Lawson Bridge Studio News July 2023

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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

Jul 3	**Grass Roots Fund**—$14	Aug 2	**QTR Club Championship**—$12
Jul 5	**Grass Roots Fund**—$14	Aug 7	**North American Pairs Qualifying**—$14
Jul 10	**North American Pairs Qualifying**—$14	Aug 9	**North American Pairs Qualifying**—$14
Jul 12	**North American Pairs Qualifying**—$14	Aug 14	**Unit 123 STaC**—$15
Jul 17	**No Game Chicago NABC**	Aug 16	**Unit 123 STaC**—$15
Jul 19	**No Game Chicago NABC**	Aug 21	**ACBL-wide Junior Fund (5 tables)**—$14
Jul 24	**North American Pairs Qualifying**—$14	Aug 23	**Grass Roots FUNd**—$14
Jul 26	**North American Pairs Qualifying**—$14	Aug 28	**North American Pairs Qualifying**—$14
Jul 31	**QTR Club Championship**—$13	Aug 30	**North American Pairs Qualifying**—$14

Cub Games in July:

Baseball season is here so traffic may be snarled on these July 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 7:05 pm game: **Jul 17, Jul 31**   Wednesday 7:05 pm game: **Jul 19**

NABC in Chicago July 13-23, 2023

♠ We will hold no games during this week.
♠ If you are playing in the Chicago Summer NABC, proof of vaccination is required.

Some Bridge Statistics (from Wikipedia)

♠ Number of possible different bridge hands considering each card in the deck—53.644×10^{27} (octillion)
♠ Number of deals if not considering the pip values of each card—37.478×10^{6} (million)
♠ The 39 hand patterns and their probabilities ranked by highest to lowest occurrence which form the basis for conventions along with the high-card count and the distribution counts for voids, singletons, and doubles.
♠ The number column shows the number of hands with that pattern when suits are considered.
♠   Highlights in the probability column show the percentage of hand patterns expected in hands.

Pattern	Probability	#	Pattern	Probability	#	Pattern	Probability	#
4-4-3-2	0.21551	12	5-5-3-0	0.00895	12	9-2-1-1	0.00018	12
5-3-3-2	0.15517	12	6-5-1-1	0.00705	12	9-3-1-0	0.00010	24
5-4-3-1	0.12931	24	6-5-2-0	0.00651	24	9-2-2-0	0.000082	12
5-4-2-2	0.10580	12	7-2-2-2	0.00513	4	7-6-0-0	0.000056	12
4-3-3-3	0.10536	4	7-4-1-1	0.00392	12	8-5-0-0	0.000031	12
6-3-2-2	0.05642	12	7-4-2-0	0.00362	24	10-2-1-0	0.000011	24
6-4-2-1	0.04702	24	7-3-3-0	0.00265	12	9-4-0-0	0.0000097	12
6-3-3-1	0.03448	12	8-2-2-1	0.00192	12	10-1-1-1	0.0000040	4
5-5-2-1	0.03174	12	8-3-1-1	0.00118	12	10-3-0-0	0.0000015	12
4-4-4-1	0.02993	4	7-5-1-0	0.00109	24	11-1-1-0	0.00000025	12
7-3-2-1	0.01881	24	8-3-2-0	0.00109	24	11-2-0-0	0.00000011	12
6-4-3-0	0.01326	24	6-6-1-0	0.00072	12	12-1-0-0	0.0000000032	12
5-4-4-0	0.01243	12	8-4-1-0	0.00045	24	13-0-0-0	0.0000000000063	4

♥ Yellow = 50.0%
♥ Green + the above = 76.8%
♥ Blue + the above = 99.0%
♥ Purple + the above = 99.9%
♠ Cell fill colors in the pattern column show the hand types:
♥ Balanced (light yellow fill) = 47.6%
♥ 3-suited (light green fill) = 4.2%
♥ 2-suited (light yellow fill) = 29.0%
♥ 1-suited (all not having a color fill) = 19.2%

Creating random deals:

♠ By hand the deck needs to be shuffled a minimum of seven times. Before the dealing machine I created the deals used by hand. 74 board sets (2664 hands) was showing random dealing. **One 24-board game has too few deals to know whether the deals are random or not.**
♠ The most common program today is BridgeComposer. I have used other programs in the past showing random deals. Again it takes a large number of deals to determine the programs are generating random deals.