

**SPECIAL REGIONAL ISSUE 2014 ACBL UNIT 430**

# **Matchpointer**



**DELTA-BURNABY HOTEL & CONFERENCE  
CENTRE  
SITE OF THE 2014 VANCOUVER REGIONAL**

## MESSAGE FROM THE PRESIDENT MARCH 2014

The 2014 Vancouver Regional sponsored by ACBL District 19 will be coming up shortly and will take place at the Delta Burnaby Hotel and Conference Centre, 4331 Dominion Street, Burnaby (near Willingdon and Canada Way) from April 7-13. There should be ample parking for players and there are a significant number of restaurants within a short (driving) distance. For those so inclined, the playing site also has a casino within the premises. Please note that game times for the two session events are at 10:00 am and 3:00 pm. There is also a session each evening at 7:30 pm, primarily comprising side games and single session Swiss Team events.

Upcoming Unit 430 events include the following:

- The spring Mentor-Mentee game on Saturday, May 17 at noon at the VBC.
- The Spring Sectional, May 30-June 1 at the Engineers' Hall in Burnaby. The Unit 430 Annual General Meeting and the election of Unit Board Members will be held between sessions on Saturday, May 31 at this tournament.
- The summer Mentor-Mentee game on Saturday, August 9 at noon at the VBC.
- The Evergreen Sectional, August 29-September 1, also at the Engineers' Hall
- The Fall Future Stars Sectional, October 11-12, at the Vancouver Bridge Centre

The Canadian Bridge Championships will be held in Calgary from May 3-10, except for the Canadian Women's Teams Championship (CWTC) which will be held in Edmonton later in the summer. While some team events had an entry deadline which has passed, other events like the Canadian Senior Teams, the Canadian Imp Pairs, and the Canadian Open Pairs are open to all players.

The District 19 Sectional Tournament at Clubs (STAC) will be held from June 2-8. Check with your favourite club to see whether it will be participating in the STAC for some or all of their weekly games.

There are also Unit 430 Monthly Unit Games, held at the VBC at 7 pm on the first Saturday of each month.

An additional opportunity for players to find competition is at the BC SENIORS GAMES, which will be held in Langley from September 9-13, 2014. The Zone 4 Duplicate and Social Bridge qualifying games will be held at the Vancouver Bridge Centre, 2776 E. Broadway, Vancouver on Saturday, April 19 at 1:00pm. To compete in these games, a person must be 55 years of age. For more information, please contact Rhoda Tafler, 604-273-6980, or at rtafler@shaw.ca.

Draft revisions to the Unit 430 Bylaws may be found on the Unit's website ([www.vancouverbridge.com](http://www.vancouverbridge.com)). Most of the changes are relatively minor, in some cases correcting flaws or omissions in the current wording. It is intended that the amended Bylaws will be approved by the general membership at the aforementioned Unit 430 Annual General Meeting to be held on May 31.

Moving on, there are two items concerning our trophies: one trophy, the Jean Turnbull Mixed Pairs Trophy, a circular silver plate, went missing three or four years ago. Somebody 'borrowed' it and unfortunately forgot to return it. We would very much like to have it back for updating and display, and would appreciate any assistance which Unit 430 players can provide.

In the second case, no one has claimed entitlement to have their name inscribed on the Leo Steil Memorial Trophy for 2013. This trophy and related bragging rights will go to the player, aged 65 or older at the beginning of 2013 (born 1947 or earlier), who accumulated the most master points in Unit 430 sectional tournaments during 2013. The winner will be entitled to Six Sectional free plays. For those who think they may be entitled, please check the standings for the 2013 Phil Wood Trophy race (which is open to all players regardless of age; listing can be found on the Unit website) to see if you might be the highest ranking player who was born in 1947 or earlier. Discretion prevents us from asking how old you might be, for now.

Finally, a big thank you to those Unit Board members who did all of the work in making the recent Future Stars Sectional a success. Kathryn Shannon, Frances Corney, Gray McMullin, Rhoda Tafler and, especially, Maryellen Gallo did a wonderful job in planning the event, selling lesson packages, moving tables around, and supplying the lunches and other snacks throughout the two day event.

If you have any questions concerning the events in the Unit, or other bridge related questions (other than bidding and play problems), please feel free to contact me or other members of the Unit 430 Board. We will do our best to help you out.

**Peter Morse, President, ACBL UNIT 430.**

### **VANCOUVER REGIONAL (IN BURNABY) APRIL 7-13: A GAME FOR EVERYONE: By McBruce**

In 2012, the Vancouver Regional moved from North Surrey to Richmond, and the result was amazing, a turnout of over 1500 tables at the River Rock, more than anyone expected. This time, the tournament is in a more central location in Burnaby, at the Delta Burnaby Hotel and Conference Centre, alongside the Grand Villa Casino. Organizers are hoping for even more local support from the district's second largest city, and the possibility of a local regional every year instead of every two years depends upon whether local players can continue to support it. Here are answers to your questions on everything I can think of:

**Start Times:** Once again, the event schedule will feature mid-morning and mid-afternoon session times for most events, with evening session events separate.

10 am and 3pm are the start times for the main pairs games and knockouts. This is a slight change from 2012 when 2:45pm was the second session start time, and will allow players a little more time to get a light lunch. Many traditionalists will grumble about this change from the traditional 1 and 7 with morning separate, but bridge has moved from an evening game to a morning-afternoon game, and the evidence for this is in the table counts at local club games, not to mention the 30% increase in 2012, when the River Rock tournament was the first to run the morning-afternoon schedule in District 19 history. Expect to be finished by about 6:30 or so, enough time to grab a quick bite if you're playing all three sessions (evening sessions are all 7:30 starts), and late enough so that the worst of the rush hour traffic is over. Coming to the tournament should be easier for a 10am start from many locations than it was for the Richmond location in 2012. If you insist on playing evenings only, there are side games and team events restricted to the evenings. The main events, however, will be at 10 and 3.

