



The Kibitzer

October 2017

Editors: Judith and Nicholas Gartaganis

President's Message

Hello bridge players,

The September Sectional was a great success, attracting a record 296 tables. Carrie Stockman and her team did a marvellous job running the tournament and the increased level of hospitality will continue in future Sectionals. The time change to a 12 noon start on Saturday was well received by most players. The noise level in the playing area continues to be a concern and we ask that everyone make an effort to keep their voices modulated when play is in session.

Congratulations to the winners of the Fall Sectional President's Award, Yurong (June) Cheng and Shuangbing (Frank) Guo with 9.62 masterpoints.

The position of Tournament Coordinator will be filled by Carrie Stockman for the foreseeable future. However, Carrie will continue to need volunteers to help on the committee for the coming sectionals. Most specifically, there is a need for someone to manage the Friday morning setup of the playing area. This position includes meeting the trailer and arranging tables and equipment. Please consider volunteering your time.

The board is concerned about finding interested people in becoming Unit Board members. Next year at least three positions will become vacant. If you feel that you could volunteer for a board position please let any board member know. Also, if anyone approaches you about volunteering please give them consideration. With due reference to Uncle Sam and Lord Kitchener, "Your Unit needs You!"

Congratulations to Nicholas and Judith Gartaganis who were inducted into the Canadian Bridge Federation Hall of Fame during Bridge Week 2017, held in Winnipeg. This well deserved award recognizes their success on the national and international bridge stages and their many contributions to bridge in Calgary, both at the table and in volunteer positions. If you have not already seen the article about Nick and Judy, on page 20 in the July edition of the ACBL Bridge Bulletin, please take some time to read it.

On November 18th there will be a 299er Sectional held at the Kerby Centre. This is a new event and I hope that many 299ers will take this opportunity to earn silver points.

A new set of bridge lessons started in September at various locations. For those of you who were not able to sign up there is still the opportunity to enroll in Boot Camp IV and Abdul Fakhri's lessons at the Bidding Box Duplicate Bridge Club. For details please refer to the website.

Other dates to put into your diary for 2018: February 10th - Rookie Master event, May 11th/12th - District 18 GNT online finals, June 9th - Unit 390 AGM.

John Sharpe
President, Unit 390

Inside This Issue...

Trump Squeeze or Not	2-3
2017 Alberta Sectionals Race Year-to-Date	3
2017 Hattie Joffe Trophy	4
2016-17 Grand National Teams	4
299er Sectional	4
Being Deep Finesse ... Again	5-6
STOP Card Gone	6
The President's Award	6
Improve Your Defensive Signals Against Notrump	7
At the Toronto Nationals	8
2017 Ace of Clubs Race Year-to-Date Standings	9
2017 Mini-McKenney Race Year-to-Date Standings	9
Trusting Your Opponents	10-11
More from the 2017 Toronto NABC	11
Member Milestones	12
Both Sides Series #4	13-14
IMP Pairs - Scoring and Strategy	15-18
2018 Calgary White Hat Regional	18
Pat and Barry Purvis - Off in a New Direction	19
2017 Changes to ACBL Laws of Duplicate Bridge	20-23

Trump Squeeze or Not?

By Gordon Campbell

Playing at the local duplicate club, my partner and I have an auction that is best left forgotten and reach 5♥. It is fair to say that out of necessity my declaring skills have been sharpened by many years of experience in contracts which are the wrong strain, too high, or both!

Both Vulnerable

Contract: 5♥

Lead: ♣Q

♠	AJ
♥	KQJ96
♦	10876
♣	85

	N	
W	■	E
	S	

♠	KQ8
♥	75
♦	AKJ2
♣	AK63

Against 5♥, West leads the ♣Q which you win in hand with the Ace. East won't be fooled (he knows you have both the Ace and King) but West may be deceived into thinking his partner has the King. You play a trump (heart) towards dummy. East takes the King with the Ace and returns the ♦3. You win the ♦K since the finesse can be delayed for the moment and play two more rounds of trumps pitching the ♦2. Sadly, East has another trump trick having started with A1083 over dummy. Now what?

I suspected that East held a singleton diamond, and wondered if it were possible to make the hand with West holding the ♦Q. Let's assume East does have a singleton diamond. East is already known to hold four hearts, so he holds eight black cards. Surprisingly there are two possible lines of play that could lead to success, but before proceeding you need to guess how the club suit is divided.

Scenario 1: East holds four or more clubs with a distribution of 3415 or 4414.

The plan is to try to ruff two small clubs in dummy, while East helplessly follows. After the first ruff, lead a diamond from dummy towards the ♦A. It doesn't help East to ruff in front of you, so he pitches, and you then ruff the fourth club. Declarer scores three spades, two hearts, two clubs, two club ruffs, and two diamonds for 11 tricks. The opponents' three tricks

have been squashed into two, as the last trick is won by both their ♦Q and ♥10.

After playing ♣A, ♣K and ruff a club, there are two sub-scenarios.

Scenario 1(a)

If West follows to the third round of clubs, then clubs are 4324 around the table, and East is 4414. Continue with the plan above, and you succeed. On the diamond lead towards your hand East must pitch a spade because a club pitch makes your last club a winner, and you won't need the second ruff.

Scenario 1(b)

If West shows out on the third round of clubs, then clubs are 4225 around the table, and East is 3415.

The problem here is that when you lead a diamond, East will pitch a spade. Later he can ruff your winning spade as opposed to ruffing your losing diamond. He will then have his last club to cash. You can thwart this by cashing three rounds of spades before ruffing the third round of clubs, so this should be incorporated into the original plan. Cashing side-suit winners is always essential before embarking on a crossruff.

Scenario 2: East holds three or fewer clubs with a distribution of 5413 or 6412.

The plan here is to squeeze West, who guards both diamonds and clubs. This is a rare squeeze called a trump squeeze within the fascinating family of criss-cross squeezes. (It seems "The Donald" has even affixed his name to a bridge line of play ☺). To start, East is forced to take his trump trick while the ♦J is pitched from hand. After East returns a club or a spade (remember, we assume he holds a singleton diamond) declarer cashes two spade winners to arrive at this four-card end position with South on lead.

♠	--		♠	--
♥	9		♥	--
♦	1087		♦	--
♣	--		♣	7

♠	--		♠	976
♥	--		♥	--
♦	Q9		♦	--
♣	J10		♣	7

	N			
W	■	E		
	S			

♠	K
♥	--
♦	K
♣	63

[continued next page]

Allan Simon Wins 2017 Hattie Joffe Trophy



The Hattie Joffe Memorial Trophy has returned to Calgary for the 14th time since it was first awarded 34 years ago. The trophy commemorates Hattie Joffe, one of our Unit's first Life Masters. It is awarded to the Albertan who wins the most masterpoints at the annual Alberta Regional.

At the recently concluded 2017 Edmonton Regional, Allan Simon topped the field, winning 77.28 masterpoints on the strength of wins in both the Wednesday-Thursday and Friday-Saturday knockouts. This was Allan's second win, his first coming in 1994.



2016-17 Grand National Teams

The Grand National Teams (GNT) is a grass-roots event that begins in local clubs, continues with district playoffs in each of the ACBL's 25 districts and culminates in the North American final played at the summer nationals. There are four separate flights in the GNT: Championship Flight open to anyone; Flight A (under 6000 MP); Flight B (under 2500 MP) and Flight C (non-life master under 500 MP).

In District 18, in part because of the huge geographical area comprising the district, the playoffs are held as online events. Each participating site arranges to have competitors gather in one location where they are closely monitored to preserve the integrity of the event.

This year's District playoff, held May 12 - 13, saw four Flight A teams, seven Flight B teams and three Flight C teams entered. Nearly half the participants (26 of the 57 total) played at the Calgary site.

A team from Calgary took top honours in Flight C and earned the right to represent District 18 at the national final held in conjunction with the Toronto NABC. There, they made it to the round of 16 before losing to the eventual event winners from District 21. Hearty congratulations to Richard Piette, Ryan Clark, Jay Newington and Brent Muir. Well done!

299er Sectional

Saturday November 18, 2017

Kerby Centre
1133 7 Avenue S.W.
Calgary, Alberta

Please pre-register by
Monday November 6 at
403-254-4995 or
dollyd@telus.net

Stratification:

D: 100 - 300
E: 50 - 100
F: 0 - 50

All Silver Points!

