



Daytona Metropolitan Bridge Club Newsletter
For the Player who wants to Improve
www.daytonabridge.org

October 2007

from June C. Byrne, Club Manager

Need Red Points?

We have an exciting event on the calendar for the first time. We will have a GNT Team Game on Saturday October 27 which gives 1/2 red points and 1/2 black points. The game will start at 10:00 AM. Lunch is included in the price which is \$12 a person. This will pay big points. Please sign up for this game so we know how much food we need. For help with teams or partners, contact Pat Heading. This game will be great practice for the upcoming Daytona Regional.

Need Gold Points?

CAP Team Games are one of the few opportunities to win gold points at a club game. These games have extra black points and 5% of the award will be given in Gold points. This small award may help out some of the people who need gold points. There is no extra charge for this game.

It will help the directors if you would sign up for the following team games. If you need help with a partner or a team, let the directors know.

Thurs Oct 4 1:30 Team Game Director: Peg Lupo

Fri Oct 5 7:00 Team Game Director Spike Lay Sign up as a pair as usual and draw for the team game.

Extra Points, No Extra Fee

October has one of the largest sets of special games you will ever see. The reason for this is that October is Club Appreciation Month. We get lots of special games with extra points and no extra fees. The Club Appreciation Pair Games [CAP] have black points for the games.

Club Appreciation Pair [CAP] Games: Extra black points, no extra fee

Wed Oct 3 1:30

Sat Oct 5 1:30

Tues Oct 9 9:00

Wed Oct 10 9:00

Tues Oct 16 1:30 [Special Mentoring Game]

Fri Oct 19 1:30

Mon Oct 22 9:00

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Thur Oct 25 1:30

Need a Party?

We have a Halloween Party scheduled for Wednesday, October 31. This will be a Membership Game. This means that extra points are available for ACBL Members only although anyone can play in the game. We will have some extra goodies on the snack table. If you would like to contribute a dessert, it would be very welcome. There will be prizes for costumes.

A Special Mentoring Event

We have a mentoring game on the calendar for the Club Appreciation Game on Oct 16. We need everyone to sign up for this. We will be pairing up experienced players with less experienced players. We will put partners together. The event will be stratified based upon the total number of points in the partnership.

Club News

Shirley Townley is now back as Sunshine person. If you know of a club member who is ill or who has suffered a bereavement, please tell her or a director. We try to send cards to these members to let them know we care.

If you have a suggestion for what should go into the newsletter, please let June Byrne know.

Check our website at <http://daytonabridge.org/> which is maintained by Bill McManus, for previous newsletters and for board meeting minutes.

Spike Lay's Suggestion: To Claim or Not to Claim?

Claiming is good as it speeds up the game and leaves more time for thinking about real bridge problems or engaging in mindless chatter if you finish the round early. Just make sure you really have the number of tricks you are claiming and – THIS IS VERY IMPORTANT – state your line of play as you are claiming. If everyone agrees life is good. If an opponent disputes the claim (1) the director must be called immediately, (2) play ceases and (3) all hands are exposed.

The director will then ask the claimer to repeat his statement made at the time of the claim, listen to the opponents' objections to the claim and make a decision. In making his decision the director will try to adjudicate equitably, but any doubtful points will be resolved against the claimer. Frequently, declarer (claimer) will fail to mention an outstanding trump. If (1) he might not have realized there was a trump out and (2) any "normal" line of play will allow the opponents to score the trump, the director must award a trick to the defenders. For purposes of this law "normal" includes play that would be careless or inferior for the class of player involved, but not "irrational."

The moral is when claiming always say "drawing trumps" or something to that effect if there is an outstanding trump(s). A couple of other things to remember are (1) you can't concede tricks that can't be lost by any legal play of the remaining cards. And (2) if your partner tries to concede tricks that can't be lost you are allowed to immediately object. Of course, the director must be called at this point, and other laws, e.g. unauthorized information may come into play.

If you are going to claim be precise in your statement and give the opponents plenty of time to see what you are doing. Leave the cards face up while they are deciding. I once had a former world champion claim against me and – as they (the big boys) often do – stick his hand back into the board. Not wanting to appear stupid, I put my cards back in also. Who was I to question one of the best players in the world. But before I made a call on the next board I replayed the hand in my head and decided he really didn't have the rest of the tricks. As long as your side hasn't called to the next board (or started the next round) you can dispute the claim. I was right and we got plus 50 instead of minus 400.

If you still have questions (or just have too much time on your hands) go to the ACBL website [acbl.com <http://www.acbl.org/>](http://www.acbl.org/) and enter "laws of duplicate" in the site search box. That will get you to Laws of Contract Bridge 1997. The relevant laws are 68-71.