**How to get there:** the site is about two blocks northwest of the corner of Willingdon (the north-south street which traverses central Burnaby) and Canada Way (the east-west street that meanders through Burnaby from the boundary with Vancouver all the way to New Westminister). There is a Willingdon exit off of the trans-Canada Highway which gets you to the intersection from the north. Coming from the US Border, the best driving route is to exit Highway 99 onto Highway 91 through Surrey, go over the Alex Fraser Bridge, then turn off onto Highway 91 A towards New Westminister, over the Queensborough Bridge. Take the first exit on the right, onto Stewardson Way and continue into downtown New Westminister to Eighth Street, and turn left up the hill past the Sky Train station. Eighth Street becomes Canada Way as you cross into Burnaby, and Willingdon is about five miles on from that point.

Whichever direction you approach Willingdon and Canada Way from, you'll want to go west onto Canada Way (or straight through if coming from New Westminister) and travel a block to Sumner Ave, then turn right, and prepare for a second right. The first street, Norfolk, has access to a parking lot across the street from the hotel, with a covered walkway across on the upper level; the second street, Dominion, leads right to the main entrance and past it to a small parking lot near to the playing area. Parking is free, both in the surrounding lots and in the parkade.

**By transit:** The 25, 130, and 123 routes go from Brentwood Sky Train Station to Canada Way and Willingdon. Cross the street to the northwest corner (Chevron station) and continue walking north, towards the bridge over the highway, on the west side of the road. Your last chance to turn left off the sidewalk that leads over the bridge will put you on a pathway that leads to the site. It is about a six minute walk from the main entrance to the bus stops at the intersection. The 129 route between Gilmore station and Burnaby Hospital also goes near the site, but that walk is about twice as long.

**Event Schedule:** There are six types of events: knockouts, open pairs, side games, Swiss Teams, limited point games (299er and Gold Rush pairs, B/C/D Swiss), and evening only events.

**Knockouts:** Four-session bracketed knockouts start on Tuesday, Wednesday, Thursday and Friday, continuing through to the next day, at 10am and 3pm. There is a two-session Compact Knockout on Saturday at 10 and 3. There is also one knockout of each type in the evening sessions; see below for details.

**Open Pairs:** There is a Charity Open Pairs at 7:30 Monday evening, and a two session Open Pairs every day from Tuesday through Saturday (10 and 3). The Saturday event is unstratified and consists of a qualifying session and a final session. The Wednesday event has only two strats, 2000+ and 0-2000; all other open pairs have a Flight B limit of 750-2000 (pair average, and we'll leave it to you to work out the A and C limits... in fact, you're going to see this gimmick throughout the article, because we know you can do the math... ). The Wednesday and Saturday events also have a concurrent 0-750 Gold Rush pairs.

**Side Games:** From Tuesday through Saturday, every session, 10, 3 and 7:30, will have an open side game. The five morning games are called "Series A," the afternoon games are called "Series B", and the evening games are called "Series C." Don't be fooled: all three series are open and the letter attached has nothing to do with stratification. All side games have a B Flight range of 750-2000 by pair average. If you play two or more games in the same series, you get an individual score for the series which is the sum of your two best scores (even if they are with different partners). The top players in each series will win gold point awards. But, there is no requirement to play more than one game in a series.

**Swiss Teams:** The two-session Sunday Swiss Teams begins at 10:00, and there are single-session Swiss Team events every afternoon and evening from Tuesday through Saturday (except for Wednesday evening, which is the first session of a Wednesday-Thursday evening Compact Knockout). The Friday Evening and Saturday Evening Swiss Teams are a two-session event; all others are single session games. If you lose a knockout match, your team will have an event to play in. A big change for this tournament is the addition of a Monday Afternoon session, which has a Charity Swiss Teams and a 299er Pairs at 1:00pm (the only 1:00 start time all week.)

**Limited Point Games:** Wednesday and Saturday are Gold Rush pair games. These two-session 0-750 games offer excellent chances for new players to win gold points. Both members of the partnership must be under 750, and there is a second strat for pairs under 300 by average. In fact, the typical Gold Rush game has a masterpoint average of 150-250 points per player, a bit of a step up for club 99ers or 49ers games players, but well worth it to get the feel of the tournament atmosphere and have a chance to win gold points. On Tuesday, Friday and Sunday, when there is no Gold Rush game, there are one-session

299er games on Monday Afternoon and Evening. Sunday's B/C/D Swiss has a limit of 2000 for all players, with a range of 500-1000 by team average for the middle flight.

**Evening Only Events:** Side Game Series C is the only pair game option for evening players (except for the Monday Evening Charity Pairs). The opening night knockout is a four-session evening knockout which will keep you playing after the sun goes down right through to Thursday if you are successful. A Wednesday-Thursday Evening Compact Knockout will catch some of the teams eliminated from the main knockout, and there are single session Swiss Teams on Tuesday and Thursday Evening, as well as a two-session Swiss on Friday and Saturday Evening.

As you can see, there is truly an event for everybody. Only the start times are a bit different from what tournament players are used to. But one nice dinner-for-ten at 7pm, with two hand records and fifty boards to discuss will convince you why this schedule setup is proving popular wherever it is tried. Or perhaps you're into a night of slots or blackjack or roulette or poker -- this too is an option with the main sessions of play done by 6:30. The site has all kinds of entertainment available, including several restaurants, a casino overlooking the freeway, and even a live showing of the Pacquaio-Bradley fight on Saturday night.

Make your plans to have fun and win points!

### **HENRY SMILIE**

Henry Smilie was an excellent player around for a long time who had a memorable personality and a variety of interests. He graduated from McGill University Law School in the 1920s and was for decades a prominent, effective lawyer, living to an age of around 90 despite having an even bigger tobacco habit than that which was usual to people of that era.

By the time the people who are still around knew him, he had formed the habit of using his car as sort of an office, filling it with the resulting levels of paperwork, etc. He was also well-known as a ballroom dancer. Long and lean, he was good looking in his youth. Having a pleasant, mild demeanour, he was compared to the sort of lawyers and businessmen played by Jimmy Stewart, also tall, in films. The ballroom dancing and required exercise may have made up somewhat for the heavy smoking and enabled him to reach an advanced age.