Schedule:

10:00 a.m. 299er Stratified Pairs
Lunch and Speaker's Corner
2:15 p.m. 299er Stratified Pairs

Entry Fees:

ACBL members: \$20
(includes both sessions plus lunch)
Non or unpaid ACBL members: \$25
(includes both sessions plus lunch)
ACBL members with fewer than 5 MPs: \$10
(play free, \$10 for lunch)
ACBL members under 18 years of age: \$10
(play free, \$10 for lunch)

Tournament Chair: Dev Drysdale
403-620-3440
devradrysdale@gmail.com

Partnership Chair: Delores Hedley
403-254-4995
dollyd@telus.net

Director: Crystal Mann

Background graphic by Freepik.com

Being Deep Finesse ... Again

By Judith and Nicholas Gartaganis

Deep Finesse is a well-known hand analyzer that plays double-dummy bridge. Deep Finesse leads, defends and declares perfectly. Why? Because it peeks! It knows when the King is singleton offside; it knows where the Queen is when there is a two-way finesse; it knows when declarer has falsecarded. It just knows these things! Human bridge players have to do the best they can with a lot less information.

IMPs

Contract: 4♥

Lead: ♠Q



Playing IMPs, 4♥ is the final contract after no opposition bidding. There is no problem taking nine tricks. The 10th trick depends on guessing the ♦Q. Deep Finesse knows who has the queen and always makes at least 10 tricks.

An inexperienced declarer will guess right half the time. An expert wants as much information as possible before making the final decision. Accordingly, the expert wins the first trick with the ♠A, draws trumps (they divide 3-3) and then plays the ♠8 to the ♠K and out a spade pitching a club, LHO winning with the ♠J. You may wonder why the expert gives up a spade. He is trying to gather information. Besides, if West started with only ♠QJx, he may win the spade and exit a diamond, eliminating the need to guess the location of the ♦Q.

No luck this time, as, after some thought, LHO leads the ♣K which RHO overtakes with the ♣A. East continues with the ♣Q and ♣J which declarer ruffs while West pitches a small diamond.

What does the expert know? West has followed to three hearts and two clubs and the expert can infer that he likely started with three spades (since, given a choice, he likely would have exited a spade rather than the risky ♣K). Ergo West has five diamonds.

The expert knows to cash the ♦A and finesse West for the ♦Q. After the ♠Q lead Deep Finesse makes 11 tricks, but the expert is happy to have gathered enough information to secure 10 tricks.

Sometimes the expert cannot come up with a guaranteed line of play, but can only maximize his chances of success.

IMPs

Contract: 3NT

Lead: ♥J



Playing IMPs, South opened a slightly eccentric 1NT and North bid an equally peculiar 3NT without using Stayman. Declarer is grateful that he doesn't have to cope with a diamond or spade lead, but still must decide how to take advantage of the ♥J lead. There are six top tricks and declarer can afford to lose the lead once while trying to set up three more (because the defenders are sure to shift to one of his weak suits when they get in). What are some options?

1. Win the ♥K and cash two more rounds of hearts (assuming East follows to the first two rounds). If hearts are not 3-3, play ♣A and ♣10 overtaking with the ♣Q hoping that clubs are 3-3.
2. Win the ♥Q and play ♣A and ♣10. If the ♣10 holds, go to the ♥K and lead the ♣Q.

In option #1 declarer is banking on a 3-3 break in one of his suits. In option #2, if the opponents win the second round of clubs and switch to diamonds, declarer's ♥A will be stranded.

Players following option #1 perhaps don't realize that 4-2 breaks (48%) are more likely than 3-3 breaks (36%). Players following option #2 perhaps don't recognize the entry problems.

[continued next page]

Being Deep Finesse ... Again (continued)

So how does the expert proceed? Seeing the potential entry problems, the expert wins the first heart in hand and leads the ♣10! This play caters to the possibility of hearts breaking 3-3 with clubs 5-1 and protects against stranding a high heart. It also handles a 4-2 break in both his suits.

If the opponents win the first club and attack diamonds, declarer wins the ♦A, plays a heart to dummy's King and a club to his Ace. He now cashes the ♥A (plus two more hearts if that suit splits 3-3) and travels to dummy's ♠A to take his club winners. Notice that the expert makes his contract when clubs are 4-2 and hearts don't split or when clubs are 5-1 and hearts are 3-3.

None of us will ever play as well as Deep Finesse, but we can certainly learn to recognize how to best maximize our chances of success.



STOP Card Removed From Bidding Boxes

After roughly two decades of use, the oft-controversial STOP card found in most ACBL bidding boxes will soon be missing from ACBL tournaments.



During the July 2017 meetings in Toronto, the ACBL Board of Directors eliminated the STOP card for sanctioned tournaments beginning after January 1, 2018. ACBL-affiliated clubs are not required to remove the STOP card from bidding boxes, but they are encouraged to do so, if only to give their players practice in not using it.

The Board's vote came in response to a recommendation from the Competition and Conventions Committee to end the use of the STOP card. It was felt that some people abused the STOP card by using it to "wake up their partner" and that many players didn't understand the intent of the STOP card.

Discontinuing the use of the STOP card in no way eliminates a player's obligation to maintain an even tempo during the bidding by pausing in the direct seat after a skip bid. A fast pass or fast bid may make unauthorized information available to one's partner.

The President's Award



At each Sectional in the Unit 390 tournament cycle, the recipient of the President's Award is named. With the recent change in stratification at our sectionals, the President's Award is now open to players with 0 – 300 masterpoints and is restricted to Unit 390 members in good standing. The award goes to the eligible player who, over the course of the weekend, accumulates the most masterpoints in

299'er events. Winners are acknowledged at the annual Unit 390 trophy presentation and their names are engraved on the President's Award plaque.

The 299'er events are flighted. The President's Award can go to a player in any one of the flights.

In this Kibitzer, we report on the September Sectional.

September 2017

Congratulations to Yurong (June) Cheng and Shuangbing (Frank) Guo for capturing the President's Award with 9.62 masterpoints. It was a convincing win for this Flight F pair. Here is the full list of results:

Flight D (100 - 300):

1/2	5.55	Tracy Horan
1/2	5.55	Rich Piette
3	5.15	Tim Stevenson

Flight E (50 - 100):

1	6.98	Danuta Trafford
2	5.25	Michael Serafini
3	5.15	Art Lemaistre

Flight F (0 - 50):

1/2	9.62	Yurong (June) Cheng
1/2	9.62	Shuangbing (Frank) Gue
3/4	3.94	Cindy Watt
3/4	3.94	Jamie Watt

The Editors would like to thank everyone who contributed material for this edition of the Kibitzer.

Submissions for future issues of The Kibitzer are always welcome. Email your articles and news items to 390kibitzer@acblunit390.org

The next edition is scheduled to be out in April 2018.

Improve Your Defensive Signals Against Notrump Contracts

By Dick Yuen

Consider this example, taken from the book *Partnership Defense in Bridge* by Kit Woolsey. You are East.

♠ 10952	♠ AQ7	♠ J864
♥ Q9852	♥ K4	♥ J73
♦ A6	♦ 985	♦ KQ1032
♣ A4	♣ QJ973	♣ 6

♠ K3	N	♠ J864
♥ A106	W ■ E	♥ J73
♦ J74	S	♦ KQ1032
♣ K10852		♣ 6

The auction is as follows, with East/West silent:

North	East	South	West
1♣	Pass	3♣	Pass
3♣	Pass	3NT	All Pass

Trick 1: West leads the ♥5 and your ♥J is taken by declarer with the ♥A

Trick 2: South's ♣K is ducked all round

Trick 3: South continues clubs and West is in with ♣A. What is your discard?

The normal signal for a diamond switch is an encouraging diamond spot card, say the 10. Partner cooperates by cashing the ♦A and leading another, resulting in one down.

It works and it is simple! You discard an encouraging card in the suit you want partner to switch to. But the price of this simplicity is not cheap since your ♦10 would have been another trick for the defense! One can argue that it costs only an IMP or two, which is a small price to pay in a team game if it leads to the defeat of the opponent's contract.

But let us take a step back. Why must we discard a potential winner for this simplicity? Especially when we have the other two suits that could do the same job and cost you nothing extra?

Change from IMP scoring to a matchpoint or Board-a-Match scoring format and now this simplicity might cost you a championship title! Even in a team game, one IMP might turn out to be very significant.

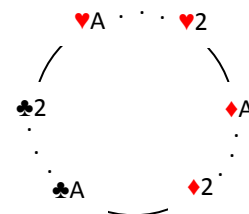
Let us examine an alternative discarding system that has been around for a long time - revolving discards, or, as I like to call them, 'bicycle' discard signals.

On your first discard (first discard ONLY) on a suit led by the opponent, you discard a suit you don't want partner to switch to, exactly the opposite of the simple signal above!

The obvious advantage is flexibility: you have two suits to pick from. But how does partner know which suit you do want led?

Suppose declarer is leading the spade suit where you are void.

- If you want a heart switch from partner, the two suits available for your first discard are diamonds and clubs. To ask for a heart switch, you have the option of playing a high diamond, or a low club. This is where the term 'bicycle' comes from. The three suits other than spades form a circle or 'cycle'.



A high diamond or a low club touches the heart suit! The bicycle signal system employs the 'touching suit' concept to pinpoint the exact suit identity.

