

# I/N News ... especially for you!

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## Bridge Glossary

### Inside This Issue:

Bridge Glossary 1

#### **Alert**

When your partner makes a conventional bid you must alert this to the opponents by knocking the table (or displaying the 'Alert' card if using bidding boxes)

#### **Auction**

Another term for the bidding

Honor Your Partner 4

#### **Balanced Hand**

A hand containing no void, no singleton and not more than one doubleton.

History of Bridge 5

#### **Contract**

The final bid in the auction, which determines the trump suit (or no trumps) and the number of tricks to be won.

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#### **Convention**

A conventional bid is a bid that has a special meaning and is not natural. e.g. A 2C bid after a 1NT opening is the 'Stayman' convention and does not show length in clubs. Other conventions include 'Blackwood', 'Gerber' and 'Fourth Suit Forcing'.

Bridge Wordfind 11

#### **Dealer**

The first person to speak in the bidding. In Rubber bridge the dealer deals the cards. In Duplicate bridge the dealer is specified on the board.

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#### **Declarer**

The person who plays the hand.

#### **Defenders**

The Declarer's opponents i.e. the pair who are not Declarer or dummy.

Tournament Ads Throughout

#### **Discard**

To throw away a card of a different suit (when you can't follow suit)

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### **Double for Penalties**

If you think the opponents have bid too high and will fail to make their contract you can double for penalties. This doubles the number of points you will score for each trick they fail by, it also doubles the points they will score if they make the contract.

### **Doubleton**

Two cards in a suit

### **Dummy**

The Declarer's partner. The dummy's hand gets placed face upwards on the table and is played by the Declarer.

### **Duplicate Bridge**

The form of bridge where the same deal is played by a number of players. Each of the four hands are put in a board or wallet which is passed from table to table. Each board is scored in its own right and the objective is to make a higher score on the deal than others who played it.

### **Following Suit**

Playing a card in the same suit as the one led by another player.

### **Forcing Bid**

A bid which tells partner he must bid again.

### **Game**

In Duplicate bridge: A contract that results in a score of 100 or more points.

In Rubber bridge: 100 points below the line.

### **High Card Points**

Ace = 4, King = 3, Queen = 2, Jack = 1

### **Honors**

The Ace, King, Queen and Jack are known as honors. The ten is treated as an honor when making a lead.

### **Invitational Bid**

Invites partner to bid again if he has a maximum hand.

### **Limit Bid**

Has a small and precise point range including an upper limit to the number of points. A bid that tells everything in one bid.

### **Major Suits**

Hearts and Spades

### **Minor Suits**

Clubs and Diamonds

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**Opener**

The first person to bid anything other than 'Pass'.

**Opening Lead**

The first card played. It is always the person on the left of Declarer.

**Overcall**

A bid made by the opponents of the player who opens the bidding.

**Penalty**

Points scored by defenders when a contract is defeated.

**Responder**

The partner of the player who started the partnership's bidding.

**Reverse**

Bidding a new suit above the suit bid opened

**Revoke**

Failure to play a card of a suit led when it was possible to do so.

**Rubber Bridge**

The form of bridge that can be played by four players at home. Unlike duplicate bridge, the scoring is cumulative. Each score for a contract bid and made counts towards a game. The objective is to be the 1st pair to get two games.

**Ruff**

To win a trick with a trump (when you can't follow suit).

**Distributional Points**

When you have a certain eight card fit, you can count extra points for short suits.  
Void = 5, Singleton = 3, Doubleton = 1

**Sign Off Bid**

A sign off bid tells partner not to bid again

**Singleton**

Only one card in a suit.

**Take-out Double**

A bid of 'double' that is not for penalties but asks partner to bid their longest suit.

**Trick**

Four cards, one from each player, played in clockwise rotation.

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## **Void**

No cards in a suit.

## **Vulnerable**

When a pair is vulnerable it affects game and slam bonuses and undertrick scores. In Duplicate bridge the vulnerability changes on each board. The pair that are vulnerable are shown in red. In Rubber bridge a pair becomes vulnerable when they have won a game.

## **Honor Your Partner** *by Mark Horton*

*As printed in the Boston NABC Bulletins, November, 1999.*

Mark Horton is an English bridge journalist who discussed "How to be a good partner" at recent World Junior Bridge Camp.

