



BLUE RIDGE BRIDGE



March 2012



Way to go, Kathie!

Chances are, if Kathie Swaringen hadn't moved from Salisbury, NC, to Asheville, she would have been chosen a Goodwill winner for Unit 169, where she served on the unit board and chaired several sectional tournaments. Their loss was our gain!

Kathie Swaringen is the 2012 honoree from Unit 171 to the District 7 Goodwill Committee. She will be feted, along with the winners from the other units in the district, at the Goodwill Event in Raleigh on May 26.

For several years, Kathie has served in a number of capacities. She is a director and teacher at the Asheville Bridge Room, where she serves on the board as representative for all the directors. She also has served on the Unit 171 board for several years, and is presently an alternate on that board. She has chaired two of our sectional tournaments and has served on the unit Christmas party committee. She's always at the front of

the line when duties are assigned.

Kathie loves the game of bridge and has brought along many newcomers. She has been teaching for several years and has developed her players so well that they are now able to play in the open games. She instills in them the love of bridge, the desire to compete, and the urge to improve. About once a month, she hosts a popular lunch game on Thursdays.

On a personal level, Kathie is one who CARES. When a player is ill or has some other problem, she's there to help – and with a smile. She performs many kindnesses away from the bridge table, and the players love her for it.

She observes the laws and ethics of the game, competes eagerly, and is always fair. She is gracious in either victory or defeat. She is a pleasant director, partner, or opponent, always exhibiting good manners. She is pleasant, whether playing or directing, and a strong proponent of Zero Tolerance. Kathie personifies GOODWILL. We thank her for her many contributions to bridge and for making the game nicer for all of us.

Julie Murphy
Chair, Unit 171
Goodwill Committee

New Game in Town

On February 26, 2012 a mentoring game was launched at the Hendersonville Bridge Club (HBC). The inspiration for this game came from our Unit 171 Board. Jack Andrews, as Unit President, and fellow board members felt that a mentoring game would do much to enhance the bridge experience for both the more experienced player and those not quite so experienced within our Unit. They encouraged anyone interested to develop a pilot project to foster the enjoyment of playing bridge in Western North Carolina.

Open level players have volunteered to play with less experienced players a minimum of twice a month for six months. The mentoring pairs will play together in a once a month game (4th Sunday of the month) directed by Barbara Doster and one other game a month. Every Sunday game will have a special rating so points for winners will be generous.

The unique model for the Sunday game being used at HBC was developed by Barbara Doster and Marsha Feldman with input from other directors and players. Eighteen boards will be played, allowing time for discussion at the table of each board after it has been

played. Should a pair have a sit-out, with permission they will kibitz at a table playing boards that they have already played.

Presently there are 24 pairs signed up; it is hoped that the game will grow as more people become aware of this innovative game. If you are interested in participating either as a mentor or a mentee contact Barbara at bhdoster@bellsouth.net or Marsha at mfeldman47@gmail.com. You will be asked to complete a mentor or mentee registration form (found on the educational table at HBC or available by e-mail) and give/send it to either Barbara or Marsha. If you would like to see how the game is run please join us on the 4th Sunday of the month to kibitz (the date will change in April and May because of big tournaments). Be careful though, you might be put to work!

Marsha Feldman

SO THEY PSYCHED ?

A psychic bid is a lie. It grossly misstates the strength of one's hand or distribution in a particular suit. You can find an interesting write-up in the Encyclopedia of Bridge or online - Google "psychic bid in bridge."

Walt and I were playing in a sectional Open Pairs. I opened the bidding 1♥ and LHO overcalled 1NT. His partner dutifully said "15 - 17". They

bid to 4♠, and Walt took a phantom sacrifice to 5♦. They weren't quite going to make their bid, but on the auction, it looked like they would. As it turned out, they had a defensive accident and Walt made 5 doubled for a nice top. So what's this story all about?

This player is one of a group who routinely use 1NT overcalls with weird distributions and sometimes outside the announced point range. The problem is not the psych, which is legal under ACBL rules. The problem is that, when a particular psych is used regularly, partner of the psycher is alert to the possibility that his partner may not have his bid. In this case, the NT overcaller held ♠9862, ♥KQJ2, ♦6, ♣AQJ7 - a tidy 13-count with 1 small diamond.

I was probably just going to let it go again, as their shenanigans misfire so often, especially if their opponents have the systems to handle the psyches. But, when Walt said to the psycher, "you had a stiff diamond," the fellow made a snarky comment: "It happens." Now, we have ATTITUDE along with the psych. So I talked with the director about it and he subsequently talked with the players. When we played against them the next day, their behavior was perfect.

One of the bothersome things about this is that such tactics are often used against players

who are perceived to be weaker. The tactic often works, but it is an unsporting way to play bridge.

For many years, I've watched top players every chance I got. The only psych I recall was in a late round of a national championship I was watching on Bridge Base Online. After two passes, Opener bid 1♥. Our hero, with a minimum 2♥ raise, bid 1♠, confident that the opponents would balance with a double (or some suit) and he could run to 2 hearts, thus keeping them out of their spade partial. It didn't happen. He ended up playing 1 spade and took a well-deserved loss on the board.

If this happens to you, you should inform the director. Further, a report (showing the hand and identifying the players) should be filed with the Recorder. (We have two - see page 1 of your directory. This establishes a paper trail in the event that partners get a little too tuned in to each other's psyches.

Even better advice is for you not to psych. It is the number one destroyer of partnership confidence, and it tends to make opponents angry also. Even if a psych is occasionally successful, it's not worth the price.

Julie Murphy
Unit 171 Conduct & Ethics Chair

Director Please!