- If you want a diamond switch, the two suits available for your first discard are hearts and clubs. You have the option of playing a high club, or a low heart.
- If you want a club switch, you can play either a high heart or a low diamond.

This bicycle signal system allows you to save all your potential winners instead of having to waste one for the sake of signalling.

In the example hand described above, using bicycle signals you have the luxury of discarding either ♠J or ♥3. Both pinpoint clearly your desire for a diamond switch.

How about if you hold ♠KJ64 (that is, change the ♦K to the ♠K)? Now you want a spade switch and signalling with the ♦2 or ♥7 (which hopefully partner will be able to interpret as high) will do the job.

Caveat: One wonders how to signal when you cannot afford to discard either of the other two suits. Your best shot is to discard a middle card in the suit you like and hope partner can read your preference from the spot card you played.

[Editors' Note: No defensive signalling system is perfect. There will always be hands where it is impossible to clearly indicate a preference.]

At the Toronto Nationals

By Allan Simon

Many players from Southern Alberta attended the Toronto Nationals, and most did very well: **Judith and Nicholas Gartaganis** joined four Ontarians on a strong Spingold team that advanced through two rounds, including a victory over a team that included world class players like Roy Welland, Sabine Auken and Hemant Lall. **Charlie Roberts-Glenn Cossey** from the Red Deer Club placed a remarkable 9th in the nationally-rated four-session Wernher Open Pairs. Both **Clarence Duby-Mary Anne Crookes** and **Richard Bickley**, playing with a partner from Ontario, reached the finals of the Red Ribbon Pairs. **Helen Dillen-Gamil Tadros**, playing with **Bob and Olga Wright** made it to the round of 16 in the 0-2500 MP Spingold. **Fi Nadir, Doug Mann, and Jadwiga Polujan** all won lots of masterpoints in assorted events. Apologies to anyone I missed!

For **Dan Bertrand** and myself, the (only) high point of the tournament came when we managed to win the 0-6000 MP Bruce Life Master Pairs. After four consistent sessions in the 55% range, we stood in 11th place going into the final day. In the final afternoon things went well, we scored 62% and moved into a narrow lead. I thought we had blown our chances when I made a couple of costly errors in the last session, but we did manage a 58% game and ended up in 1st place by about 34 matchpoints. With 19 being the top on a board, this may sound like a comfortable margin of victory but in fact our fate would have been different but for a very lucky hand. We faced the eventual second-place finishers Zach Brescoll and Tom Hunt from North Carolina when this board came up:

N/S Vulnerable
Dealer: East
Contract: 1NTxx
Lead: ♠9

♠ 1086	♠ 93	♠ AKJ5
♥ K94	♥ AQJ	♥ 1087
♦ AK107	♦ Q864	♦ J52
♣ Q64	♣ A1085	♣ J93

	N	
W	■	E
	S	

♠ Q742
♥ 6532
♦ 93
♣ K72

The auction proceeded:

<u>South</u> <u>(Allan)</u>	<u>West</u> <u>(Hunt)</u>	<u>North</u> <u>(Dan)</u>	<u>East</u> <u>(Brescoll)</u>
--	--	--	Pass
Pass	1♦	Pass	1♠
Pass	1NT	DBL	RDBL
All Pass			

East-West had us outgunned 22-18 on high card points, but the cards sat very well for us. Dan led the ♠9 (best!). Hunt won in dummy and ran the ♦J. Dan won his queen and played another spade, ducked to my queen. I shifted to the ♥6, ducked to the Jack. Dan got out with a diamond. Hunt cashed his winners and exited with a club. I won the King and played another Heart, Dan claimed down one for +200. Had the cards sat less favourably for us, 1NTxx would have made for +560 the other way. This would have given our opponents a top instead of us and we would have lost the event by four matchpoints!

Editors' Note: Allan is modest about his accomplishment.

The Bruce Life Master Pairs is a 3-day event restricted to ACBL life masters with fewer than 6000 master points. The event is named after David Bruce, one of the ACBL's all-time great players and the first ever Life Master. More than 150 pairs entered, cut to 78 for Day 2 and to 40 pairs for the final. Allan and Dan won ... an impressive victory that all of us would love to have as part of our bridge resumes. Allan and Dan earned 75 gold masterpoints for this event alone.



The Kibitzer - October 2017

2017 Ace of Clubs Awards

Unit 390 Year-to-Date - September 6th

0 to 5	1	Robert Stothers	Calgary AB	30
	2	Brian Kinder	Calgary AB	17
	3	Adel Erian	Calgary AB	13
5 to 20	1	Michael Serafini	Calgary AB	28
	2	Kathleen Malo	Calgary AB	21
	3	Peter Serafini	Calgary AB	19
20 to 50	1	Danuta Trafford	Calgary AB	43
	2	Thomas Trafford	Calgary AB	41
	3	Deanna Downton	Calgary AB	25
50 to 100	1	Katie Trafford	Calgary AB	39
	2	Cheryl Bourne	Calgary AB	28
	3	Marguerite Paulsen	Calgary AB	25
100 to 200	1	Brent Muir	Calgary AB	44
	2	Osama Elshafey	Calgary AB	41
	3	Richard Piette	Calgary AB	36
200 to 300	1	Dennis Ooms	Calgary AB	47
	2	Andrea Killackey	Calgary AB	45
	3	Judy Madge	Calgary AB	41
300 to 500	1	Pat Anderson	Calgary AB	54
	2	Andy McKaig	Calgary AB	45
	3	Lorraine Somerville	Calgary AB	35
500 to 1000	1	Dale Bercov	Calgary AB	75
	2	Elizabeth Sprague	Calgary AB	62
	3	Victoria Haines	Calgary AB	59
1000 to 1500	1	Helen Dillen	Calgary AB	71
	2	Jim Murphy	Calgary AB	61
	3	Patrick Murphy	Calgary AB	61
1500 to 2500	1	Dave Adelman	Calgary AB	103
	2	Pauline Huculak	Calgary AB	92
	3	Jean Ward	Calgary AB	92
2500 to 3500	1	Maged Wafa	Calgary AB	108
	2	Tina Gokturk	Calgary AB	106
	3	Paula Sisko	Calgary AB	74
3500 to 5000	1	Jim Berglund	Calgary AB	92
	2	Keith Moores	Calgary AB	85
	3	Elaine Stewart	Calgary AB	75
5000 to 7500	1	Daniel Bertrand	Calgary AB	119
	2	Abdul Fakihi	Calgary AB	116
	3	Donald Gladman	Calgary AB	74
7500 to 10,000	1	Steven Lawrence	Calgary AB	60
	2	Judith Gartaganis	Calgary AB	2
Over 10,000	2	Gerry Marshall	Calgary AB	11

2017 Mini-McKenney Awards

Unit 390 Year-to-Date - September 6th

0 to 5	1	Robert Stothers	Calgary AB	32
	2	Jamie Watt	Calgary AB	21
	3	Brian Kinder	Calgary AB	18
5 to 20	1	Michael Serafini	Calgary AB	46
	2	Peter Serafini	Calgary AB	35
	3	Richard Cripps	Calgary AB	28
20 to 50	1	Danuta Trafford	Calgary AB	50
	2	Thomas Trafford	Calgary AB	48
	3	Andrew Serafini	Calgary AB	44
50 to 100	1	Terry Schreder	Calgary AB	67
	2	Ryan Clark	Calgary AB	58
	3	Katie Trafford	Calgary AB	42
100 to 200	1	Brent Muir	Calgary AB	97
	2	Jay Newington	Calgary AB	86
	3	Richard Piette	Calgary AB	80
200 to 300	1	Mary Anne Crookes	Calgary AB	101
	2	Shelley Mardiros	Banff AB	90
	3	Andrea Killackey	Calgary AB	84
300 to 500	1	Andy McKaig	Calgary AB	94
	2	Pat Anderson	Calgary AB	71
	3	Lorraine Somerville	Calgary AB	60
500 to 1000	1	Victoria Haines	Calgary AB	177
	2	Dorothy Mersereau	Calgary AB	164
	3	Mark Manzer	Calgary AB	116
1000 to 1500	1	Helen Dillen	Calgary AB	196
	2	Jim Murphy	Calgary AB	138
	3	Patrick Murphy	Calgary AB	129
1500 to 2500	1	Gamil Tadros	Calgary AB	188
	2	Dave Adelman	Calgary AB	165
	3	Douglas Mann	Calgary AB	147
2500 to 3500	1	Jadwiga Polujan	Calgary AB	161
	2	Tina Gokturk	Calgary AB	153
	3	Diane Campbell	Calgary AB	133
3500 to 5000	1	Perry Khakhar	Calgary AB	158
	2	Jim Berglund	Calgary AB	157
	3	Martin McDonald	Calgary AB	133
5000 to 7500	1	Daniel Bertrand	Calgary AB	332
	2	Allan Simon	Calgary AB	276
	3	Abdul Fakihi	Calgary AB	241
7500 to 10,000	1	Judith Gartaganis	Calgary AB	362
	2	Steven Lawrence	Calgary AB	290
	3	Francesca Walton	Calgary AB	35
Over 10,000	1	Nicholas Gartaganis	Calgary AB	357
	2	Gerry Marshall	Calgary AB	342

Trusting Your Opponents

By Daniel Bertrand

You are playing in the Open Pairs at the Calgary Fall Sectional.
(The board has been rotated to make South the declarer.)