Consider your partner to be a friend. Treat your partner well, even (especially) if you are playing together for the first time. Always offer your partner a drink -- tea or coffee is a good starting point. This will lead to a relaxed atmosphere, enabling you both to play your best. By the way, always be a pleasant and courteous opponent.

Tolerate errors. Never go on about partner's mistakes -- just forget about them and move on to the next deal. You may be able to make a constructive comment at the end of the session. Your partner will surely show you the same consideration.

Be encouraging. Always be prepared to support your partner -- "well played" always goes down well and a "thank you" for the dummy does not go amiss. In one of my partnerships, if dummy was exactly what was needed, "mille grazie" would let partner in on the good news!

Keep a straight face. Never make the mistake of pulling a face or raising an eyebrow. Apart from hurting your partner's feelings, being deadpan does not let your opponents know that something may have gone wrong.

Win or lose, always stay calm at the end of the session and thank partner for the game. This is especially important if things have not gone so well. In my most successful international partnership, the first time we played together was absolutely hope less but we stuck with it.

Coping with disaster: The best way to cope with the inevitable disasters is to laugh them off. This tends to disconcert even the best opponents who are used to seeing their opponents argue.

Conventions: Stick to the ones you both feel comfortable with. A player trying to remember some convention he is not familiar with will make errors in other departments.

I recently played in a tournament in the Netherlands with a strange partner. We would have won but for a couple of expensive mistakes when I forgot a couple of things because we were playing some conventions I was not familiar with.

Who's the boss? In most partnerships, one player tends to be regarded as the boss. If you are the stronger player, go out of your way to make life easy for your partner.

## The History of Bridge from Jeff Tang's Website

Bridge is derived from the 17th century card game whist, which was in vogue among the English nobility of the time. In whist, four players (who comprise two partnerships) are each dealt 13 cards from a 52-card deck, with a partnership's objective being to win as many tricks\* as possible. There was no auction to determine the trump suit\*\* as there is in modern bridge, and the scoring was vastly simpler.

Though whist may seem crude in comparison to today's bridge game, its popularity spread to other parts of the world, most notably the Middle East. In Turkey, it is believed that whist evolved into one of the first forms of bridge in the late 19th century. The calls "double" and "redouble" were added to double and even quadruple any betting stakes, and the concept of a declarer opposite an exposed dummy also emerged at this time. By the turn of the century, the game evolved into *plafond* ("ceiling") in France and auction bridge elsewhere in the world. *Plafond* was an offshoot that required each partnership to state the number of tricks they were going to take, while auction bridge introduced the element of bidding to determine which suit, if any, would be trumps.

Another game with its roots in the 19th century was poker - again, a game which started with simple roots but grew to become a hugely popular game the world over. Both had somewhat humble beginnings and evolved into social, competitive and strategic games. Both games also ended up having people play them professionally.

In 1925, the game that we know today was derived from auction bridge and *plafond*. Contract bridge was invented by the American Harold Vanderbilt, who had some invaluable idle time on a steamship cruise. Vanderbilt's brainchild incorporated a number of new features, most notably a sophisticated scoring table and varying modes of vulnerability. "Contract" was so named because it required a partnership to commit to a contract of a certain number of tricks. Failure to fulfill a contract resulted in a scoring penalty; success, in an award. Contract bridge quickly gained popularity throughout the United States, where it experienced its Golden Age in the 1930s and 1940s. During this time, famous expert matches were conducted, including the 1930 Anglo-American match and the 1931 Culbertson-Lenz match. The Anglo-American match featured a team headed by Col. Walter Buller of England against a squad captained by Ely Culbertson of the United States. Buller, who had vowed to beat the Americans "sky-high", lost - by a humiliating margin. The result of this event bolstered Culbertson's status as an authority on the game, and his *Contract Bridge Blue Book* of 1930 became a best-seller. The following year, Culbertson challenged fellow American expert Sidney Lenz to a 150-rubber team match, contending that the Culbertson method of bidding would be a cinch to triumph. The match did much to spark even more public interest in contract bridge, and by the time Culbertson claimed victory over Lenz, the game was vying with baseball to be America's national pastime.

