

Lawson Bridge Studio News May 2013

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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 773-348-2378

May 1	I/N Pairs—\$10	Jun 3	Open Pairs Grass Roots Fund —\$11
May 6	Open Pairs STaC District 13 —\$12	Jun 5	I/N Pairs Split Site Pairs L306123A —\$10
May 8	I/N Pairs STaC District 13 —\$12	Jun 10	North American Pairs Qualifying —\$11
May 13	Open Pairs Grass Roots Fund —\$11	Jun 12	I/N Pairs Grass Roots Fund —\$11
May 15	I/N Pairs—\$10	Jun 17	North American Pairs Qualifying —\$11
May 20	Split Site Open Pairs L305123B —\$10	Jun 19	I/N Pairs—\$10
May 22	I/N Pairs Grass Roots Fund —\$11	Jun 24	Swiss Teams Club Championship —\$10
May 27	No Game Memorial Day	Jun 26	I/N Pairs Club Championship —\$10
May 29	I/N Pairs—\$10		

Cub Games in May

Baseball season is here so traffic may be snarled on these May Cub home dates:

Monday 1:20 pm game:

Wednesday 1:20 pm game: May 8

Monday 7:05 pm game: May 13

Wednesday 7:05 pm game: May 1, May 22, May 29

Some Bridge Jargon

- ♠ Is it a **Bid** or a **Call**? The Laws of Duplicate Bridge makes a distinction between these terms.
 - ♥ A **Call** is a Bid, Pass, Double, or Redouble.
 - ♦ A **Bid** is a potential contract by stating a denomination or strain (ranking Clubs, Diamonds, Hearts, Spades, or No Trump from the lowest to the highest) and the level (number of tricks to be taken: 1 through 7 after **Book**). In partnership agreements a **Bid** may convey other meanings than a potential contract: sometimes it needs to be **ALERT**ed and other times not. Each subsequent **Bid** names a higher ranking suit and/or level than the previous bid.
 - ♦ A **Pass** is a **Call** indicating that the player does not want to name a potential contract or change the previous contract. In partnership agreements a **Pass** may convey other meanings and will need to be **ALERT**ed.
 - ♦ A **Double** is a **Call** after the last preceding bid by an opponent; no other call than **Pass** may intervene. The meaning is established by the partnership, the position in the call rotation, and previous bids.
 - ♦ A **Redouble** is a **Call** after the last preceding **Double** by an opponent of who made the **Double**, typically by the **Responder**. No other **Call** than **Pass** may intervene.
 - ♣ When there are infractions in the use of **Calls** and **Bids**, the restitution of equity (commonly referred to as penalties) in these situations are different.
- ♠ What is **Book**?
 - ♥ The first *six* (6) tricks that declarer is to take before counting tricks for the level of the bid.
 - ♥ The number of tricks that the opponents need to hold declarer to the contract.
- ♠ Who is **Opener**?
 - ♥ The **Opener** is the first player to make a **Bid**; only Passes may precede this by other players starting with the Dealer. Dealer makes the first call with either a **Pass** or a **Bid**. If dealer makes a bid, then he is **Opener**.
- ♠ What are the other positions named after the **Opener**?
 - ♥ The partner of the **Opener** is the **Responder**.
 - ♥ The first opponent making a **Bid** or **Double** is the **Overcaller**. This may be either the right-hand or left-hand opponent of the **Opener**.
 - ♦ An **Overcall** is the first **Bid** by an opponent after **Opener's Bid** unless an opponent intervenes with a **Double**.
 - ♥ The **Overcaller's** partner is the **Advancer**.
- ♠ When are the **ALERT** and **STOP** cards to be used?
 - ♥ **ALERT** card is used to inform the opponents that the bid conveys a meaning other than what they may expect. What bids which are to be alerted and when is designated by the ACBL in the Convention Chart.
 - ♦ **ANNOUNCEMENTS** are a form of **ALERT** that does not need the **ALERT** card, but informs the opponents of specific meanings of selected bids indicated by blue on the ACBL Convention Card.
 - ♥ **STOP** card is used when a level of bidding is going to be skipped. The player places the card on the table and then places the bid card on the table. The **STOP** card is placed back in the bidding box and the next player is to wait ten seconds before making a call. The intent is to avoid unauthorized information between the opponents.