Contract: 4♠

Lead: ♦3

♠	10965
♥	Q762
♦	J74
♣	Q6

	N	
W	■	E
	S	

♠	KJ42
♥	AJ8
♦	AK96
♣	A2

You get to 4♠ as South after showing a balanced 20-21. This should be the normal contract. West leads the ♦3; you try the Jack from dummy, but East covers with the Queen. You win with the Ace. (If you win with the King, both opponents would know that you also have the Ace; by winning with the Ace, they might not be sure who has the King). You would like to lead a spade from dummy and finesse for the Queen, but you do not have a quick entry to dummy. What should you do?

You will have to play a trump from your hand. You should lead the ♠K in case one of your opponents has a singleton Queen. Note that a singleton Ace would not be as useful since you cannot easily get to dummy to finesse the ♠Q. West wins the ♠A as East follows with the ♠8. West continues with the ♥10. What should you play from dummy? Where is the ♥K? Can West have the King and play a heart when the Queen is in dummy? No! East must have the King. You decide to play a small heart from dummy, East contributes the ♥3 and you win the ♥J. You play another round of spades; West following with the ♠3 while East plays the ♦2 (trumps are 4-1)! You play a third round of spades as West wins the ♠Q and East discards the ♥5. West returns his last trump and you win in dummy as East discards the ♣8.

You have reached the seven-card ending shown below with the lead in dummy.

♠	--
♥	Q76
♦	74
♣	Q6

	N	
W	■	E
	S	

♠	--
♥	A8
♦	K96
♣	A2

What should you do? What is happening in diamonds? Why did East discard a diamond first? Think about it! Opponents tend to discard from their longest suits when defending against a trump contract. Trusting your opponent, you lead the ♦7 from dummy; East covers with the ♦8, you play the ♦9 and West discards the ♣3. West had only one diamond.

What now? You know that East still has the ♦10 and ♦5. Also, you assume that East has the ♥K. You should tighten the position on East by playing on clubs. You play the ♣2; West plays the ♣4, you try the ♣Q from dummy but East wins the ♣K and returns another club. You win the ♣A as West follows with a small club.

You are down to this four-card ending.

♠	--
♥	Q76
♦	4
♣	--

	N	
W	■	E
	S	

♠	--
♥	A8
♦	K6
♣	--

What do you do?

[continued next page]

Trusting Your Opponents (continued)

It should be easy. You know that East still has ♦10, ♦5 and the ♥K. You play the ♥A to see if East has another heart with the ♥K. East follows with the ♥9. Next, you play the ♥8 from your hand; East must win his ♥K and return a diamond from the ♦10 and ♦5; so, you win the last two tricks with your King and 6!

By trusting your opponents to make logical plays, you lost only four tricks (two spades, one club and one heart). You are down one, but you are playing matchpoints! You get to compare your result with everyone else holding the same hand. Your result is 89% on the board since most declarers also played 4♠, but lost more tricks. This is the appeal of matchpoints. Do not give up! Being down one (or more) can still be a great score.

The four hands were:

♠ AQ73	♠ 10965	♠ 8
♥ 104	♥ Q762	♥ K953
♦ 3	♦ J74	♦ Q10852
♣ J97543	♣ Q6	♣ K108

♠ KJ42	N	♠ 8
♥ AJ8	W ■ E	♥ K953
♦ AK96	S	♦ Q10852
♣ A2		♣ K108



"There are a million definitions of public relations. I have found it to be the craft of arranging the truth so that people will like you."

Alan Harrington
Novelist

More from the 2017 Toronto NABC

The 2017 Summer Nationals were held in Toronto in mid-July. It really was a fantastic location ... plenty of pubs, restaurants and fast food outlets within easy walking distance. The playing area was superb with excellent lighting and temperature control. It didn't hurt that the Toronto Blue Jays had a 10-day home stand that coincided with the tournament; with the Sky Dome only a few blocks away from the playing site, the streets were buzzing with fans in their baseball regalia every afternoon and evening.

Some 48 players from Unit 390 won masterpoints in Toronto. Here are a few notable achievements in the primary events of the tournament:

Dan Bertrand and Allan Simon

- won the six-session Bruce 0 - 6000 Life Master Pairs

Doug Mann and Fi Nadir

- placed 9th overall in the six-session Young 0 - 2500 Pairs
- qualified to the final day of the Wernher Open Pairs

Clarence Duby and Mary Ann Crookes

- placed 17th overall in the four-session Bean Red Ribbon Pairs

Olga and Bob Wright along with Helen Dillen and Gamil Tadros

- tied 9th/16th in the 0 - 2500 Mini Spingold Knockout Teams

Jadwiga Polujan

- placed 21st overall in the four-session Freeman Mixed BAM

Richard Bickley

- qualified to the final of the four-session Bean Red Ribbon Pairs

Olga and Bob Wright

- qualified to the final of the four-session Young 0 - 2500 Pairs

David Johnson and Jadwiga Polujan

- qualified to the final of the four-session 0 - 10,000 NABC Pairs

Clyde D'Arcy

- qualified to the final of the four-session 0 - 10,000 NABC Pairs

Liz Sprague and Andrea Killackey

- qualified to the final day of the Wagar Women's Pairs

Ellen Kuiper and Eileen Grady

- qualified to the final day of the Wagar Women's Pairs

Gerry Marshall

- qualified to Day 2 of the Von Zedtwitz Life Master Pairs

Member Milestones

The following members have reached new masterpoint milestones since the beginning of April 2017. Congratulations to all on their achievements.



New Junior Masters (5+ MPs):

Roger Bolton	Warren Johnston
Marian Boychulk	Brian Kinder
Stewart Brightman	John Kingston
Yurong Cheng	Barbara McKay
Marie Collins	Linton Swanson
Shirley Drew	Agnes Thurmeier
Adel Erian	Cheryl Turley
Carolyn Graham	Cindy Watt
Shuangbing Guo	Olga Williams
Michael Hoare	Marilyn Wilson

New Club Masters (20+ MPs with at least 5 black)

James Dugan	Bill Montague
John Frank	Suzan Olsen
Helen Graham	Robert Stothers
Eleanor Grona	Betty Teare
David Ho	Sunil Verma
Kathleen Malo	Richard Wolfe
Susan McMahon	Hailong Yu
Jenny Miller	

New Sectional Masters (50+ MPs with at least 10 black and 5 silver)

Gail Ingelson	Michael Serafini
Kathleen Kelm	Sandy Shuler
Al Kowalski	Danuta Trafford
Andrew Serafini	Thomas Trafford

New Regional Masters (100+ MPs with at least 15 black, 15 silver and 5 red, gold or platinum)

Cheryl Bourne	Shelagh Nadir
Ryan Clark	Jay Newington
Meredith Degroat	Lisa O'Hara
Tricia Flanagan	Marguerite Paulsen
Jane Lamont	Katie Trafford
Neil Lorenz	Susan Wigmore

New NABC Masters (200+ MPs with at least 20 black, 25 silver, 5 gold or platinum and 15 additional red, gold or platinum)

Michael Lang	Richard Piette
Brent Muir	

New Advanced NABC Masters (300+ MPs with at least 50 black, 50 silver, 25 gold or platinum and 25 additional red, gold or platinum)

Shelley Mardiros	Andy McKaig
------------------	-------------

New Life Masters (500+ MPs with at least 75 black, 75 silver, 50 gold or platinum and 50 additional red, gold or platinum)

Mary Anne Crookes	Keith Wallace
Judy Madge	Pam Wallace

New Bronze Life Masters (a Life Master with 750+ MPs; 500+ for members prior to Jan. 1, 2010)

Rick Boyd	John Grubb
Naushad Dada	Frances McDonald
Nancy Engbloom	Jo Peterson

New Silver Life Masters (1000+ MPs; a Life Master with at least 200 pigmented points)

Dave Armstrong	Chris Murphy
Lorraine Birnie	Pat Pangracs
Diana Burn	Ben Pflanz
Al Kahanoff	

New Ruby Life Masters (1500+ MPs; a Life Master with at least 300 pigmented points)

Barb Beagle	Patrick Murphy
-------------	----------------



Michael Serafini attended the Youth NABC held in Toronto this July. His partners and teammates included players from Nova Scotia, Florida and California!