In the following decades, bridge fever lessened, but interest in the game remained. *Sports Illustrated* included regular bridge columns and articles, and *Time* featured expert [Charles Goren](#), "Mr. Bridge", on an issue cover. Bidding systems and conventions, which attached special meanings to certain bids, also continued to proliferate during this time. There is controversy over whether or not the increased complexity of bidding has hurt the game's appeal, but these advancements in theory have undoubtedly improved the accuracy with which players can bid to reach their best contracts. The point count system, a method of assessing the value of one's hand, was popularized during this time by Goren and is still the commonly accepted method of hand evaluation.

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Duplicate (tournament) bridge also became a hot activity during the middle of the century. In duplicate bridge, players at a table are dealt hands that are subsequently passed on to another table, and then to another one, and so on. Consequently, a competing pair plays the same deals that any number of other pairs play, with the differences in results being the basis for each pair's final score. Duplicate began its rise in the '30s and continues to be popular worldwide.

World championships, which use a team variation of duplicate bridge, began in 1950 and saw the United States dominating until 1957. That year, Italy began its incredible streak of 10 consecutive Bermuda Bowl world championship victories. The Italian Blue Team included some of the greatest players ever; bridge writer Sally Brock notes, "When I was at university the ultimate compliment you could receive at the bridge table was 'you played it like Garozzo!'" Not until 1970 would the United States win the heralded Bermuda Bowl, and then only in a field that did not include Italy's best lineup.

But the story of the United States team that won in 1970 is itself worth telling. In 1964, multi-millionaire Ira Corn decided to form a team that would one day beat the fabled Blue Team. Bankrolling the project himself for years on end, Corn hired six well-known players to study and practice full-time at his Texas mansion. Known as the Dallas Aces, this team was the first of its kind; never before had players been paid as professionals to compete in bridge events.

The Aces won the Bermuda Bowl in 1970 and again in 1971, realizing the ultimate goal of their countless hours of hard work. Today, the United States is still a strong force in international competition. American professional players compete in tournaments as the paid partners or teammates of a sponsor. These players can therefore make bridge their full-time career, making them formidable opponents of players in other countries who cannot find sponsorship.

Contract bridge, though, remains popular around the world. It combines the elements of mental stimulation, luck, and socializing that are hard to find in other games so cheap and easy to play. Although bridge's Golden Age popularity may not be replicated again in the United States, millions of Americans still enjoy the game. And bridge players are not limited to the States; Holland, for example, teaches bridge in public schools. The game is played so much in Iceland that the tiny country of 300,000 boasted the world championship-winning team in 1991. Other unlikely hotbeds of bridge include Brazil, Turkey, Israel, and Norway. France, meanwhile, won a world championship in 1997, while Italy, as mentioned, has put together some of the greatest teams ever. Bridge is one of the few games played today by people of all ages, races, and nationalities.

**Note: We are no longer snail mailing any issues of this newsletter. Snail mail has become cost prohibitive. The newsletters are available online only at the District 13 website.**

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**<http://acbl-district13.org/ArticlesAndNewsletters.htm>**

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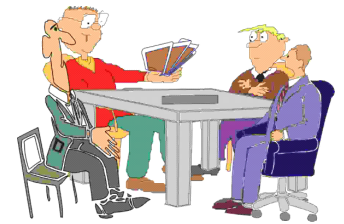
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# Bond Knows All the Tricks from Marty Bergen

All beginners are taught to count their points, and they quickly become proficient at it. Unfortunately, they inevitably become slaves to their HCP. The truth is that much more is involved in evaluating a hand than simply counting HCP.

