

# Lawson Bridge Studio News April 2023

Jerome "Jerry" Scholle, editor [lawsonbridgestudio@gmail.com](mailto:lawsonbridgestudio@gmail.com) 773-209-7089

## Club Games – Rates are for each player

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

Apr 3	<b>Charity Club Championship</b> —\$14	May 1	<b>District 13 STaC</b> —\$15
Apr 5	<b>Charity Club Championship</b> —\$14	May 3	<b>District 13 STaC</b> —\$15
Apr 10	<b>CHICAGO NABC FUND RAISER</b> —\$14	May 8	<b>Grass Roots FUND</b> —\$14
Apr 12	<b>CHICAGO NABC FUND RAISER</b> —\$14	May 10	<b>Grass Roots FUND</b> —\$14
Apr 17	<b>Charity Club Championship</b> —\$14	May 15	<b>Grass Roots FUND</b> —\$14
Apr 19	<b>Charity Club Championship</b> —\$14	May 18	<b>Grass Roots FUND</b> —\$14
Apr 24	<b>Charity Club Championship</b> —\$14	May 22	<b>Grass Roots FUND</b> —\$14
Apr 29	<b>Charity Club Championship</b> —\$14	May 27	<b>Grass Roots FUND</b> —\$14
		<b>May 29</b>	<b>No Game Memorial Day</b>
		May 31	<b>Grass Roots FUND</b> —\$14

## **Cub Games in April:**

Baseball season is here so traffic may be snarled on these April Cub home dates as per the published Cub's schedule. If there are changes due to weather etc., I will not be aware of these:

Monday 6:40 pm game: **Apr 10**

Wednesday 1:20 pm game: **Apr 12**

Wednesday 6:40 pm game: **Apr 26**

## **Bridgemate App for Players:**

The club has installed the software only on Jerry's laptop for individual players to use the Bridgemate App which allows the players to see how they have done after each round but not during the round. No opening leads (We don't record these on the Bridgemate scoring units during the game.) or hand records will be available to the players during the game. These aspects prevent cheating during the game. Thanks to Paul Prez and Bridgemate.us for helping Jerry to establish this feature for the players if they want. To use the app the player needs to create an account with the Bridgemate App, <https://www.bridgemate.com/app/>, using their ACBL player number. The app then notifies the club that a player has registered asking for validation by the club. Club approval is by verifying the player's ACBL player number as a club player.

## **COVID-19 Update:**

Since Cook County COVID-19 risk level has remained low for February and March, I will no longer report on the COVID-19 risk level unless something changes. In addition, for the zip codes that I track, the new cases have remained flat over the past two months. Masks will remain optional as to whether to wear or not wear, depending on your comfort level in your activities. Masks will be beneficial with the other virus and allergies circulating this summer.

## **Ranks Used in a Game:**

Ranks, also known as Strata, used in a game depend on the number of tables and players' masterpoints. These are assigned to individual games as follows:

1. The breakpoints maybe determined:
  - a. By the player with the highest masterpoint, or
  - b. By the average of the players, This is typically used for team games for equalizing the teams. It is becoming more common also for some special pair games.
2. For Pair games,
  - a. If 3 tables: then there is no rank or just Rank A for simplicity. More commonly also known as "Open".
  - b. If 4 tables: then Rank A for all players and Rank B for the five players with the lowest masterpoints. This varies with who the players are and their masterpoints. The limit is typically 1500 for the breakpoint. Since the typical breakpoints vary by 250 units there may be more that 5 in the Rank B at any one game. The 5 lowest players in the lowest strata is per an ACBL directive for stratifying games.
3. If 5 or more tables: then Rank A for all players, Rank B for all players less that the breakpoint excluding those above this value, typically 2000, and Rank C for the five lowest masterpoint players the typical breakpoint is 1000. Since the typical breakpoints vary by 250 units, the breakpoints will vary. The lowest breakpoint is typically 750 for non-life master players.
4. For Special games, such as STaCs, the breakpoints are assigned by the controlling unit. These are typically: open (i.e., all players), 2500, and 750. At tournaments, each type of game will have its own set of breakpoints dependent of the type of game.