Both Sides Series #4

By Dick Yuen

Side A:

You are West in 2nd seat holding:

♠AQJ8 ♥876 ♦76 ♣AK106

You open 1♣ after dealer passes (playing standard 2 over 1, 5-card majors, strong NT)

The auction proceeds as follows:

South	West (You)	North	East
Pass	1♣	1♦	Pass
2NT	Pass	3NT	All Pass

What is your lead?

Side B:

You are South and are declaring 3NT after the above auction. LHO (West) leads the ♠Q.

Contract: 3NT

Lead: ♠Q

♠ 10765
♥ AJ2
♦ AKJ98
♣ 9

	N	
W	■	E
	S	

♠ K43
♥ K54
♦ Q105
♣ QJ85

How do you proceed? There are some assumptions you can make:

- West has fewer than 15 HCP if he is balanced
- West might have led a club holding a 5-card or longer suit
- If West holds 14 HCP then East has at most 2 HCP

The lead of the ♠Q provides the 8th trick. A 9th trick could come from a successful heart finesse or from scoring the ♠10. Both plays can wait. You can accomplish more by cashing five diamonds forcing West to discard.

Poor West will be squeezed [without the count] out of idle cards.

Here is the situation after six tricks have been played and the lead is in dummy:

♠ 1076
♥ AJ2
♦ ---
♣ 9

	N	
W	■	E
	S	

♠ 43
♥ K5
♦ ---
♣ QJ8

It is crucial that South retains both his little spades (see why later in this article).

What can West hold in the seven-card ending? All South needs to do is watch West's discards and try to visualize the ending.

Case 1: West shows up with only two diamonds so needs to make three pitches.

- (a) if West discarded one or more hearts, you can be 100% sure he does not have the ♥Q!

So cash ♥AK to strip West of all red cards and lead a spade towards dummy. Sit back and wait for your 9th trick in spades or clubs.

- (b) if West did not discard any hearts, you can be fairly sure he has the ♥Q but there is no need to bother with the heart finesse! If West discards one spade and two clubs, keeping ♠AJ ♥xxx or Qxx ♦--- ♣AK, you can build a spade trick with no problem! The best finesse is NOT to take one.

Lead a spade from dummy, win the ♥K (assuming West exits with a heart) and lead another spade to establish the ♠10 with the ♥A still available as an entry. Note that it is crucial to keep two spades in hand for this line of play.

An interesting case surfaces here. If West had opened 1NT (i.e. West has all the 16 missing HCP) he will be squeezed in three suits.

[continued next page]

Both Sides Series #4 (continued)

Case 2: West shows up with three diamonds and has to make two discards.

- (a) if West discards one or more hearts, proceed as in Case 1 (a) above.
- (b) if West discards a spade and a club, proceed as in Case 1 (b) above.
- (c) if West discards two clubs, proceed as in Case 1 (a) above.

Case 3: West shows up with one diamond and has to make four discards. In this scenario, you place West with 4414 distribution, since he might have led a club from a 5-card suit.

- (a) if West discards only one heart, proceed as in Case 1 (b) above.
- (b) if West discards two or more hearts, proceed as in Case 1 (a) above.
- (c) if West discards no hearts, lead the black suit from which he has discarded most.
- (d) if West discards two clubs, proceed as in Case 1 (a) above.

What can one learn from this exercise?

- When the opponents are in a tight game, do not yield an easy trick.
In this case, leading the ♠Q gives away the contract. If North has the ♠K, you cannot prevent it from winning a trick. But if South has the ♠K ...
On the surface, leading the ♠Q appears to set up your fourth defensive trick. Reasonable, but not good enough!
A passive defense wins the day.
(Side A solution: the killing lead is a heart)
- In this example, hang on to your third little heart for dear life ... it is your escape from being endplayed.
- If the opponents have eight red-suit winners, there is no defense to beat the contract, no matter who has the ♠K. You cannot escape the endplay (at trick nine, declarer will lead the ♠Q).

So, the ♠Q lead is not only futile, but fatal. For the defense to have a chance, East must have a trick in one of the red suits and West must lead passively.

Editors' Note: Although unlikely, it's conceivable that East holds the ♥Q and the ♠K. However, Dick's suggested line of play will often succeed even in that situation.

Upcoming Unit 390 Tournament Dates



Calgary Sectional	October 27 - 29, 2017
Calgary 299er Sectional.....	November 18, 2017
Calgary Sectional	January 5 - 7, 2018
Calgary Sectional	March 23 - 25, 2018
Calgary Sectional	September 7 - 9, 2018
Calgary Sectional	November 2 - 4, 2018
Calgary White Hat Regional	July 16 - 22, 2018
District 18 GNT Final (BBO online)	May 11 - 12, 2018



IMP Pairs - Scoring and Strategy

By Judith and Nicholas Gartaganis

Scoring a pairs game using International Match Points (IMPs) instead of matchpoints provides some variation and can actually be lots of fun. But it is important to be aware of how scores are calculated and understand the strategy needed for success.

We are all familiar with matchpoint scoring. Your opponents are every other pair sitting in your direction. On each board, you get one point for every pair that you beat and half a matchpoint for every pair that you tie. Suppose you and your partner are North-South in a nine-table game. If you get the largest plus on a board, you will get a "Top" ... 8 matchpoints (one for each of the other pairs). True, you never see your opponents face to face, but they are your opponents, nevertheless.

No doubt, we've all played a team game. Your teammates sit in the opposite direction to you and your partner. Your opponents will be another team of four players. To calculate your score on each board, you compare your score to your teammates' score. If the two scores result in a net plus, you will win IMPs according to a pre-calculated table (shown below); if the two scores result in a net minus, you lose IMPs.

Diff. in Pts.	IMPs	Diff. in Pts.	IMPs
20 - 401	750 - 890 13
50 - 802	900 - 1090 14
90 - 1203	1100 - 1290 15
130 - 1604	1300 - 1490 16
170 - 2105	1500 - 1740 17
220 - 2606	1750 - 1990 18
270 - 3107	2000 - 2240 19
320 - 3608	2250 - 2490 20
370 - 4209	2500 - 2990 21
430 - 49010	3000 - 3490 22
500 - 59011	3500 - 3990 23
600 - 74012	4000 and up 24

IMP Pairs is a pairs games scored like a team game. But wait? In teams, you need teammates. Who are your teammates if you are playing pairs?

Here is how it works. In a nine-table game, on every board you have eight pairs of teammates ... the other eight pairs sitting in the opposite direction to you. Suppose you are NS 4. On the first round, you will play against EW 4 and your "teammates" are EW pairs 1, 2, 3, 5, 6, 7, 8 and 9. Your score is compared to each of your teammates' scores. Just like teams, if the two scores result in a net plus, you win IMPs; if the two scores result in a net minus, you lose IMPs.

You don't ever meet your teammates to compare your scores ... luckily we have computers to do that! The last step in calculating your IMP score is to determine your average IMPs on the board (divide the total IMPs you won by the number of teammates).

Let's look at an example based on a 5-table IMP pairs game. Suppose you are NS 1 and that these are the results from Board 1:

NS #	EW #	Contract	Declarer	NS Score	EW Score
1	1	7♦	N	1440	
2	3	7NT	N	1520	
3	5	7NT	S		50
4	2	6NT	S	990	
5	4	6♦	N	940	

Now imagine your comparison.

With EW 2: plus 1440, minus 990, win 10

With EW 3: plus 1440, minus 1520, lose 2

With EW 4: plus 1440, minus 940, win 11

With EW 5: plus 1440, plus 50, win 16

Your total IMPs = 35

Your average IMPs = 8.75 (35/4)

Key Differences Between IMPs and Matchpoints

When playing matchpoints, all hands have equal weight. If you play 25 boards in the session, each hand makes up 4% of your score. You are not penalized too much for one horrible disaster nor are you awarded too many points for one lucky result. If you get a bottom score on one board, you can immediately make it up on the next one to get back to average!

When playing IMPs, a hand with a *big swing* (i.e. a large difference in points) carries much more weight than a hand with a *small swing*. If you go for 1400 when the opponents can only make a partscore, you could lose 15 IMPs! It can take many hands with good results to recoup those IMPs and, in a seven-board team game, there likely won't be time.

In matchpoints, if you score +120 when everyone else is scoring +110, you will get a top board. You would also have gotten a top if you had scored +1400. The size of victory is not important. And that means that overtricks, even though they may only be worth an extra 20 or 30 points, count a lot at matchpoints. It is very common for one pair to get a top board simply because they made one more trick than everyone else.

[continued next page]

IMP Pairs - Scoring and Strategy (continued)

So what does all this mean in terms of strategy and how does it compare with matchpoint strategy? Essentially, you should play IMP Pairs in the same way that you play a team match. The scoring principles are identical.

Team/IMP Pairs Tips on Tactics

Tip #1

You should choose to play in the safest partscore, game or slam. Don't worry about whether it is in a minor, a major or notrump. Don't worry about getting the 10 extra points for being in notrump instead of a major suit, since the difference is usually only worth 1 IMP. Don't worry about being in five of a minor instead of 3NT if there seems to be a greater chance of making the minor-suit game.