His cigarette habit combined with a sort of absent mindedness led to another memorable quirk, which was that the ash from his roll your own cigarettes would reach dangerous lengths and drop onto the bridge table. As people who have been around know, smoking was endemic to bridge games throughout most of the 20th Century. He often let the ash fall in his lap and did not care that much even though he was sartorially splendid, particularly by modern standards, since

it was always a well-cut jacket, with tie and natty waistcoat, but, unfortunately, few ties and waistcoats escaped unscathed from the resulting cigarette burn marks.

Henry also bridged the generation gap and was always friendly towards younger players, willing to freely lend a rolling paper without asking the nature about what was to be rolled. He was a character and a true gentleman according to the variety of people who knew him.



**Bryan Maksymetz (left) with other prominent local players, Martin Henneberger, Kelvin Raywood and Gray McMullin**

## **CANADIAN BRIDGE FEDERATION YOUNGSTERS PROGRAM 2013-14**

By Bryan Maksymetz, manager of the CBF Youngsters Program

The 2013/14 CBF Youngsters program has been a great success. We have more players under 20 years of age than we have had in recent years. For the first time, we have at least four girls in the program. The Canadian Bridge Federation will put together a program to train a Girl's team for the 2016 World Youth Bridge Championships.

The 2014 World Youth Bridge Championships will be held at Istanbul, Turkey from August 13th to 23rd, 2014. Canada will be sending two teams, Juniors (those 25 and under the year prior to the competition) and Youngsters (those 20 and under during the prior year). Bryan Maksymetz is coach of the Youngsters and Nader Hanna coaches the Juniors.

The Youngsters team selected included Xu Yang, Moncton, NB, Victor Lamoureux, Dartmouth, NS, Spencer McDonald, Kingston, ON, Jordan Hebbert, Kingston, ON; Xinyu (Bob) Feng, Moncton, NB Darien Cozart, Vancouver, BC,

We have been conducting training sessions on BBO twice weekly. We expect the Canadian teams to do well in Istanbul and will be working hard to achieve that end.

Please consider making a donation to the CBF Youngsters and Juniors by sending a cheque to the CBF: Ina Demme, 1 Pietro Dr. Maple, ON L6A 3J4, specifying that the money is for the CBF Junior/Youngster programs.

### PROFILE OF LOCAL PLAYER:

Darien Cozart, born 1994, who relocated here from Regina, Saskatchewan last year, has become a familiar player at the Vancouver Bridge Centre. He is participating in the IMP league, partnering with Ken LoChang, and is often seen playing with Jordan Tessarolo, who is slightly too old to be eligible for the Youngsters team but is likely to participate in the parallel Juniors division for those slightly older.

Cozart has been playing bridge for several years after learning other card games such as crib and troika from his childhood onwards. Though not yet enrolled at university, he has plans to study finance there in the future. He is looking forward to the trip to Istanbul in August to play in the World Championships.

### GIVE ME A HAND- By Jörg Schneider

Two interesting hands cropped up at the Vancouver Bridge Centre. The first one appeared at a Wednesday AM game. Not Vulnerable versus Vulnerable, I held:  
♠QJ95 ♥92 ♦AKQ85 ♣J8.

Partner dealt and opened one Spade. West passed. Discounting my doubleton Jack of Clubs, I bid a cautious (cowardly is more like it) three Diamonds. Partner, Four Spades, all pass.

The lead was the Queen of Hearts and, when I laid down my dummy, I got dirty looks from partner and boos from the rest of the crowd plus a free lecture on how I should have bid 2NT. Anyway, it went Heart to East's Ace, and five from partner. A heart was returned, and West was able to trump my partner's King. Making five. Now I felt very smug, but was voted down and told to get rid of that horseshoe. The full deal was as follows:

	♠QJ95 ♥92 ♦AKQ85 ♣J8	
♠863 ♥Q ♦T964 ♣QT652		♠4 ♥AJT87643 ♦32 ♣94
	♠AKT72 ♥K5 ♦J7 ♣AK73	

The results were interesting. The slam was bid six times, twice making 7, once making 6. Three went down. There were two 800's (4♥ dbl) and 4 450's. The strange result is the 980. If a heart is not led, you should make 7. If it is led, why not return it?

The other hand occurred at the Friday AM game. Neither side is vulnerable:





the first step is to eliminate the heart suit. You ruff a heart to hand and lead a diamond up. Low from LHO, Ace from dummy, Queen from RHO. Bell?

You ruff dummy's last heart to hand, all following. A second low diamond from your hand draws the King from LHO and Jack from RHO. LHO exits with a club to your ace as RHO follows. Any bells yet?

Why did RHO not cash a good diamond before leading the club? DING DONG! At this point you are virtually certain to make your contract. LHO must have been 2-3-2-6, and RHO 2-7-3-1. You lead a third round of diamonds from dummy and, sure enough, it is the RHO who shows up with the 10. Having nothing but hearts left he has to give you a rough and a slough. Away goes one club loser. You give up a club and claim, having lost two diamonds and a club. You win by 8 IMP's for being +420 when your teammates are down one in 4♥.

### **DEFENDING AGAINST 7NT- By Greg Morse**

When the opponents power their way to 7NT, you won't have much. Still, that is no reason to lose focus.

Swiss teams. You hold: ♠98xx ♥87xx ♦x ♣QJxx.

Auction: (East Deals) 1♦ 1♥; 2NT 4♣; 4♥ (one ace) 5♣; 5NT (3 Kings) ; 7NT (all pass!)

Your opening lead?

(a) Most grand slams make or fail regardless of the opening lead. On this auction with the opponents having all of the aces and kings there is no benefit to an attacking lead. Just play passive and hope that you can get a club trick. The opponents presumably have 36-37 High Card Points, so you expect partner to have at most one Jack, if that.

(b) Given that you are not leading a club, a heart is as good as anything. The opponents don't seem to have a big heart fit, so you will not be setting up a long suit. Your opening lead is a heart, and dummy goes down:

Dummy: ♠AJT ♥AJX ♦QTxx ♣K9x; You: ♠98xx ♥87xx ♦x ♣QJxx.

