



THE BRIDGE BULLETIN

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FROM THE CHAIR

I met a few people whom I know from bridge out this week, in a shopping mall and a coffee shop, and realised how much I, and I am sure others, miss live bridge. Yes, we are playing BBO, many of us, so 'chat' with the typing, and others on RealBridge, where we can see each other and talk. Not quite the same though and we know from the Links' Saturday afternoons that the lower sections enjoy the contact with others – the tea and the winning is a sideline not thought about.

COVID vaccinations have started now, but I guess it will be a while before our bridge population will all be done and clubs can re-open.

Now to the three C's: Cheating, Competition and Concentration.

Cheating: I can't believe that we are still hearing about this happening on BBO! Whatever happened to integrity and fair play? There are no prizes awarded in smaller BBO events and not a huge amount in bigger competitions, so why cheat to attain a result that one does not deserve? I don't get it.

Competition: I still receive phone calls from players who are

nervous to enter events.

"Can I play to time? Will I remember to self alert? Will BBO boot me off while I'm in the event? Undo's no longer permissible – will I still do this and cost our partnership?"

I suggest keep practising with casual games and treat them as if you are in a competition, i.e. don't be too slow, use self alert and claim. Another good tip is to ensure your convention card is up-to-date and contains the conventions you're currently playing.

Concentration: I am always disappointed when one mistake, usually in Teams matches, causes a lot of IMPS to change sides. For example, the opponents make an easy 4 Spades contract, but I only get 9 tricks, forgetting I had left one small trump out. It is still wise to plan one's play carefully before playing from the dummy at Trick 1. It is a momentary loss of attention that can be costly. Do not be tempted to check one's cellphone for messages while playing! Concentrate on the matter in hand – the cards!

That's it for the moment – enjoy your bridge and like so many of us, be grateful that we have BBO and RealBridge to keep us going in these difficult times.

Yours in bridge,



Deirdre Ingersent

If you have news or articles you'd like to see featured in future issues of The Bridge Bulletin, please send them to the editor at nicky@chasingdreamspublishing.com



SAWBA GAUTENG LADIES' RESULTS

by **Deirdre Ingersent**

Firstly, let me say what a marathon of bridge this was; five continuous days of Teams Bridge! It was superbly well organised by the Gauteng duo of Lotte Sorensen and Robert Stephens. Their attention to detail in all the information they put out is amazing and their patience in dealing with problems, never-ending!

Secondly, top Gauteng ladies did very well in this event.

In the Interprovincial Event, the "A" Section was won by Gauteng's Bev Hewitt, Trish Crosse, Peta Balderson, and Jenny Gautschi. Many congratulations!

In the Pairs Event, we had many pairs who qualified for the "A" Section and the results show how challenging the cards were with the winning pair not close to 60%! The following Gauteng players are to be congratulated on their fine finishing positions:

2nd – Nicky Bateman & Tas Nestoridis 55.04%

5th – Jenny Gautschi & Peta Balderson 54.63%

6th – Anne Visser & Susanne Braatvedt 52.38%

7th – Sheila Francis & Sandy Wentzel 52.30%

9th – Jenny Foaden & Renée Kenny 51.71%

11th – Delys Shephard & Hélène Roberts 51.17%

In the "B" Section, Myrna Suttner and Andrea Goldblatt were awarded 6th place with 53.42%.

Altogether there were 90 pairs in this competition, a far larger entry than is ever received live!

In the article below, I hope to be able to explain the difference between playing Pairs (Match Points) and Teams (IMPS).

There are two main forms of duplicate bridge.

- 1) Pairs: you and your partner compete against other pairs – all of whom play the same hands. Pairs events are scored by Match Points (MP). You win 2 MPs for each pair whose score you beat and 1 MP for each pair you tie with. The pair with the most MPs wins. You win the same number of Match Points whether you beat other pairs by 10 points, for example by making 10 tricks in 3NT you get +430 whereas other pairs making 10 tricks in hearts or spade get + 420, or by 1300 points if you double your opponents and earn +1700 while everyone else plays in 3NT earning +400.
- 2) Teams: you and your partner team up with another pair to form a team which can comprise of 4 or 6 players (2 or 3 partnerships) Bear in mind that only 2 pairs can play against the opposing team's 2 pairs while (if your team does have a third pair) that pair will have to sit out and play in a later match.

Your partnership then plays against a pair from the opposing team while your teammates play against the other pair. You and Partner will sit N/S and the opponent pair will sit E/W while at the other table your partners will sit E/W (the opposite direction to you) and their opponents will sit N/S (the same direction as you).

At the end of the match, your scores are compared and added together. The sum will be converted to IMPS (International Match Points). If the sum of your score and your teammates' is positive you will win Match Points and the larger the sum, the more points you win. The size of the win is therefore very important playing teams compared with pairs. There is a table of how to convert your score to IMPS that is available to all players.

There is a very definite strategy attached to playing the teams game and those you who are familiar with playing Rubber bridge will soon realize that the strategy is very similar.