We need only consider a few IMP comparisons to see why this is so.

Suppose you know with certainty that 2♦ is a cold contract. If you bid it, you will always score +90. But you know that, on the same hand, 2♠ depends on a finesse. If you bid it, half the time you will score +110 and half the time you will score -50.

At matchpoints, if you bid 2♠, half the time you will score a top or tie for top; otherwise, you will score a bottom or tie for bottom. Your expected score averages out ... 50% of the matchpoints.

At IMPs, if you bid 2♠, half the time you will win 1 IMP (your +110 compared to your teammates' -90 is a difference of 20). The other half of the time, you will lose 4 IMPs (your -50, your teammates' -90 for a total of -140). Your expected average score is -1.5 IMPs ... you lose in the long run!

The downside is even more pronounced if you are vulnerable or if we are talking about a game contract.

Suppose you are vulnerable and consider a hand on which 5♦ is cold and 4♠ depends on a finesse. Half the time you will win 1 IMP (+620 versus -600). The other half of the time, you will lose 12 IMPs (-100 versus -600). Your expected average score is -5.5 IMPs!

Playing in a risky contract is just not worth it.

Tip #2

Stretch to bid games, especially if vulnerable. The game bonus is huge playing IMPs. In fact, bid a vulnerable game if it has as low as a 40% chance of success. Bid non-vulnerable games that have a 50-50 chance. One good workable way to "stretch" is to agree with your partner that you make

aggressive game invitations, but solid acceptances. It is futile for both you and your partner to "stretch".

Again, we can examine a few comparisons to see why bidding games is so important at IMPs.

Suppose you are vulnerable and are considering whether or not to bid 4♥. If it makes, you score +620. If it goes down (we'll assume down only one trick), you score -100. Your teammates are defending 3♥. What are your scoring expectations?

- 4♥ makes: Your +620 and your teammates' -170 translates into a net of +450 ... good for 10 IMPs.
- 4♥ goes down: Your -100 and your teammates' -140 translates into a net of -240 ... a loss of 6 IMPs.

Suppose 4♥ depends on a finesse (i.e. 50% chance). Your average expected score is +2 IMPs.

Even if 4♥ is slightly worse (say 40%), it is worth bidding. In that case 4 out of 10 times, you collect +10 IMPs (for a total = +40); 6 out of 10 times, you lose 6 IMPs (for a total = -36). Your average expected score is 0.4 IMPs (40 - 36 = 4, then divide by 10) ... a little better than breakeven.

When the game is non-vulnerable, it is roughly a 50-50 proposition. You stand to gain 6 IMPs if it makes (+420 versus -170) and lose 5 IMPs if it goes down (-50 versus -140).

A similar comparison holds true for small slams as well. When it makes you stand to gain 11 IMPs not vulnerable (+980 versus -480) or 13 IMPs vulnerable (+1430 versus -680). When it loses, you stand to lose 11 IMPs not vulnerable (-50 versus -450) or -13 IMPs vulnerable (-100 versus -650). Thus you will break even in the long run if you bid a slam that has a 50% chance of making.

Tip #3

Don't double a low-level contract into game unless you are absolutely sure you are going to beat it. Just because you are certain you could have made +110 or +140 is no reason to risk losing a big score.

Suppose the opponents are vulnerable and they bid 2♠ over your 2♥ bid. You are pretty sure you could have made 2♥, but you don't think you can make 3♥. For simplicity's sake, suppose at every other table, the contract was 2♥ making. At matchpoints, you must double 2♠. If they make, you will get a bottom for -670. But if they go down one and you don't double, you will still get a bottom ... +100 when all other pairs are +110.

[continued next page]

IMP Pairs - Scoring and Strategy (continued)

At IMPs, it is a totally different story.

Assume your teammates are defending 2♥ which makes. If 2♠ goes down, you score a push if you don't double (+100 versus your teammates' -110) and +3 IMPs if you do double (+200 versus your teammates' -110).

But if 2♠ makes, you score -6 IMPs if you don't double (-110 and -110), but -13 IMPs if you do double (-670 and -110)! You risk much more than you stand to gain by doubling (3 IMPs compared to -13 IMPs).

Tip #4

Never risk your contract to make overtricks. There is almost no reward for overtricks at IMP scoring. So, you need only worry about making your contract. If possible, you should always employ a safety play that guarantees making your contract, even if it means you lose an overtrick.

Consider this layout:

You		Dummy
♠ A432		♠ 65
♥ AK2		♥ 543
♦ 432		♦ AKQ65
♣ AK2		♣ 543

You arrive in 3NT and receive a heart lead. In your own hand, you have five tricks in Aces and Kings so you need four diamond tricks to make your contract. You should take a safety play ... lead the ♦2 and play the ♦5 from dummy! Yes, it sacrifices an overtrick much of the time. But it guarantees the contract any time the diamonds are not 5-0. If you play the ♦AKQ, you will make an overtrick whenever the suit splits 3-2 ... 68% of the time. If diamonds split 5-0 (4% of the time), you can never make 4 tricks in the suit. But when diamonds split 4-1, you will go down if you play ♦AKQ ... and that split occurs 28% of the time.

At matchpoints, you cannot afford to take a safety play because 68% of the time you will get a bottom! You must try to run the diamonds from the top and hope.

Let's look at the IMP comparison to see why the safety play is winning bridge. Suppose you are non-vulnerable:

Without safety play	With safety play
68 out of 100 times, you score +430	68 out of 100 times, you score +400
28 out of 100 times, you score -50	28 out of 100 times, you score +400
4 out of 100 times, you score -50	4 out of 100 times, you score -50

When we compare IMPs "without a safety play" to IMPs "with a safety play", let's assume you spurn the safety play while the declarer at your teammates' table takes the safety play. The total IMPs expected on 100 hands is:

68 x 1 IMP (+430 versus your teammates' -400)

28 x -10 IMPs (-50 versus your teammates' -400)

4 x 0 IMPs (no difference in the outcome)

Total = +68 - 280 = -212 for an average score of -2.12 IMPs

If you take the safety play, your expected score will be +2.12 IMPs ... you win!

Tip #5

Defend to set the opponents' contract, even if it means you might give declarer an overtrick. The loss for giving up an overtrick or two is relatively small compared to the reward for defeating a game contract that other pairs are allowing to make.

At matchpoints, you must always worry about allowing declarer to make overtricks. Sometimes, you will cash out rather than risk having a defensive trick disappear.

At IMP scoring, you can afford to take risks to defeat a contract, even if it turns out to sacrifice a trick (for example, leading a King from Kx or underleading an Ace to put your partner in so he can give you a ruff).

A scoring comparison shows why.

Suppose the opponents are non-vulnerable and are in 4♠. You are considering a risky play on defense. If it works, you will defeat their game; if it fails, they will make an overtrick. You stand to gain 10 IMPs (your +50 and your teammates' +420) and you stand to lose 1 IMP (your -450 and your teammates' +420). Do it ... it's worth it!

Tip #6

Don't go for numbers. Don't be a wild pre-empter. Be wary of big sacrifices.

At matchpoints, sacrificing can be a lucrative way to achieve a good score on a board. After all, if you go down when your opponents would also have gone down, it's only a bottom!

But at IMPs, it is a different story.

Suppose the opponents are vulnerable and have bid to 4♥. You are non-vulnerable and are considering whether or not to bid 4♠ as a sacrifice, but you will likely go down three.

[continued next page]

IMP Pairs - Scoring and Strategy (continued)

We will assume your teammates have bid and made 4♥ for +620.

If you pass, the board will be a push.

If you bid and go down three doubled, you will win 3 IMPs (your -500 and your teammates' +620).

But here is the issue.

If you go down three doubled when your opponents would not have made their game, you lose 12 IMPs (your -500 and your teammates' -100)! You risk -12 for a gain of +3.

The story changes significantly if you believe you can get out for one down. Now it pays a lot to take the sacrifice. Using

the above scenario, if you pass, the board will be a push. If you bid and go down one doubled for -100, you will win 11 IMPs if your teammates make +620.

If you go down one and your teammates also go down one, you will lose 5 IMPs (your -100 and your teammates' -100). You stand to gain much more than you will lose by taking the sacrifice (+11 versus -5)

Next time you play IMP Pairs you don't need to worry about the math. Just remember ... avoid going for numbers, bid aggressively in the game zone, play to ensure your contract, and enjoy yourself!



Calgary White Hat Regional July 16 - 22, 2018 Clarion Hotel and Conference Centre

It's time to start thinking about the 2018 Regional being hosted by Unit 390 in Calgary next summer! The event runs directly after the Calgary Stampede so perhaps you can encourage your out-of-town bridge friends to attend both.

This event has always relied on the great volunteering spirit of our Unit members. If you would like to volunteer or have an idea, please let us know. We still need Chairpersons for Hospitality, Special Events and the Photo Corner. Any help will be greatly appreciated. Drop Emelie an email and she will add your name to the volunteer list.

