# TAIERI BRIDGE CLUB NEWSLETTER



### **JUNE 2017**

#### **News from the Committee:**

- The club has purchased 3 new sets of boards which will hopefully stop cards falling out.
- If you are interested in the changes to the rules then there is a meeting on Friday 7<sup>th</sup> July, 7 pm at Otago Bridge Rooms.
- Eve is investigating getting more light on to the footpath outside the tennis clubs from the DCC.
- Our Taieri Pairs 5A tournament was well supported with 13 tables in attendance.
- For those of you that are Saturday players please note that there is a mistake in the programme book for 24<sup>th</sup> June. This is a normal bridge day.
- If you see some strange cars parked in our car park on the 2<sup>nd</sup> Wednesday of the month then don't panic. We have allowed some members from a small craft group to use our park to help alleviate the shortage of car parking in our area.
- With stringent health and safety rules the committee thought it prudent to let members know
  that we have a first aid kit on site but it only has very limited supplies. We are not allowed to
  administer first aid to anyone (that includes giving out Panadol) so perhaps have your own
  supplies on hand.
- Tournaments coming up:
  - Good luck to those attending Winton Intermediate or Junior Pairs on this weekend.
  - o July 2<sup>nd</sup> Oamaru Open 8B All Grades Tournament, entries close 27<sup>th</sup> June.
  - o July 8<sup>th</sup> and 9<sup>th</sup> South Island 20A Pairs at Otago Bridge Club
  - July 15<sup>th</sup> Gore Open 8B Pairs entries close by 11<sup>th</sup> July.

#### **Hints for Improving Players**

Counting is very important. One of the simplest aspects of counting is often neglected: —counting your tricks as declarer. Consider the two hands below

♠AKJ9	<b>♠</b> Q64
<b>♥</b> T94	<b>♥</b> K873
<b>♦</b> J64	♦ AKQ95
<b>♣</b> KJ8	<b>4</b> 7

You contract is 4♠ and A♥ is lead.

Should you draw trumps (they break), run diamonds, and take the K♥? Or should you try for an extra trick by leading clubs so that you can ruff a club before taking your top winners??

♠AKJ9	<b>♠</b> Q64
<b>♥</b> T94	<b>♥</b> K87
<b>♦</b> J64	<b>♦</b> AKQ953
♣KJ8	<b>.</b> 7

Same contract, same lead. Should you try to ruff a club? In the first case you should set about trying to ruff a club. You have 4 spades, 5 diamonds, and the K♥ on top. That is 10 tricks. A club ruff will give 11. In the second case you shouldn't bother. You have 11 top tricks and no matter what you discard on the King diamonds you can't avoid losing either two hearts or a heart and a club.

#### **New Rules**

The rules have been revised and the new rule book comes into effect on 1 August 2017. There are not a lot of drastic changes, but rather a leaning toward rectifying rather than penalising errors. There are a couple of rules which have not changes and less mistakes would be made if all players would remember to apply them:

**Law 7A**: When a board is to be played it is placed in the centre of the table properly oriented and left there until play is completed. – Why be so pedantic some of you may say but as usual there is a good reason for this which is the board separates all four hands and by keeping it in the correct orientation it will ensure that the cards don't get put in the wrong pockets.

**Law 45B**: Declarer plays a card from dummy by naming the card - there are a couple of reasons why this is preferable. First of all if you name a card and accidentally make a mistake there is less uncertainty about your intentions whereas you touch a card it may be trickier to say which card you intended to pick first. Once you've touched a card it is considered a played card. Secondly – dummy should never play a card without instruction (even when it is a singleton) as it can disrupt the declarer's train of thought. There are excepts to this rule like when the declarer is visually impaired and needs the card so close that it would be too hard for dummy to play the cards, or if dummy is hard of hearing. As an afterthought to this it is also to be mindful to call cards in a discreet way so that table close by cannot gain an advantage by hearing which cards are in dummy.

## **A Matter of Priority**

A man has a severe heart attack and is rushed to the hospital emergency room. The admitting nurse says, "I'm sorry, you'll have to wait in line." "But I might be dying!" says the man. "Sorry, a doctor will see you when one is available."

Then an ambulance races up with its siren blaring, and a woman is carried in on a stretcher. A paramedic explains, "She was in a terrible accident and has just stopped breathing." I'm sorry," says the nurse, "she'll have to wait in line."

Next a guy walks in without assistance, whispers something to the nurse and is taken immediately to the examination room, surrounded by doctors. "What's this?" says the first man. "How come he goes right in?" "Oh," explains the nurse, "he's a bridge player and his partner just passed him in a cue-bid."

## **Housekeeping**

Just a friendly reminder that it's not easy being a director especially at the start of the session. What can you do to help? It is really helpful if you can turn up at least 5 minutes (10 minutes is better) before the start of play. This allows for any extra players to be called in without keeping the whole room waiting. It also allows for the movement to be decided, the number of boards to be played to be considered, plus the placement of such. Speaking from experience there is nothing more frustrating than getting everything sorted and then and extra pair turn up and you have to start over. Don't forget to make contact with next week's partner the week or night before just to be sure.

# Happy bridging -!!!!