Regrettably, old habits die hard. Many players are already deeply infected with “point countitis.” The following entertaining hand cures some of them:

**Counting HCP alone is accurate only  
when bidding notrump with a balanced  
hand.**

	<u>North</u> ♠ 10987 ♥ 6543 ♦ — ♣ 76532	
<u>West</u> ♠ 65432 ♥ 109872 ♦ J109 ♣ —	7♣ <b>Rdbl</b> ♦ <b>J Lead</b>	<u>East (Drax)</u> ♠ AKQJ ♥ AKQJ ♦ AK ♣ KJ9
	<u>South (James Bond)</u> ♠ — ♥ — ♦ Q8765432 ♣ AQ1084	

Here is the incredible auction:

<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>
—	—	—	7♣!!
P	P	Dbl	Rdbl
All Pass			

I first encountered this remarkable hand as a teenager while reading Ian Fleming's *Moonraker*, a James Bond novel. Bond is hot on the trail of the evil Hugo Drax who, along with more serious vices, enjoys cheating at bridge. While the two are spending a lively evening at the bridge table, needling and jousting, Bond sets up this infamous hand. It is renowned in bridge lore as “The Duke of Cumberland hand.”

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Drax is given the imposing East cards, a point counter's dream come true. At this juncture in the evening, the betting between adversaries has become fierce, “one hundred fifty pounds a hundred, fifteen hundred pounds on the rubber, and a hundred pounds a trick on the side.” Bond has pretended to be intoxicated in order to justify his 7♣ opening! Note: If West had guessed to take out the double, Bond might have become known as .007 — seven of either major is makable.

As you can see, dummy did not have much, but it was “exactly what the spy ordered.” The ♦J lead was ruffed in dummy. However, no other lead would have affected the outcome. At trick two, Bond led a trump from dummy and covered East's nine with his ten. He ruffed another diamond, removing East's last honor. Another trump finesse followed, and all that remained was to pull East's trump king. Bond then led the ♦Q, capturing West's 10. All of Drax's honors were totally useless in the face of declarer's minor-suit winners!

The moral of the story is: **Point count is only one factor in hand evaluation.** Do not allow yourself to become dependent on it. No matter how many points you hold, high cards can always be neutralized by trumps and distribution. You can either accept this now, or you can join the “Draxes” of the world who learn the hard, expensive way.

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6:30 299er Pair Game

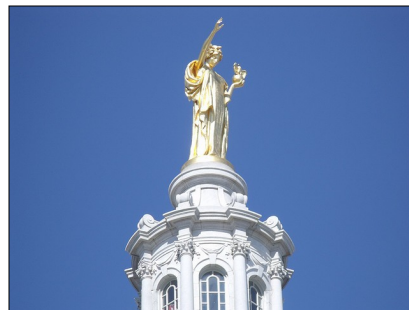
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2:00 299er Pair/Team Game!

### Sunday July 12

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Stratified 299er Pairs Stratified 299er Pair

Saturday, March 28

9:30 AM 2:00 PM

Stratified 299er Pairs Stratified 299er Pairs



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# Bridge

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S G C M D S F R U N L C C H L  
D E F E N D E R U J C I U B E  
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W O A T O O Q O J A T P U I M  
G L R U N B R I D G E U A B T  
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DECLARER  
DOUBLE  
GAME  
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SOUTH  
THIRTEEN  
WEST

# Dear Marty: What Suit Should I Open?

## From Marty Bergen

Many players get confused when they are unable to open in a major. Which minor suit should they open? The stronger? The higher-ranking? The following guidelines answer these questions.

With **three cards in each minor** always open 1C. Bidding a three-card suit is a lesser of evils. If you must, do so as cheaply as possible.

Deciding what to open with **four cards in each minor** is one of the most overrated of bridge players' concerns. With a balanced hand, open the stronger suit. If you have a singleton in one of the majors, open 1D unless your diamonds are very weak.

With **two five-card suits**, there is an important guideline: **Always open the higher ranking first**. However, even experts disagree about which suit to open with five spades and five clubs. The correct, easy solution is to open 1S, so that partner will immediately know that you have five cards in your major suit.

It is time to test yourself. Cover the answers on the right and decide what to open with each of the following:

1. AK5 Q864 A84 J32                      1C
2. AQ43 A54 KQ9 KJ3                      1C
3. K8 Q95 K743 AQ108                      1C
4. 7 9743 KQ87 AK83                      1D
5. K A852 8653 AQJ9                      1C
6. AJ765 86 5 AKJ54                      1S
7. 6 K4 A8652 KQJ97                      1D

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2:00 Stratified Pairs  
(0-100, 100-200, 200-300)

Sunday, May 17

- 10:00 Stratified Swiss Teams (playthrough)  
(0-100, 100-200, 200-300)

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