Chairperson: Emelie Quennell (equennel@hotmail.com)

Partnerships: Edna Gosbee (emgosbee@shaw.ca)



Pat and Barry Purvis - Off in a New Direction

By Marilyn and Murray Haggins

Pat and Barry Purvis have recently retired from running their Monday night team game. The game has been held at Southwood United Church since the Martinique closed five years ago. For a number of years prior to that, the game was held at the Martinique.

Pat started directing the Friday night pairs game before taking on the Monday night teams. She even made her own assignment sheet....what a genius! Pat is also a talented quilter and needle point person, often selling her crafts for her daughter-in-law's charity. Barry likes to play the bagpipes and has recently been seen busking in front of a church. A new career choice perhaps?

The Purvises' contribution to bridge in Calgary has been immense. The Monday night team game is iconic. Almost all up-and-coming bridge players over the past fifteen years have come through that game.

There is always a buzz in the air before the game as the teams meet to discuss strategy and assess the field. Bridge friends become foes if only for the night. Established teams have formed rivalries. New teams are introducing themselves. Last week's victors are reminded of how really lucky they were and how they will have no chance of repeating their win. The atmosphere becomes electric until Pat calls the combatants to order and commands "all change across". The East/West pairs head off to their assignments and suddenly there is silence occasionally disrupted by the plaintive wail "DIRECTOR".

It all sounds so easy. Build it and they will come. No Virginia, it doesn't happen that way. The recipe that Pat followed was fairly simple. All that's required is hard work. It starts at the end of the game with "Tell me what you and your team are

doing next week". At the end of the night you have a basic idea of what may happen the next week. Barry even designed a spreadsheet to organize all this information. There are always holes to fill, singles and partners looking for teams. After six days of telephoning, emailing and messaging, your teams are patched together. But, as some other Scotsman said 'even the best laid plans of mice and men' ...

[Editors Note: Robert Burns in "To A Mouse, on Turning Her Up in Her Nest With the Plough; circa 1785"].

The calls on the day of the game make life exciting ... or make your blood run cold. Once, Pat even got a call from a player on the way to the hospital letting her know he wouldn't be at the game in three hours. Finding spares at the last minute makes it exciting, or not ... If a whole team shows up unexpectedly, tables are quickly rearranged. After that the buzz starts again.

Calgary bridge has been very lucky that Pat and Barry wandered into town! Very few cities have successful team games but Calgary does. In fact the Purvises have an open invitation to Arizona to help them with a game there. This game has had the Purvis fingerprints on it since they came to town and they leave large footprints to follow.

Before settling in Calgary, Pat and Barry were busy living in various countries around the world, as Barry's career dictated. They have one son, daughter-in-law and two little grandchildren.

Although Pat has retired from running the Monday night game, she still directs every second Tuesday at the North Calgary Ladies club in Varsity.

We would like to take this opportunity to thank Pat and Barry for their very major contribution to Calgary Bridge.

Pearls Before Swine By Stephan Pastis



2017 Changes to ACBL Laws of Duplicate Bridge

Excerpts from a commentary prepared by Matt Smith, National TD
With Editors' comments and additions in blue

The Laws of Duplicate Bridge 2017 came into effect in the ACBL beginning September 25, 2017. A commentary on the latest round of changes was prepared by National TD Matt Smith, and it has and will continue to appear in serialized form in the "Ruling the Game" column of the ACBL Bridge Bulletin over the next few months. Attempts have been made to modify language for clarity. Other changes have been made to give directors more discretion in some situations in an attempt to achieve more equitable results instead of imposing arbitrary penalties that often lead to random outcomes. **Directors also have more latitude to try to achieve an "at the table" result rather than assigning an artificial result like Average-/Average+.**

Many of the changes in the laws apply to situations that must be resolved by the Director. Those law changes are not addressed in this brief article, although, as always, it is a good idea for every player to have some sense of all the laws governing the game. But the onus is on the Director to understand and apply the laws correctly, and players can take a breather in such situations.

First, we are going to highlight some of the changes that impact duplicate bridge "at the table", where no Director has yet been summoned.

Law 6: The Shuffle and Deal. This law has been changed to require that two adjacent cards in the deck not be dealt to the same player. The law continues to recommend that cards be dealt in rotation clockwise (although other methods are legal). **No more dealing four cards across, four back.**

Law 20: Review and Explanation of Calls. There are a couple of interesting changes to this law. The 2008 Laws stated that it was improper to ask a question solely for partner's benefit. The new laws use stronger language: "A player may not ask a question if his sole purpose is to benefit partner." It is intended to mean that a player doing this should receive a procedural penalty. As well, there is a new clause that states: "A player may not ask a question if his sole purpose is to elicit an incorrect response from an opponent." So, it is quite improper for a player who knows what is going on to ask a question with the sole intent being to get an incorrect answer that creates unauthorized information.

Law 65: Arrangement of Tricks. A player, including declarer, may point out a card pointed incorrectly, but only until his side leads or plays to the following trick. The only penalty for mentioning this later is that partner may have unauthorized information.

Law 66: Inspection of Tricks. Declarer or a defender may inspect (but not expose) his own last card played until his side leads or plays to the next trick. This is a change from the current time limit of until a card is led by either side to the next trick.

Law 68: Claim or Concession of Tricks. The major change in this law is that at the request of the non-claiming or non-conceding side and with the concurrence of all four players, play may continue without the need to summon the director. Previously, play was supposed to cease once a claim or concession was made. If the players agree to play on, the table result achieved will stand. The claimer/conceder picks up his faced hand in such cases and play continues. If instead someone does not agree, the director is called. Once the director is called, there is no second chance to play on. He arrives and applies Law 70.

There is virtually no benefit to the non-claiming side to request that the hand be played out, but there is a huge benefit to the claimer who now has a chance to rethink his or her play. Best advice ... always call the director if you don't understand a claim or you don't agree with it.

Law 73: Communication, Tempo, and Deception. Now explicit to the law is that it is not legal to attempt to deceive with "unwonted haste or hesitancy". For example, it is not legal to take a long time to decide which of two low equal cards to play in order to deceive an opponent when the effect of the hesitation is to give that opponent the reasonable impression you were considering winning the trick.

Law 75: Mistaken Explanation or Mistaken Call. This law has been restructured to make it clearer that failure to disclose information accurately constitutes misinformation that may lead to a score adjustment. Players should always disclose partnership agreements fully and freely upon request, but they also need to realize that answering inquiries from an opponent with words such as "I take it to mean" or "I think it means" are improper. If no agreement exists, players are expected to state that fact, not guess what a bid means. Doing otherwise can cause misinformation and can also give partner unauthorized information, both cases of which may lead to score adjustments.

[continued next page]

2017 Changes to ACBL Laws of Duplicate Bridge (continued)

Law 25: Legal and Illegal Changes of Call. This law has been reworded to some extent, but its intent has not really changed. The director may allow a change of call without penalty until partner's next call as long as the call made was unintended at the point it occurred and not due to "a loss of concentration regarding the intent of the action." For example, if a player who opens 1♥ with a hand containing two hearts and five spades tells the director he intended to bid 1♠, the director should routinely accept the player's contention that his hand slipped from what he really intended and allow a change to 1♠. The 1♥ bid was almost certainly the result of a mechanical error in grasping the proper bid card, not the result of momentary confusion. Notice that the new law specifies that it does not matter how a player learns he has made an unintended call for a change to be permitted. All references to "pause for thought" have been removed from the new Law 25. For example, if a player's LHO asks his partner what his bid meant and the answer is a surprise and causes the player to look down and notice that what he actually bid was different than his intent at the moment he did it, the director may allow him to change it. As above, though, the director needs to satisfy himself that the bid made was a mechanical error and not a lapse of concentration.

And now we come to the meat and potatoes of most of the remaining changes to the laws - the notion of a "comparable call". Understanding this concept is key to the Director applying the laws properly. And, for you as a player, it is equally important to understand "comparable call" when the Director is explaining the application of a law and giving instructions at the table. If the Director says you may make a comparable call without penalty, do you know what that even means?



Law 23: Comparable Call. This is a completely new law that represents what is probably the biggest change in the 2017 version. As mentioned in the July Bulletin, the lawmakers have been moving towards more equitable solutions following irregularities rather than imposing arbitrary penalties that needlessly distort the outcome of a board. Its basic goal is to allow a player to substitute a "comparable call" for an illegal one, without penalty, as long as any information from the illegal call does not give the offending side an advantage. It will now apply to certain passes, bids, doubles, and redoubles out of rotation in addition to insufficient bids.

So what is a comparable call? A comparable call is defined as one that replaces a withdrawn call if it

- (a) has the same or a similar meaning as that attributable to the withdrawn call, or
- (b) defines a subset of the possible meanings attributable to the withdrawn call, or
- (c) has the same purpose as that attributable to the withdrawn call (e.g. an asking bid or a relay).