Only three hearts? Perhaps the opponents are not playing inverted minors, and LHO, not knowing the nature of opener's hand, wanted to make a forcing bid and did not want to bid 2♣ with only three of them. Playing inverted minors, of course, 2♦ would be forcing and LHO could make that call. Regardless, LHO's gamble paid off, and Opener's 2NT rebid made life easy for her.

The first trick goes H-8, H-J, H-Q, H-K. Partner has the heart Queen!. What do you make of that? Why did he cover? He must have the 10 as well. Looks like you picked the right lead. Things are looking up.

Declarer proceeds to run five diamond tricks. What do you discard? There does not seem to be any reason to keep hearts, so you have three pitches there. (No need to keep an entry to partner's presumed heart trick. If you ever get in, the slam is down already anyway.) And it is probably safe to discard a spade. You obviously have no tricks coming there. (Partner can't have the spade Queen as well as the Heart Queen. He has already shown up with much more than you expected based on the opponents' bidding.)

There is also no reason to signal partner where your values are. If you don't make a club trick (or he does not make a heart trick) then the slam is making anyway. Just discard as uninformatively as possible.

On the fourth and fifth diamond tricks, partner throws two hearts. What is going on in the heart suit? Partner has seen you discard two hearts already when he pitches his first one and he has seen you discard your last heart before he pitches his second one. So he has a count of the heart suit. He would not come down to a stiff ten with the Ax still in dummy.

He must have started with QTxxx, and Declarer must have rebid 2NT with the stiff heart king!

So now you know declarer's shape, don't you?

He has 19 HCP (you have three, dummy has 16 and partner has two) but he did not rebid 1♠ or 2♠ over 1♥, so he has at most 3 spades. He has only 5 diamonds from the play so far, and, by inference, only one heart. So he is 3-1-5-4. It looks like you are going to beat this!

Declarer now crosses in spades, and cashes the Ace of hearts, pitching a club as expected, and takes two more spades ending in his hand.

But now he is reduced to leading a club towards the A9x. You carefully split your honours, and score your Club Jack at trick 13.

The full hand: Partner: ♠xxx ♥QT9xx ♦xxx ♣xx; Dummy: ♠AJT ♥AJx ♦QTxx ♣A9x  
Declarer: ♠KQx ♥K ♦AKJxx ♣KTxx; You: ♠98xx ♥87xx ♦x ♣QJxx

Notice that thanks to the flat nature of Dummy, and the duplicated values in spades, even 7♦ cannot be made. Although if Dummy had one more heart (which is what she promised) and one fewer club, 7♦ would make, but 7NT would still fail.

Also notice that leading the Queen of Clubs would give away the contract.

## THINKING OUTSIDE THE BOX - By Peter Morse

Here are a couple of hands where your high cards serve as a disadvantage and require you to be creative in your declarer play.

HAND # 1: You have reached 6♠ with no opposition bidding. Spades split 3-1 with 3 on your left. Hearts split 2-3 with 2 on your left. For those who have never met a finesse they wouldn't take, I will warn you that the club finesse is destined to fail. How are you going to make 6♠?

(Both sides Vulnerable) North Hand: ♠AQ4 ♥J9763 ♦Q95 ♣52  
South Hand: ♠KJT985 ♥AKQ ♦void ♣AQ94

OPENING LEAD: ♠6

(East-West Hands not necessary: The answer to Hand #1 will appear following Hand No. 2)

HAND # 2: (N-S VUL) N: ♠J6543 ♥AK32 ♦2 ♣432  
W: ♠T987 ♥Q ♦9876543 ♣7 E: ♠2 ♥JT ♦KQJT ♣KQJT98  
S: ♠AKQ ♥987654 ♦A ♣A65

Opening Lead: ♦9

Auction:	N	E	S	W
	P	1♣	X	3♦
	3♠	5♦	5♥	P
	6♥	All pass		

This looks like an easy hand when it comes down, until you realize you have a problem with board entries after you draw the outstanding trumps. How will you make the slam?

### ANSWERS:

HAND # 1:

You will have noticed that if you immediately draw three rounds of trumps, there is no immediate entry to the board. On the other hand, if you attempt to draw two rounds of trumps, planning to use the board's last trump as the entry to the remaining hearts, LHO will ruff the third heart and then sit back, waiting to get his club king, when you inevitably try the finesse.

So how do you make this hand?

After you win the first spade, lead a diamond and then pitch your ace of hearts. (For those of you not inclined to 'showboat' pitch the heart queen instead.) Now

you win whatever the opponents return, and cash two high spades and your two remaining heart honours, leaving a high spade in dummy. Now you can enter dummy with your remaining high spade and cash the heart Jack and two other hearts, pitching your three losing clubs in the process.

We have all heard of a 'loser on a loser' play where you pitch a losing card on another loser, usually with the intent of achieving an end play. This variation requires you to pitch a sure winner on a loser, a 'winner on a loser' play.

HAND # 2. This one looks easy until you realize that cashing the AK of Hearts won't work, since there is no card in dummy which can be used as an entry to the long spades. But, if you manage to lose a heart trick, you will retain a heart entry to the board for use after you clear the high spades out of your hand.

When I first saw the hand, it was suggested that declarer should duck the first heart, but with the preemptive bidding by the opponents, I would be worried that there might be a club or spade ruff sitting out there if I concede the first trump trick. (Actually there isn't, but there are two singletons in opposing hands.)

After you necessarily concede the second heart trick, you can return to your hand to cash the high spades and then use your remaining heart honour to go to the board for two club discards on the remaining spades.

In this case, to make your hand, you have to create a trump loser that is not there by normal play. In effect this is a 'make a loser out of a winner' play.

## **ALERTS AND FAILURES TO ALERT, By Peter Morse**

We have all faced the situation where partner has failed to alert or announce a bid as required by the Laws. This could be a failure to say "Transfer" after a no-trump opening or to "Alert" such common bids as Bergen raises, Jacoby 2NT, Drury or any other simple or complex conventions which you and your partner play. What should you do if this happens to you?

Let's start with a few things that you should **not** do. First, you should not make the Alert that partner should have made. Further, you should not do anything that would suggest to partner that she has "fallen asleep", such as saying "Wake up", or "Hello" or "Are you here?" As discussed below, it may be appropriate/required to say something at the end of the bidding or at the end of the hand, but now is not the time.

