

The **Flying Pig Regional** is in full swing. We will return to our normal edition next week. In the meantime let's celebrate the newest Life Masters from the Flying Pig Regional to date:

Erwin Johnson - Cincinnati, Ohio

Kevin Smythe - Cincinnati, Ohio

Gail Arnow - Cincinnati, Ohio

Michelle A. K. Brosius -
Columbus, Ohio

Mary Karen Halmstad -
Brookfield, Wisconsin

Lois Louis - Louisville, Kentucky



These players and anyone else attaining Life Master Rank during the Flying Pig Regional gets their names engraved on the Pigasus Trophy and recorded on our tournament website. If you are interested in seeing more about the daily proceedings, check out the daily bulletins at

http://www.cincybridge.com/CFPR_Results.html

Tournaments

June 1-7 Cincinnati Flying Pig Regional

CBC CENTER CLOSED

NO Saturday Supervised Play June 6

DAYTON NON-LIFE MASTER SECTIONAL

June 13 & 14, 2015

Tournament Flyer at:

<http://www.mvba.com/wp-content/uploads/2015/04/June-2015-NLM-Sect2.pdf>

CBA Future Master Games

Mon 7PM < 2500

Tue 7PM NLM

Wed 11AM 0-10/Homestyle

Fri 11AM 0-10/NLM + Lecture

Sat 9:30 AM Supervised Play

Tuesday Night NLM Section Starts June 9 !!!

Get Ready for Tuesday Night! Starting Tuesday June 9, 2015, the 7:00 PM CBC Game will offer a Non-Life Master Section, replacing the 149er game. This is your chance to play evening bridge in a fun

environment. We Need You!!! To make this work we'd like to see 12 tables - that's 48 NLMs playing every Tuesday Night. Tom Mess (tmess7023@gmail.com) and Lou Temples (lew@powderalloy.com) will be guiding and promoting this game. Contact them with any questions.

10:30 Friday 2/1 Game Force Series

Phyllis Bishop's 10:30 2/1 seminar series continues:

June 12: 2/1 Part IV Responder's Second Bid

June 19: Review 2/1 with Quiz

June 26: Jacoby 2NT

July 3: New Minor Forcing

July 10: 4th Suit Forcing

Please come a little early as the seminar will start promptly at 10:30!!!

Sat Sup Play Seminars – Play of the Hand Series

Seminars start promptly at 9:30:

May 30: NT Contract Play – Counting Winners

June 6: NO GAME due to Cincy Regional

June 13: Developing our Suits Before Opponents Establish Theirs

June 20: NT Contract Play - When to take Stoppers

You can view the entire series on the CBA website at:

http://www.cincybridge.com/NLM/Newcomers_Bridge.html

Have you filled out the evening bridge questionnaire?

The Unit 124 Board of Directors want to hear from you about what we might do to grow evening bridge games. Please fill out the questionnaire at:

<http://www.cincybridge.com/20150510-Evening-Bridge-Questionnaire.doc> and e-mail your answers to moesefamily@aol.com or deposit your responses in the ballot box at the CBC. We need your ideas!

TEAMS - First let's talk about team bridge. In team games 8 people play at any one time – 4 from each

team (a team can have up to 6 players). One pair sits EW and one pair sits NS for each team. We play the same hands at each table. We compare results hand by hand, creating a net raw score. We convert the raw score to International Match Points (IMPs). The total IMPs score determines the match winner. IMPs reduce the distortions caused by very large total point results on the overall score. Imagine how unfair it would feel to win 23 hands by an average of 100 points only to lose the match by suffering a one hand negative score of 2800 points. You can see the IMP scale in the inside of any convention card.

Contrast this with Match Points, where scoring is based on the number of other pairs we beat. Team bridge puts a premium on bidding vulnerable games, avoiding large negative scores (aka telephone numbers), and avoiding double partial swings (both pairs from the same team earn a small positive result, either from making two different contracts, or more likely one stopping in a partial while opponents get set in a game). We avoid doubling low level contracts and taking speculative sacrifices.

Knockout Teams are where 2 teams play an extended match (usually 24 hands in a Regional tournament). The winner moves on to the next round, and the loser drops from the event.

How can you get involved in team bridge? First find an interested partner, and teammates. The Cincinnati Bridge Center has team games every 1st and 3rd Thursday Evening. Join the fun. It doesn't matter that you've never played teams before. You'll catch on quickly and there are many people there willing to help. Then look for a nearby tournament and bring your team to play. Remember any director or partnership desk will work hard to find you a suitable teammates given enough advance notice. You can also join one of the Mentor Team Games.

Hand of the Week - Steve Moese

This hand comes from the Tuesday Knockout Teams. You dream of playing against the best in the world and wonder how you might do given the chance. Well here you are – your team has managed to make

it to the semifinals (4 teams remaining) of the Regional Knockout Teams. To your left sits Matt Granovetter and to your right sits Roger Bates. Both Grand Life Masters and World/National Champions many times over. And you thought you'd never get the chance. Then this hand comes.

Bidding – You sit South. Partner starts with a pass. So does your Right Hand Opponent (RHO). What do you choose to do? 11 HCP and 1 ½

♠	A J
♥	K J 10 6 3
♦	Q 10 5
♣	7 4 3

Quick Tricks is usually not enough to open the bidding. However you are in 3rd seat and this is a team game, so every point counts. You venture 1♥ and hear Left Hand Opponent (LHO) make a takeout double. Partner jumps to 2 NT – this is a convention called Jordan. Over the opponent's takeout double a jump to 2 NT is a game invitation or better with 4 trumps. Since partner passed originally, the hand won't be much better than a simple invitation. RHO interjects 3♣ and you choose to pass – your hand is a minimum and not worthy by High Card Points or loser count to bid game in ♥. LHO passes and partner raises to game! All pass. Here is what you see:

Looks like both you and partner were aggressive. However this form of aggression is more common in teams to earn the all important Vulnerable Game bonus and the extra 10 International Match Points a game can earn. Partner's limit raise is reasonable, and the push to game is a stretch. North's hand values to 11-12 Support Points. South's hand

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

values to 11-12 Support Points. We have work to do. The opening Lead is the ♦A (A from AK).

The Plan: We count 4 losers, one in each suit. However we have only 3 top winners. Notice that the ♣ loser is a slow loser – we lose it only if we get to the 3rd round of the suit. Eliminating slow losers is one good way to limit the defense.