Basically, a comparable call cannot give partner any extra information that was not included in a withdrawn call. If the substituted call does impart additional or different information, it is not a comparable call and may initiate potential restrictions on partner's legal options and future lead penalties.

So, for those out-of-rotation calls that used to result in partner being barred from bidding, the director may be able to allow a substitution that permits normal play to continue under the new laws. **In addition, in an insufficient bid situation, the substitution of a comparable call, even if a different suit is named, is allowed.**

The director will have to exercise more judgment than before and many of these rulings will become more difficult than they were under the old laws. That is the trade-off for rules that are intended to be fairer and less arbitrary. Just keep in mind that the overriding principle to be used is that if it is quite clear that there is little or no information available to partner from the withdrawn call that isn't available in the substituted call, the director should allow the auction to proceed without penalty in cases where this new law applies. Always, in these situations, if later it seems that the offending side gained an advantage through the substitution of a comparable call, the director will revisit the situation and adjust the score.

In terms of lead penalties, note that no lead penalties apply if the director allows the substitution of a comparable call for a withdrawn call.

Here is a brief summary of the laws which now incorporate the notion of "comparable call":

Law 26: Call Withdrawn, Lead Restrictions. This law does not apply in cases where a comparable call has been made or where a call is changed due to it being unintended (both of those likely being penalty-free). When a player withdraws a call and replaces it with another to correct an irregularity and he later becomes a defender, declarer may choose one suit

[continued next page]

2017 Changes to ACBL Laws of Duplicate Bridge (continued)

that was not specified in the legal auction by the offender and prohibit his partner from leading that suit the first time he obtains the lead (including opening lead). Such a prohibition continues for as long as partner retains the lead. There are no longer any cases where declarer will have the option to require the lead of a particular suit. Note that in all cases where a call is changed to something other than a comparable call, the partner has unauthorized information throughout the deal that may restrict his legal choices.

Law 27: Insufficient Bid. The wording of the new law incorporates the concept of "comparable call". The law allows penalty-free corrections of insufficient bids at the lowest sufficient level as long as both calls specify the same suit or suits (even if the suit bid insufficiently is different from the sufficient call). It also allows penalty-free corrections of insufficient bids with comparable calls. This continues and extends the philosophy of the laws that as long as essentially the same information is available from either call it is desirable to achieve a normal bridge result.

Law 30: Pass out of Rotation,

Law 31 Bid out of Rotation,

Law 32: Double or Redouble out of Rotation.

All these laws have incorporated the previously discussed concept of comparable call found in the new Law 23. There are significant changes here that will require study. Note particularly that even when some out-of-turn bids, doubles and redoubles are not corrected by a comparable call, offender's partner is no longer automatically required to pass throughout the entire auction. When a comparable call is chosen under these laws, the offender's partner is not barred at all. As always, in all cases where a comparable call is permitted under these three laws or the insufficient bid law, if "the Director judges at the end of the play that without the assistance gained through the infraction the outcome of the board could well have been different, and in consequence the non-offending side is damaged, he shall award an adjusted score." If at the end of the deal it seems that something unexpected did occur after permitting a comparable call to be made that gave the offending side an advantage, the director still has the right to revisit the situation and make an adjusted score.

Let's examine a few examples to illustrate some of the laws noted above.

Example #1 (Pass out of Rotation):

You pass out of turn when it was actually partner's turn to bid. Partner is no longer barred, and

- if you later pass partner's opening one-level suit bid, play continues with no penalty (a pass of opener's one-bid is also a hand you would pass if you were first to bid)
- if you later raise partner's opening one-level suit bid to two, play continues with no penalty (a simple raise of opener's one-bid is also a hand you would pass if you were first to bid)
- if you later bid 1NT, or perhaps even 2NT in some sequences, over partner's opening one-level suit bid, play continues with no penalty (a hand where you would respond 1NT (or 2NT invitational) is also a hand you would pass if you were first to bid)
- if partner opens 1♥ and you would like to respond 1♠, 1♠ is not considered a comparable call (1♠ is unlimited so it is not a subset of hands you would pass if you were first to bid)

Example #2 (Bid out of Rotation):

You open 1♥ out of turn when it was actually partner's turn to bid. The auction reverts and partner opens 1♥.

- you are allowed to bid 2NT, game-forcing raise in hearts (Jacoby), with no penalty (a game-forcing raise is also a hand you would open 1♥ i.e. a subset)
- you are not allowed to bid 1♠ without penalty (a 1♠ response is not a subset of hands you would open 1♥)

Example #3 (Insufficient Bid):

Partner opens 2NT and you bid 2♣ Stayman.

- you are allowed to correct to 3♣, also Stayman (or even Puppet Stayman), with no penalty because it is a comparable call - it performs the same function as the withdrawn call

Example #4 (Insufficient Bid):

Partner opens 1NT, next hand overcalls 2♠, and you bid 2♦ intended as a transfer to hearts

- you are allowed to correct to 3♥ with no penalty because it is a comparable call (both showing hearts)

[continued next page]

2017 Changes to ACBL Laws of Duplicate Bridge (continued)

Example #5 (Call Withdrawn, Lead Restrictions):

Your RHO opens 1♠, and you overcall 1♥, insufficient

- You are first given an opportunity to substitute a comparable call without penalty. You decide, however, to pass and you end up passing for the remainder of the auction.
- If you and your partner are eventually defending, declarer may choose any suit (clubs, hearts, diamonds or spades) at your partner's first turn to lead and forbid him from leading that suit while he holds the lead.

Example #6 (Call Withdrawn, Lead Restrictions):

In a slightly different scenario, your RHO opens 1♠, and you overcall 1♥, insufficient

- You are first given an opportunity to substitute a comparable call without penalty. You decide, however, to pass. The auction continues, and you later raise partner's club bid.
- If you and your partner are eventually defending, declarer may choose any suit except clubs (hearts, diamonds or spades) at your partner's first turn to lead and forbid him from leading that suit while he holds the lead. Clubs are off the table because you legally bid clubs later in the auction.

Example #7 (Call Withdrawn, Partner Barred, Lead Restrictions):

Your RHO opens 2NT and you bid 2♥ insufficient (over 1NT, 2♥ shows hearts and spades)

- You are first given an opportunity to substitute a comparable call without penalty. But you do not have a call showing both majors over 2NT. You decide to bid 3♠ (note that because this is not a comparable call, partner must pass for the duration of the auction).
- Furthermore, if you and your partner are eventually defending, declarer may choose any suit except spades (clubs, diamonds or hearts) at your partner's first turn to lead and forbid him from leading that suit while he holds the lead. Spades are off the table because you legally bid spades later in the auction.

Here are a couple of additional changes that you might find of interest. As always, (🎵 Ghostbusters 🎵) who you gonna call ... the Director!

Law 12C: Awarding an Adjusted Score. The old standard for assigning "the most favourable result that was likely" to the non-offending side and the "most unfavourable result that was at all probable" to the offending side is gone. The current standard for assigning an adjusted score is: "The Director in

awarding an assigned adjusted score should seek to recover as nearly as possible the probable outcome of the board had the infraction not occurred." Assigning weights to different probable outcomes is permitted.

Law 57: Premature Lead or Play. Among the existing options declarer has when a defender leads before his partner has played to the current trick or plays out of turn before his partner has played, declarer may now also choose to require offender's partner to play a card of another suit specified by declarer. Note that this law does not apply in cases where the action of partner is a claim or concession of more than just the trick in progress. **So no more routinely following while partner is thinking about what to discard. It could turn out to be very costly!**

There are still plenty of fuzzy issues surrounding "comparable call" that are certain to be controversial. For example, if you open out of turn, can you later make a bid that does not guarantee an opening bid?

Consider these variations of Example #2 above (Bid out of Rotation) :

You open 1♥ out of turn when it was actually partner's turn to bid. The auction reverts and partner opens 1♠.

- You will certainly be allowed to bid 2♥ if you play 2-over-1 game forcing. But if 2♥ only shows 10+, will it be allowed?

You open 1♥ out of turn when it was actually partner's turn to bid. The auction reverts and partner opens 1♦

- Will you be permitted to respond 1♥ given that it only shows 6+ points and 4+ hearts, and does not show an opening bid with five or more hearts?

Or, suppose you open 1♥ out of turn when it was actually partner's turn to bid. The auction reverts and partner opens 1NT.

- Are you allowed to transfer to hearts (by bidding 2♦ Jacoby or even 4♦ Texas), even though you would make the same bid with much less than an opening bid?

In the weeks to come, it will be most interesting to see the new laws in action and to come to terms with their impact on how we play the game. Hang on to your hats ...

[Editors' Note: Your editors wish to acknowledge and extend their appreciation to ACBL Director Vince Lambert, of Edmonton, for reviewing this article and providing feedback.]