You may be thinking, 'But wasn't I told that the opponents are entitled to the same knowledge that I have?' Yes, this is true, but it is the timing of the delivery of this information that is important. You don't know whether partner has simply forgotten that your bid is alertable or whether he has forgotten that you play Bergen or Drury or whatever convention is involved. If it is the latter, you cannot

serve as the alarm clock to wake partner up. Therefore you must say nothing for now, and this includes the quizzical or condescending facial expressions!

So now the auction ends with the opponents (and perhaps partner) unaware that a conventional bid has been made. **If your side is declaring**, whether it is you or partner as declarer, you now **must**, before the opening lead has been tabled, alert your opponents to what your partner should have alerted earlier. If your opponents think that they have been damaged in the bidding by the failure to alert, they may call the Director who will assess the situation and make an appropriate ruling.

In a recent game, I made a conventional 2NT bid which was intended to show a game try with spade shortness, where we had both been bidding hearts. Partner did not alert and raised to 3NT. While I suspected that the failure to alert implied that partner had forgotten our agreement, I felt that I must pass the 3NT bid as if partner knew what he was doing. And as discussed in the preceding paragraph, before the opening lead I advised the opponents that my bid showed a game try with a singleton or void in spades. Not surprisingly, left-hand opponent led a spade, and the hand did not end well.

**But what if** the bidding ends and **your opponents are declaring the contract?** In this case you should say **nothing**. Since partner did not alert your bid, it is quite possible/very likely that partner was unaware of what your alertable bid was showing and you should not now be waking her up. While the opposing declarer will play through the hand without full information, that is only during the play of the hand. Once the play of the hand is completed, it is **now** your obligation to inform the declarer of the earlier failure to alert. Your opponents may then call the Director if they feel that they may have been damaged by the failure to alert, either in the bidding or the play of the hand. The Director then will attempt to restore equity retroactively and will make a ruling.

### **ABOUT TIME- By McBruce**

Rate your level of agreement with the following statements from zero to ten, zero meaning "this is completely wrong" and ten meaning "couldn't agree more."

1. Players must take as long as they need to bid and play a hand, because the laws demand that we all do our best.
2. There can be no situation where a player is forced to risk a good result because time is short.
3. A pair must wait for another pair as a round begins and is under no obligation to help catch up.
4. When the round is called, there is no need to move as E-W if the N-S pair ahead of us is still playing or not seated. As N-S, it is OK to get up if the next E-W pair is still playing or has finished and gone somewhere for a break.

5. If scoring machines are set to show percentages, or results from other tables, all players have the right to look at them for as long as necessary.

Sum up your ratings for each statement. If your result is higher than... zero, you have some learning to do about duplicate bridge and time. All five statements are completely wrong. There is no wiggle room in any of them. If you believe any part, you are a potential problem. And, judging from my experience and others, there are not many locals who will be recording a shutout.

Vancouver area tournaments get a fair number of tournament directors from outside the area, who direct in all kinds of places. As the local guy, I often hear that our sectionals are difficult because too many of our players are --let's say, "slow;" let's instead say "shockingly unaware of their obligations with respect to keeping the game moving." Even that is not completely accurate. We also seem to have players who play extremely quickly, bothering neighbours for boards well before the round is called, finishing quickly and then complaining about how slow everyone else is. Both types ignore the clocks I set up at tournaments to indicate how much time remains in a round, and both types are equally at fault for this problem.

Let's go back to the statements and discuss each, for those non-believers who have finished the rest of this issue and have reluctantly come back to this article:

**1. *Players must take as long as they need to bid and play a hand, because the Laws demand that we all do our best.*** If you accept this, you must be willing to accept games that go for five hours or more or stop with eight or more originally scheduled boards left to play, because any one player could suddenly declare that this hand is exceptionally difficult and take forever -- delaying everyone else. Nobody would willingly enter such a game. It is equally expected by the Laws and regulations that players will give their best effort, both in achieving results and in keeping the game moving.

**2. *There can be no situation where a player is forced to risk a good result because time is short.*** Of course there can be. All of us have looked at a hand record after a game and discovered a better line that we did not see during the game. Players who claim to believe statement #2 feel that they should have been given enough time, however long, to find this line, even if it causes several pairs to be backed up like planes at a busy airport. Obviously we cannot let this happen. When you are still playing after a round is called, what gives you the right to deprive others of the time they may need for the next one? I am constantly amazed to go to a table where play has ground to a halt, several minutes after the round has been called, and find players playing at a pace which would be considered slow in a game of centenarians, often with nine or ten tricks already played. Sometimes you just have to abandon the extensive analysis which may find that elusive squeeze or endplay or other coup.

**3. A pair that must wait for another pair as a round begins is under no obligation to help catch up.** Not so. ACBL regulations clearly state that all pairs who start a round late, regardless of fault, must do their best to make up for lost time. From time to time I get to tell a pair that does not believe this and wants to argue about it that they are now as at fault as their late-arriving opponents.

**4. When the round is called, there is no need to move as E-W if the N-S pair ahead of us is still playing or not seated. As N-S, it is OK to get up if the next E-W pair is still playing or has finished and gone somewhere for a break.** From my position as Director, this is a prime cause of lost time. If everyone believed this, some rounds would never get started, since both pairs would be waiting for the other to sit down. The key is awareness: if you are still playing when the round is called, you finish as soon as reasonably possible, then proceed to the next table-- whether your next opponents are there or not. The Director calling a round does not mean to E-W pairs, "move if you can, but it's OK to stay where you are and prevent the next E-W pair from starting if the pair ahead is still playing." The Director calling a round does not mean to N-S pairs "pass the boards and go somewhere if the next E-W pair does not immediately arrive." When the round is called, tea, coffee, smoke breaks, newspapers and biscuits have to wait (as do the subject of the next statement).