TEAMS	PAIRS
Play safe for your contract. Go for overtricks only when you are not risking the contract.	Take reasonable chances to make overtricks if you are in a reasonable contract
Bid the safest game or slam, not the highest scoring ones i.e. it's ok to be in a minor suit game rather than NT or a Major suit game	Bid 50% games. Prefer to play in Major suit or NT contracts because they score more.
Be aggressive when bidding game contracts, particularly if you are vulnerable. This is because the bonus for bidding game will translate into a high number of imps if you are correct	Be careful about making close game tries. Minus scores usually earn few Match Points.
Compete aggressively for the part-score but not as much as you would in pairs. If you are doubled a big penalty will translate into the loss of many IMPS	Compete aggressively for the part-score. Rarely let the opponents play at the 2 level.
Do not double unless you are very certain. Particularly if you double a part score and the contract makes, you could be doubling the opponents into game	Double aggressively particularly if the opponents are vulnerable Remember that plus 200 is good while minus 200 is bad

Take risks in defense to beat their contract	Avoid giving up overtricks
Try to maximise positive swings and minimize negative swings	Try to maximise the number of pairs that you beat on each hand and avoid negative scores

Many consider pairs to be the most difficult form of scoring. This is because every trick counts equally and it is often unclear what the goal is. Sometimes you need to beat the contract to get a good score and sometimes just avoiding overtricks will earn you a good score. As mentioned, teams is more like rubber bridge where overtricks are not very important and the goals are clear. Beat your opponent's contract, bid all your games and slam contracts and always aim to get to the safest contract. Avoid risky actions which can lead to big minus scores. Teams is a very exciting format and the strategy is actually easier for most players to follow as most of you will have been taught rubber bridge (or BONE) scoring.

I would like to strongly encourage you to try it out. If you don't have teammates, the organizers will be happy to pair you up with another pair of similar playing strength. Teams is also a very sociable format as you play more hands against each opponent and, in addition, you can discuss where you did well and where you went wrong with your teammates at the end of the game.

About the Author:

Diana Balkin is a top player who has represented South Africa.



THE BRIDGE LOUNGE

by Jeff Sapire

This week's hand has some interesting points in both the bidding and the play. Before you look at the diagram, cover up the East/West cards and think about how you would play 6S on the lead of a small spade to East's ace and a spade back, West discarding a heart. A clue would be – Two Bites at the Cherry.

Dlr. South	♠ 762
Vul. E-W	♥ A
	♦ AJ108
	♣ AK1075
♠ 5	♠ A43
♥ K10987	♥ J53
♦ Q42	♦ Q965
♣ Q342	♣ J96
	♠ KQJ1098
	♥ Q642
	♦ K3
	♣ 8

South	North
1♠	2♣
2♠	4NT (1)
5♣ (2)	5♦ (3)
6♦ (4)	6♠

Opening Lead: 5♠

Bidding:

Once South chose to rebid spades, North went straight into Keycard Blackwood (1). This version of Blackwood is something that all serious partnerships should adopt – it is simply light years ahead of ordinary Blackwood. It's like

comparing the car you drive now to the one you drove in the early 70's - it got you from A to B, but what a difference! Keycard has 5 key cards – the 4 aces plus the king of the agreed trump suit - here

SID'S QUIZ

by Sid Ismail

How good is your hand evaluation?

S newmoon
♠ KQ1032
♥ K543
♦ QJ
♣ AK

Partner opens 1♦ as dealer, love all. You respond 1♠ then Partner rebids 1NT (12-14).

Your plan?

What happened?

In the one room I ventured 2♣ (nmf) trying to discover a 5-3 spade fit or a heart fit. Partner denied both with 2♦. What now?

In the other room the bidding went

1♦ - 1♠
1NT - 4NT (invite)

So... which method above do you prefer, or do you just shoot for slam after 1NT?

D 1	N Robot	W N E S
	♠ J4	1♦ P 1♠ P
	♥ AJ2	1NT P 2♠ P
	♦ A1096	2♦ P 6NT P
	♣ Q1072	P P P
W Robot	E Robot	
♠ A97	♠ 865	
♥ Q	♥ 109876	
♦ K73	♦ 8542	
♣ J96543	♣ 8	
S newmoon		
♠ KQ1032		
♥ K543		
♦ QJ		
♣ AK		
	6NT N	NS: 0 EW: 0

6NT made, whilst the other room was in 4NT, making +2.

Swing = 990 - 490 = 500 = 11 IMPs

S newmoon
♠ A108
♥ QJ1096
♦ Q73
♣ AJ

Love all again and there are 3 passes to you. What do you open?

What happened?

Room 1: I upped the value of the ♠ 10 and I counted an extra point for the great heart suit.

D 8	N Robot	W N E S
	♠ 7643	P P P 1NT
	♥ K7	P 2♣ P 2♥
	♦ AK102	P 3NT P P
	♣ 872	P P
W Robot	E Robot	
♠ QJ5	♠ K92	
♥ A832	♥ 54	
♦ 964	♦ J85	
♣ K96	♣ Q10543	
S newmoon		
♠ A108		
♥ QJ1096		
♦ Q73		
♣ AJ		
	3NT S	NS: 0 EW: 0

A club lead beats 3NT but it is very difficult to find. I made 10 tricks without breathing hard.

Room 2:

W	N	E	S
P	P	P	1♥
P	1♠	P	P
P			

A much safer contract! Swing?
430 - 140 = 290 = 7 IMPs.



interesting to get an inside view of this venerable institution. The surroundings were wonderful, but the members wore the most awful ties and their bridge was terrible.

A gentle and interesting man.



BBO VIDEO

BBO has partnered with a leading video conference company to provide very high-quality video chat for bridge tournaments.

If the tournament you're playing has Video Chat active, when your game starts you'll see a video component on the BBO screen, with four squares corresponding to the four players at the table, and a **Join** button.

You will be able to see and hear the players who have already joined the Video Chat. **They will not see or hear you until you click the Join button.**

You can view more instructions on their website [here](#), and can contact tournaments@bridgebase.com to test it out for yourself free of charge.



PUZZLE SOLUTIONS

CHESS

1. Bishop to E6, Check. (Be6+) King captures Bishop E6 (Kxe6)
2. Queen to E8, Check. (Qe8+) Any
3. Pawn to d5, Checkmate. (d5#)