Dummy's Rights and Wrongs

When our boys were little I was a sub for the neighborhood bridge group. I wanted younger son Wade to be introduced to bridge: at 8 he was already playing chess with great success. He went with me to the game. There were only 7 players, so the "short" table asked that the dummy come help them with their first hand. My partner was declarer so I went to the other table. As luck would have it, my original table asked that dummy come to their table and my new partner was declarer so I changed tables again. A couple of minutes later I looked around but could not find Wade. When I got home I asked why he had gone home so quickly. His eyes got misty and he said "But Mom, they kept calling you DUMMY!"

According to our laws, Dummy has specific responsibilities during play of the hand. He is able to try to keep declarer from making an error. He can ask partner if he is out of a certain suit: "You have no clubs?" or "Are you heartless, partner?" He is able to attempt to prevent declarer from leading from the wrong side. Once declarer has erroneously played a card or called for a card from dummy, it is too late for "prevention", the infraction has occurred – Dummy should remain quiet. If an opponent turns a card so

quickly that Dummy does not see it, he can ask to be shown the card as long as at least one other card is still exposed. THAT'S ABOUT IT for Dummy's rights.

Many players have developed BAD dummy habits, for which penalties can be assessed. The entire world may know that Declarer plans to trump a card in dummy, but Dummy may NOT begin to reach for a trump card until Declarer calls for it. If Declarer leads a high card, everyone knows he plans to play a small card from dummy, but Dummy may NOT reach for any card. Dummy cannot help Declarer by saying things like "The board is good." PLEASE call the director if these things happen at your table.

Dummy cannot call attention to an infraction (such as a revoke) until the hand is completed. Recently at a tournament Dummy asked an opponent if he had failed to follow suit on a previous trick, saying "Show me the card you played on that trick" – and then he called the director! Director looked at the cards, ruled that the revoke did not change the play at all and denied giving an extra trick to Declarer. No penalty – oh, I meant "rectification"!

Barbara Doster

Upcoming Unit 171 Sectionals

Highlands – May 10-12
Asheville – June 29-July 1
Hendersonville – July 13-15
(Non-LM)

Defense to Two-Suited Overcalls (Part 1)

by Peter J. Ashy

The two-suited overcalls such as Michael's Cue Bid and the Unusual No-trump are obstructive bids. A partnership should have some methods to counteract such obstructive tactics.

W	N	E	S		W	N	E	S
	1♦	2♦	?		1♠		2NT	
	(A)					(B)		

In A, North opened 1♦ and East made a two-suited overcall showing at least five cards in each major suit. This is a Michael's Cue Bid.

In B, North opened 1♠ and East made a two-suited overcall showing interest in the minor suits. This is known as the Unusual NT bid. Both bids are generally obstructive bids; that is, they show SHAPE rather than STRENGTH.


The recommended option as DEFENSE to example A are as follows:

Option 1: A higher-ranking cue-bid shows invitational values or better in North/South's higher ranking potential suit. Sitting South, you would bid 2♠ holding:

♠	♥	♦	♣
A9	653	AQJ97	K73

Your partner, North, is expected to treat this bid as an invitational (limit) raise to diamonds and bid accordingly. If North retreats to 3♦, then the recommended re-bid would be 3♠ showing values in spades.


Option 2: A lower-ranking cue-bid shows invitational values or better in North/South's lower ranking potential suit. Sitting

South, you would be 2  holding:


   
 46 K5 987 AKJ1064

Option 3: A DOUBLE suggests the desire to penalize RHO in at least one of his suits (maybe both) and requests an opportunity to do so. Sitting South, you would Double holding:


   
 KJ106 AJ84 93 876

Option 4: The immediate raise of partner's suit, simply competitive, with no game interest. Sitting South, you would bid 3  holding:

   
 432 93 AQ1098 876

Option 5: Responder bids the fourth suit (new suit). Normally this bid is forcing; however, since there is a lower-ranking cue-bid option available to show game interest, this bid is non-forcing. Sitting South, you would make an immediate bid of 3  as a non-forcing bid, holding:

   
 76 82 Q8 AQJ9765

Option 6: A jump in either RHO's suits implies a splinter raise, showing game values with four plus support for either minor and shortness in the bid suit. Sitting South, you would bid 3  holding:

   
 2 K3 AKJ1087 KQ109

In the next issue, the defense for Unusual No-trump will be discussed.



Special Games March-April



<u>Location</u>	<u>Day/Month</u>	<u>Type of Game</u>	<u>Location</u>	<u>Day/Month</u>	<u>Type of Game</u>
Asheville	Sat., Mar. 17	Club Championship	Hendersonville	Mon., Mar.12	Charity Game
	Wed., Mar. 21	International Fund		Wed., Mar. 14	Club Championship
	Thurs., Mar. 22	International Fund		Thurs., Mar. 15	Charity Game
	Tues., Mar. 27 (eve)	Club Championship		Mon., Mar. 19	Club Championship
	Thurs., Mar. 29	Shark/Minnow Game		Tues., Mar. 20	Charity Game
	Sun., Apr. 1	Open Game		Sat., Mar. 24	Over/Under Swiss
	Wed., Apr. 4	Club Championship		Sun., Mar. 25	Club Championship
	Sun., Apr. 8	Over/Under Swiss		Wed.,Mar.28	Charity Game
	Sun, Apr. 15	Open Game		Fri., Mar. 30	Club Championship
	Wed., Apr. 25	Junior Fund		Thurs., Apr. 5	Charity Game
	Fri., Apr. 27	Charity CC		Sat., Apr. 7	Charity Game
	Sun., Apr. 29th	Mentor/Mentee		Tues., Apr. 10	Charity Game
				Fri., Apr. 13	Charity Game
				Sat., Apr. 14	Dave's Deli
				Wed., Apr.25	Charity Game
				Mon., Apr.30	Charity Game