**5. If scoring machines are set to show percentages, or results from other tables, all players have the right to look at them for as long as necessary.** Too many of us are addicted to "rights" and most things we think of as rights are actually privileges. The "right" to look at results from other tables is in fact a privilege (not given in tournaments) that expires when the time for a round does. A quick look is all you get if we are waiting for you to move. Similarly, if you spend a lot of time looking at the results on the machines in the middle of the round, you may find yourself in trouble at the end of a round. Be aware of this. Many club directors have given up and turned the percentages and results off. I feel strongly that in club games we should give the players the option of seeing results. Many club players are not interested in looking at scores or hand records after the game or online, but are interested to know if their result matches others. And that is fine, as long as the boards get played on time. We're concerned here with the time it takes to see the results on the screen, but another more serious problem is people who loudly read off the result, for a board which is about to be played at the next table. This simply has to stop. Such players should know better.

New players are the future of our game and the pace of an open game can be quite difficult for them to keep. The best advice to new players for adapting to the speed of an open game is this: establish a bridge "routine" that works for you for everything outside of actual bidding and play. When I play against courageous new players the thing I most often find is that they lose time because they don't have their routine set. Distractions like "was that board 19 we just played?" cause the routine to be disrupted as the scoresheet is corrected and another minute is



lost while everyone else waits. If you do simple things: pulling cards from the board, sorting, counting points, noting dealer and vulnerability, scoring, putting cards back into the board -- quickly and efficiently without being distracted by chatter, you will be amazed how much more time you will have to think. Or talk, when the round is over and there are several minutes left on the clock.

### **Some advice from a Director on time that all players may find useful:**

♦ When a director comes to your table and asks that you play quickly, this is not an angry accusation that you are a slow player, it is simply a warning that your table has used too much time in this round and needs to catch up, something which happens to everyone from time to time, like revoking or leading out of turn or miscounting a suit. If you take it as an insult rather than as simple information you will lose more time, and probably more matchpoints as the steam comes out of your ears, so don't.

♥ Assuring the Director "I am not a slow player" has proven to be no assurance that the time will be made up with the effort expected. Catching up in the following rounds, whether or not you are at fault, is the only way to assure the Director that your comment was accurate.

♣ If you don't ever want the reputation of being a slow player, be aware of how much time is left in a round and keep your table moving. In games where there is a clock, watch the clock and listen to announcements of extended round. If the clock says you have less than six minutes per board remaining, you are falling behind. If there is no clock, be aware of hands that take a long time to bid or play, or especially long delays between hands. A simple request to move on will usually work; if the opponents will not move on, call the Director.

♠ The excuse that you were in a difficult contract and couldn't bear the thought of not doing your best is novel, and it is amusing that the Usual Suspects find their way into so many difficult contracts. But if you think your reputation as a player will diminish because you go down in a bad contract, taking five extra minutes to find a way to make it after the round has been called will really give you a reputation you don't want. We all make mistakes and live them down. Getting tagged as one of the Usual Suspects is a harder one to shake off.

♦ The most baffling scenario for me, one which happens over and over again, is a late table where one player, usually the declarer but occasionally a defender, is rethinking the entire hand on every play with only three or four or five tricks left. There may be some rare hands where this is necessary, but to me this is a sign that the delaying player is not following any sort of plan. When a true expert takes time to think out a hand, some sort of decision point has been reached and the result will be clear once he makes his next choice. No doubt some Usual Suspect will show me a deal where several decision points are arrived at late in the play. My questions remain: why do you alone get so many of these; why do

so many of them happen after the round is called; and why do you have no concern for the pairs behind who that constantly have to start late and play shorter rounds?

♥ You can't win an argument with a Director about time when scoring machines are in use. It used to be that a Director who carefully wanted to monitor which tables or pairs were holding things up needed to walk the room to watch. Now we have everyone's progress on screen in front of us and it is abundantly clear after only a few rounds which pairs or tables are among the last to complete each round. Not that this stops the "Who Me?" players from claiming that I am wrong. Some members of the "Who Me?" clique seem to have developed a remarkable ability to only hear the round called the third or fourth time I loudly ask players to move.

♠ By the way, this idea that no scores need to be entered into the scoring machines until the first round is over just has to stop. Players seem to think that because sometimes they are on their second board before the Director announces that the machines are ready, they can play all of the boards of the round, and then start scoring. These tables inevitably find themselves with a huge amount of data to enter after the round has been called. And, if there is a problem with their machine, it will not be discovered until the end of the round, with people and boards all trying to move. Once the announcement is made, finish the hand you are playing and do not start another until the data entry is all caught up. Call immediately if you have a problem starting the machine. We want to know as soon as possible. Tables that have logged on appear on the Director's screen, so you're not fooling anyone by ignoring the machine.

♣ Everyone needs a bathroom break from time to time, and my impression is that these do not normally cause time problems. What does cause them is a lack of awareness. I have seen players assure me that they won't be long, emerge from the bathroom quickly, but then wander off to stare at the food table or get a cup of coffee, completely oblivious to the three people waiting. That is a problem.

♦ Starting a round two or three minutes early, if both pairs are ready and the boards are available, is OK. Starting five or eight minutes early, by bothering the next pair for boards and rushing the E-W pair into seats, causes more problems than it ever solves.

♠ I have found that the Usual Suspects often play one very long round early on and then stay that far behind for the rest of the game. It is almost as though they need a round or two to get warmed up to the pace. Trouble is, the pair behind them (if they are E-W waiting for the Usual Suspects to finish) or the pair ahead of them (if they are a N-S waiting for the Usual Suspects to release the opponents) has a frustrating session where they have less time than everyone else in the room, round after round after round. This is why a pair that plays a long round is obligated to catch up. If the Usual Suspects think I am frustrated

when I come to their table and ask that play be completed quickly round after round, you should hear what I get from the pair which has waited for the Usual Suspects all session long! If you are the Usual Suspects, you may be able to avoid problems by simple awareness: make a small effort to avoid getting behind early and you'll settle into a routine which will surprise everyone!

