-499 and Open 6:30 pm 0-499 and Open	Sunday, May 16th 2:00 pm 0-499 and Open 6:30 pm 0-499 and Open

Tidbits

- ♥ Just to whet your appetite for insider Bridge info, for the next few months (starting in March) we will have a Newsletter feature called '**Get to Know Your Directors**'. Cathy Taylor will start us off; she really is much more than her on-line VACB214072 persona.
- ♥ Received the following comments from Jim Fasnacht: "*Could you put something in the newsletter about newer players attending the review that immediately follows our Tuesday evening games. There is so much to be learned about bidding and play of the hands. Dick is so good about making sure you understand the answers/explanation of the hands. A lot of it is in the bidding. The review lasts about half an hour.*" Good advice – the Zoom link to these post-game reviews can be found on our website www.akronbridge.org on the Virtual Games page.
- ♥ The last full week of February is "**Educational Foundation Week**". All virtual games during this week will be charged \$7 to support ACBL's educational initiatives.
- ♥ On the next 2 pages you will find some very important information "**From the Director's Desk**". The first page deals with ALERTS used on BBO. You can also find this information on our website. The second page is just good Bridge play in particular - bidding. Please take it to heart.

From the Director's Desk



PRE-ALERTS

- No-trump ranges other than 15-17.
- Any system that has at least one one-level opening bid that is not natural or is forcing.

TRANSFERS

Instead of saying "Transfer", now we are supposed to say what suit a transfer shows. For the 2D transfer (say **Hearts**) and 2H transfer (say **Spades**). If a transfer definitely shows a suit (as in 4way transfers), then you name the suit. If a transfer has more than one possibility, then you say "**alert**". So, if 2S is a relay to 3C but might also be a stepping stone to 3D, you will say **alert** rather than "transfer" or "relay".

SHORT CLUB (or DIAMOND)

Instead of saying "could be short", you now announce the minimum length. "**Could be two.**" "**Could be zero**". There is an exception -- if you tend to open 1C with 4/4/3/2 distribution so that your 1D bid promises four and this is the **ONLY** time you do it; you do not have to alert or announce it.

NATURAL JUMP SHIFTS BY RESPONDER

Jump Shifts are played in different ways. **NONE** of them are alertable. However, online this is just going to confuse and slow the game while we wait for the opponents to ask for an explanation and then wait again while the answer is typed. Playing online we suggest you may want to go ahead and alert and give a short explanation for your jump shifts. "Weaker than six" "Opening hand" "Strong (16+)" etc. Otherwise, we are going to have major slowdown issues.

SUPPORT DOUBLES AND REDOUBLES - No Longer Alertable

MORE ALERT CHANGES

- Direct Cuebids that are not Michaels (showing both majors over a minor, or a major and an unspecified minor over a major) must be **alerted**.
- An opening 2♣ bid that does not meet the definition of Very Strong must be **alerted**. Very Strong Definition: a hand that contains at least 20 HCP or 14 HCP and within 1 trick of game or 5 Control Points assuming suits break evenly among the other hands.

PUPPET STAYMAN

3C is not alertable at the table as it helps the wrong side. But online, you are expected to **alert the 3C** bid to keep things moving. Remember, the idea is to keep the game moving, not see how much you can get away with by NOT telling your opponents.

Also, when alerting - terms like "Bergen", "Michaels", "Cappelletti" are not acceptable explanations. You **MUST explain** what that means, not give the name. Doing so from the beginning saves time!! Thanks.

And now we need your help and cooperation with a problem situation that seems to be growing.

The opponents are not always going to bid the way you do. They are not going to bid the way you think they should. They are going to make really bad bids. They may even mis-count or mis-click!

BAD BIDS ARE LEGAL! (And, frankly, some of them are good bids that you have not yet learned, maybe.) If every hand was bid the same way, this game would be boring. :-)

If you think someone psych'd a hand, which means "GROSSLY misrepresented their values", call the director. If you are not sure, ask the director. But if you start scolding the opponents and/or arguing with the director, then YOU are completely in the wrong.

PLEASE! Worry about your own bids, not the opponents. When playing face-to-face, we may not realize how much the opponents' bids may vary from what we think is normal. When playing online, we see it right away. But "wrong" bids are part of the game. If opponents make a "bad" bid, you will get more good results than bad. Once in a while, though, it will sting. It is part of the game. If someone fails to alert and you are not in the auction and it in no way affects the outcome, you do not need to alert the director.

When someone makes an illegal bid or misrepresents their hand, please let the director know. If this bid (or failure to alert) affects the opponents' outcome, there will be an adjustment to the score.

Remember the idea of adjustments to the score are to equalize not punish.

Cathy Taylor

