

Lawson Bridge Studio News April 2020

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Club Games – Rates are for each player

Games: 6:20 pm at Ann Sather's Restaurant, 909 West Belmont Ave, Chicago, IL

Apr 1	No Game, Safety from COVID-19	May 4	Open Pairs Grass Roots Fund Month—\$13
Apr 6	No Game, Safety from COVID-19	May 6	O/I Pairs Grass Roots Fund Month—\$13
Apr 8	To Be Announced (TBA)	May 11	Open Pairs District 13 STaC 2005506—\$14
Apr 10	TBA	May 13	O/I Pairs District 13 STaC 2005506—\$14
Apr 15	TBA	May 18	Open Pairs Grass Roots Fund Month—\$13
Apr 17	TBA	May 20	O/I Pairs Grass Roots Fund Month—\$13
Apr 22	TBA	May 25	No Game Memorial Day
Apr 24	TBA	May 27	O/I Pairs Grass Roots Fund Month—\$13
Apr 29	TBA		

In light of the Shelter-in-Place order there will be no games before April 7th. However, we don't know when we will be able to hold games again, thus the To Be announced. Also see the www.bridgeinchicago.com for the latest closing of games.

ACBL Convention Charts: Before presenting the Open Chart, the following are the Definitions:

Note: When using this, thinking, judgement, playing style, and partnership agreements must be considered as these are guidelines as are most rules. Card situations will dictate what you need to do when applying. However, we do need a set of conditions and definitions for establishing the Charts.

A group of four numbers separated by equal signs (=) denotes an exact suit distribution. For example: 5=4=3=1 denotes five spades, four hearts, three diamonds, and one club. A group of four numbers separated by hyphens (-) denotes any of the exact distributions matching that general pattern. For example: 4-3-3-3 represents: 4=3=3=3 or 3=4=3=3 or 3=3=4=3 or 3=3=3=4.

Definitions #1-4 below have specific meanings that may vary from commonly understood meanings or may not have previously been defined. Definitions #5 and higher likely match common understandings of the term, but are still defined here for specificity and clarity. Definitions #5 and higher appear alphabetically.

1. Hand strength:

- a. **"Weak"**: A hand that contains less than Near Average Strength.
- b. **"Near Average Strength"**: A hand that has at least 8 HCP or meets the "Rule of 17".
THE RULE OF 17: When partner opens 2 ♠ or 2 ♥, add your HCP to your number of trumps (partner's suit). If the total is less than 17, there is no game. If the total is 17 or more, you can explore game. (If it is really high, you might just bid game or slam).
- c. **"Average Strength"**: A hand that has at least 10 HCP or meets the "Rule of 19".
Note: I could not find any information about this rule
- d. **"Strong"**: A hand that contains:
 - i. at least 15 HCP; or
 - ii. at least 14 HCP and meets the "Rule of 24"
Rule of 24 (Losing Trick Count): Losing trick count is a method of evaluating the hand to determine the proper bidding level. The method is most effective with unbalanced hands with an eight-card or better trump fit when the two hands have different distributional patterns. The Rule of 24 goes as follows.
STEP 1: Count your losers and assume seven losers in your partner's hand. Rule: 24-7-(Your losers) = Number of Tricks. Reduce the number of tricks by six to determine the level of the bid.
STEP 2: Partner will correct the bid with fewer than seven losers.
Note: Only the first three cards in each suit are considered when counting losers in each suit. With three cards, only the A, K, and Q are not losers. With less than two cards, then AQ=., Kx=., KQ=1, K=1, Q=1, Qx=2 represent losers.
- iii. at least 5 Control Points and is within one trick of game assuming suits break evenly among the other hands.
- e. **"Very Strong"**: A hand that contains:
 - i. at least 20 HCP; or
 - ii. at least 14 HCP and is within one trick of game assuming suits break evenly among the other hands.
 - iii. at least 5 Control Points and is within one trick of game assuming suits break evenly among the other hands.

2. "Natural":

- a. Any opening bid, response, or overcall in a suit at the one-level showing 4 or more cards in the suit bid, except as provided in 2(f) and 2(g).
- b. Any opening bid at the two-level or higher showing 5 or more cards in the suit bid.
- c. Any response or rebid in a minor at the two-level or higher showing 3 or more cards in the suit bid.
- d. Any response or rebid in a major at the two-level or higher showing 4 or more cards in the suit bid.
- e. Any suit overcall at any level showing 4 or more cards in the suit bid.
- f. A 1C opening bid showing 3 or more clubs. This opening may also include exactly 4=4=3=2 shape.
- g. A 1D opening bid, overcall, or response showing 3 or more diamonds.
- h. A NT opening bid or overcall that contains no voids, no more than one singleton, which must be an ace, king, or queen, and that does not contain 10 or more cards in two suits combined.
- i. A call is still Natural if it also shows distribution in another suit.
- j. A pass, double, or redouble is Natural if it suggests the current contract as the final contract.
- k. After the opening bid any bid is Natural if it suggests the contract bid as the final contract.

THE RULE OF 17: When partner opens 2♣ or 2♥, add your HCP to your number of trumps (partner's suit). If the total is less than 17, there is no game. If the total is 17 or more, you can explore game. (If it is really high, you might just bid game or slam).

Rule of 24 (Losing Trick Count): Losing trick count is a method of evaluating the hand to determine the proper bidding level. The method is most effective with unbalanced hands with an eight-card or better trump fit when the two hands have different distributional patterns. The Rule of 24 goes as follows.

STEP 1: Count your losers and assume seven losers in your partner's hand. Rule: $24 - 7 - (\text{Your losers}) = \text{Number of Tricks}$.

Reduce the number of tricks by six to determine the level of the bid.

STEP 2: Partner will correct the bid with fewer than seven losers.

Note: Only the first three cards in each suit are considered when counting losers in each suit. With three cards, only the A, K, and Q are not losers. With less than two cards, then AQ=., Kx=., KQ=1, K=1, Q=1, Qx=2 represent losers.