About 15 years ago I wrote an article on slow play called *Hurry Up and Think* for the *Matchpointer*, which was reprinted online with my permission. Since then I have gotten enthusiastic e-mail about this article (even though several of my pieces are online) from bridge players in eastern Europe, North America, even South Africa and Singapore. The main point was this: **To play fast you don't need to play fast; you just need to play slow less often.** This is how that article concluded:

The Golden Rule is that there is only **one** person responsible for slow play: **you**. I don't care what the circumstances are. I don't care if you've never been late getting to a table in your life: if you make no effort to get caught up, you are guilty. If your attitude is "I won't help because it isn't my fault", you are hurting the game more than any slow pair every could.

Fast players don't play "fast." They just slow the game down less often. As a result they have more time to think. What we need to do is look for the ways we all slow down the game and get rid of them, filling them with awareness and pauses for thought.

Slow players don't play "slow." They lose the thread and take time doing a whole slew of unnecessary things that slow the game down. It takes only one player to cause delays. Don't let that person be you. Keep your game moving. Hurry up-- and think!

## UNIT 430 CLUBS

**Beth Tikvah Bridge (Richmond)**, Bryan Maksymetz, Director, Larry Meyer, Manager. Monday, 7:00 PM; Beth Tikvah Synagogue, 9711 Geal Rd. Richmond, BC; Tel: 604 271 8692; successor to Tsawwassen Bridge Club.

**Burnaby Duplicate Bridge Club**, Gilbert Lambert, Director, Tuesday, 7PM; Team games last Tuesday of the month, 2776 E. Broadway, Vancouver, BC; Tel: 604 487 4548.

**Capilano Country Club**, Tuesday, 9:15 AM (country club members only; not in summer months) Gilbert Lambert, director, 420 Southborough, West Vancouver, BC; Tel: 604 487 4548.

**Chilliwack Bridge Club**, Monday, 7PM; David Peppar, Director; 9168 Corbould St. Chilliwack, BC; Tel: 604 702 9890

**Duplicate Lite in Surrey**, John DeMeulemeester, Jane Youngberg, directors; Thursday, 9:45 AM, Elgin Hall, 14250 Crescent Rd. Surrey, BC; Tel. 604 2982765

**EC Bridge Club**, Thursday, 7PM. Eugene Chan, Director, 2776 E. Broadway, Vancouver, BC; Tel: 778 837 2228; Bryan Maksymetz does lectures; new special offers.

**Golden Ears Bridge Club**, Wednesday, 12:30 PM; Garry Skoropada, Director; Ridge Meadows Senior Centre, 12150 224th St. Maple Ridge, BC; 604 462 7320

**Hollyburn Country Club**, Stephen Beaton, Director, 7PM Mondays (open) Thursday, 9:30AM (members only) 950 Cross Creek Rd. West Vancouver, BC; Tel: 604 767 5974.

**Marjorie Groberman Duplicate Bridge Clubs (Jewish Community Centre Duplicate)** 850 W. 41st St. Vancouver, BC; Tuesday 11AM, Thursday, 11 AM; Cathy Miller, Director; Tel: 604 257 5111; games are rescheduled for Vancouver Bridge Centre on the days the Jewish Community Centre is closed. Now with hand records.

**Mission Duplicate Bridge Club**, Thursday, 7PM, Murray Clements, Director; 32700 7th Ave. Mission, BC; Tel: 604 825 3557

**New Westminster Bridge (New West)** Gilbert Lambert, Director, Thursday, 7PM; Team games second and last Thursdays of the month, 620 Eighth St. New Westminster, BC; Tel: 778 837 2228.

**North Shore Bridge Club**, Stephen Beaton, Director. 10 AM Mondays, Jaycee Centre, 1251 Lillooet Rd. North Vancouver, BC; Tel: 604 767 5974

**North Shore Winter Club**, Stephen Beaton, Director, Bernice Mulock, Manager; Tuesday, 7PM, 1325 E. Keith Rd. North Vancouver, BC; Tel: 604 767 5974; Mulock Tel: 604 987 8289.

**Peace Arch Duplicate Bridge Club**, Tuesday, 11AM; John W. Lien, Director, First United Church, 15385 Semiahmoo Ave. White Rock, BC; Tel: 604 603 5436

**Richmond Country Club**, Mondays, 1 PM; Bryan Maksymetz, Director, Ramona Josephson, Manager (primarily members only) 9100 Steveston Hwy, Richmond, BC; Tel: 604 277 3141

**Shaughnessy Golf & Country Club**, B McIntyre Director; 9:15 AM Thursdays (members only) 4300 SW Marine Dr. Vancouver, BC; Tel: 604 438 9735

**South Surrey Duplicate Bridge Club**, Monday, 7PM; Arlene Browning, Director; 14831 28th Ave. Surrey, BC; Tel: 604 870 9300

**Squamish Bridge Club**, Monday, 6PM, Friday, 1 PM, Howe Sound Golf and Curling, 2458 Mamquam Rd. Squamish, BC; Colin Ransom and Doreen Ransom, Directors; Tel: 604 896 1522.

**Vancouver Bridge Centre**, 2776 E. Broadway, Vancouver, BC; Tel: 604 255 2564. Ken LoChang, proprietor; Directors: Bruce McIntyre, Sunday, 1PM; Wed 7PM; Friday 7PM (Jackpot: reduced price for those who play day games during week); Cathy Miller, Wednesday, 10:30; Friday 10:30; Theresa Kong, Thursday, 10:30 AM (0-200 Masterpoints). Other games: Monday 7PM, Tuesday, 10AM (\$5 special). District 430 Unit Games generally held first Saturday of the month, 7PM; other special unit and other events held on occasional Saturdays.

**Vancouver Bridge Club**, 10 AM Monday, 10 AM Wednesday, Homa Boustani, Director. St David's United Church, 1525 Taylor Way, West Vancouver, BC; Tel: 604 922 8577

**Whistler Duplicate Bridge Club**, Wednesday, 1:30PM (except in summer months); Director: Gillian I. Schramm, at Maurice Young Millenium Palace, 4336 Blackcomb Way. Whistler, BC; Tel: 604 932 5791.

**White Rock Duplicate Bridge Club**, Wednesday, 7PM, Arlene Browning, Director; 1845 154 St. Surrey, BC; Tel: 604 870 9300.

### **UNIT 430 LEADERS**

This early in the year, since at the date of printing we only have two months of 2014 figures from ACBL sites, the leader board may be somewhat skewed, particularly since some major clubs did not submit their February numbers until after the ACBL's 6th of the month closing date for a month's reports. As of now we plan to run as complete a listing of past Unit 430 trophy winners in the next edition of the Matchpointer.

**Trophy Sectional (24-26 Jan 2014) Masterpoint Leaders:** Michael Dimich, Zoran Peca, Katrin Litwin, Aidan Ballantyne, Brad Bart, Ben Takemori, Peter Cooper, Joel Martineau, Kai Zhou, Larry Pocock, Julie Smith, Maarten Tjebbes, Brad Digby, John Hurdle, Trudy Hurdle, Eric Pan, Larry Chow.

**Some 2013 Trophy Awards:** **Phil Wood Trophy** (Most Masterpoints in Unit 430 Events) Brad Bart; **Edie Bonnell Trophy** (Most Masterpoints in Unit 430 by woman: Julie Smith; **Phil Wood Under 200 Trophy** (fewer than 200 Masterpoints at the start of 2013: Debbie Martignago; **Rocket Rookie** (Masterpoints won in events without Life Master Participants) John Maunsell.

## **McKenney (Overall Masterpoints)**

**0-20 Masterpoints:** Peter Wong, Eric Promislow, Kevin Contzen, Janice Avis, Alan Oishi, Carol Slater, Joan Stewart, Allan Stewart, Carol Herron.

**20-50 Masterpoints:** Stanley Gray, Rosalynd Towgood, Bruna Giacomazzi, Glenda Affleck, Cindy Oishi, David Norton, David Drake, Lorraine Johnson

**50-100 Masterpoints:** Susan Thompson, Marilyn Miller, Marlene Sumi, Mary Ellen Fisher, Barry Promislow, Barbara Tanner, Judy Chang, Mike Foster

**100-300 Masterpoints:** Tom Jen Kwan, Donna Cusson, Jan Bromley, Paul Fournier, Marilyn Knipp, Susan Jonvik, Maryellen Gallo, John Maunsell, Victor Gohanian, Grethe Larsen, Wayne Goodman, Jim Garnier, Adrienne Damsgaard

**300-500 Masterpoints:** Jacques Printz, Win Bromley, L. Ralph Buckley, Leatha Dudra, Brad Digby, Pamela Rattenbury, Vernon Forster, Richard Syrnyk

**500-1000 Masterpoints:** Sally Craig, Melinda Ponto, Diane Griffiths, Richard Nelson, Yinsheng Tu, Edgar L'Heureux, Robert Colavecchia, David Gabel

**1000-2500 Masterpoints:** Susan Peters, Beverley Hall, Glenn Ponto, Bjarne Christofferson, Thomas Cheng, Peter Cooper, Jim Walker, Eurydice Nours

**2500-5000 Masterpoints:** Doug Hansford, Dennis Groden, Shirley Fitterman, Kathy Bye, Julie Smith, Tai Eng, Angela Fenton, Michael Dimich, Dee Steil

**5000 + Masterpoints:** Cameron Doner, Donald Sache, Sandra Robson, Peter Morse, Aidan Ballantyne, Katrin Litwin, Kathy Adachi, Larry Pocock, William Ge

**Overall Leaders:** Doug Hansford, Dennis Groden, Shirley Fitterman, Cam Doner, Kathy Bye, Julie Smith, Susan Peters, Donald Sache, Tai Eng, Beverley Hall, Sandra Robson, Peter Morse, Angela Fenton, Michael Dimich

## **Ace of Clubs (Black Points awarded in Club Games)**

**0-20 Masterpoints:** Kevin Contzen, Carol Slater, Allan Stewart, Joan Stewart, Stephanie Williams, Claire Thompson, Carol Herron, Laura Blythe, Lauren Cockroft, Frances Adam, Danielle Hum, Joe Cashin, Bryan Hannay.

**20-50 Masterpoints:** Bruna Giacomazzi, Stanley Gray, David Norton, Cindy Oishi, Lorraine Johnson, David Drake, Kay Tsurusaki, Lena Slater.

**50-100 Masterpoints:** Barbara Tanner, Robert Horal, Marlene Sumi, Marilyn Miller, Mike Foster, Kerin Zohrab, Lorraine Usher, Mike Stewart, Nonie Schmid

**100-200 Masterpoints:** Susan Jonvik, Maryellen Gallo, Craig Wilson, Barbara Lacey, Joan Hornal, Tom Jen Kwan, Jim Glanville, Grethe Larsen, Daniel Allard

**200-300 Masterpoints:** Jim Garnier, Donna Cusson, Pearl Franko, Gloria Ferney, David Butler, Madeleine Bourgouin, Geoffrey Trafford

**300-500 Masterpoints:** L Ralph Buckley, Leatha Dudra, Jack Johnson, Richard Syrnyk, Win Bromley, Vincent Yung, George Franko, Rhea Boynton, Peter Miller

**500-1000 Masterpoints:** Richard Nelson, Siavosh Siassi, Fred Baldwin, James Wu, Andrew Krywaniuk, Diane Griffiths, John Stevens, Marta Zahorecz

**1000-2500 Masterpoints:** John Teschke, Gordon Estrada, Jim Walker, Rowena Huberman, Barbara Green, Peggy Winter, Jane Youngberg, Barry Kirkham, Yue Su, Suzette Bahar

**2500-5000 Masterpoints:** Shirley Fitterman, John Lien, Liz Stoneman, Rhoda Tafler, Ina Andersen, Amirali Alibhai, Jörg Schneider, Olive McDonald, Jean Groome, Sherman Kwan.

**5000 + Masterpoints:** Kathy Adachi, Sandra Robson, Peter Morse, Donald Sache, Larry Pocock, Ernie Dietrich, Aidan Ballantyne, Michael Yuen

**Overall Leaders:** Shirley Fitterman, John Lien, Kathy Adachi, John Teschke, Liz Stoneman, Richard Nelson, Gordon Estrada, Jim Walker, Rhoda Tafler.



Brad Bart, winner of most masterpoints in 2013 Unit 430 Events