

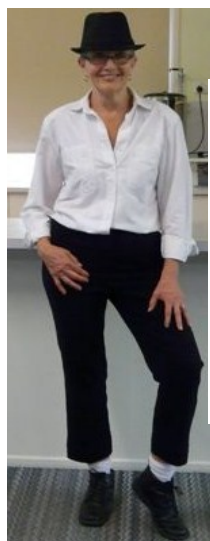


BRIDGE MATTERS



Newsletter of the Caloundra, Coolumb and Sunshine Coast Bridge Clubs March 2012

THE CLUBS AT PLAY





BUSCH BASCH

Peter Busch

Why play teams?

Many players prefer playing Teams to Pairs, mainly due to the different method of scoring. To those unfamiliar with teams scoring, here's a summary of how it's different from Pairs.

You enter a Teams event as two pairs. Both pairs play as partnerships just like in a Pairs event. However, you are drawn to play each match against another team of two pairs, and you and your opponents are pitted against each other – your EW pair goes to their home table to play their NS pair, and the opponent's EW pair comes to your home table and plays your NS pair. You are playing the same boards at both tables, but the key difference is that one pair in your team is NS and the other pair plays the same board as EW.



In a normal club Pairs session, your result on each board is compared to the rest of the room, and you get matchpoints based on that ranking – if you are NS and get the best results scored NS, you earn the maximum for that board, and so on.

In Teams, all that matters is what happens at your home table and your opponent's home table. What the rest of the room does on a particular board is not relevant. For each board, you add the score obtained by each pair in the partnership. Say both tables played in 3H making 10 tricks for +170 NS. At your home table where your NS are playing their EW, you got +170, but at the other table your teammates who were sitting EW got -170. Added together these give 0, so that board is flat. But imagine that at your table, your NS bids game, and makes +420. After adding the scores, you get $+420 - 170 = +250$.

The next step is to convert the difference on each board to "imps". There is a standard Imp Conversion Scale used across the world, and 250 converts to 6 imps. The greater the value, the more imps you earn. So your team earns +6 imps and the opponents $(-420 + 170)$ get -6 imps.

This calculation is done on all the boards played in the match, and then all your imps are added together to get your total. Your opponents will get the opposite of what you get – if you netted 18 imps, they will have netted -18 imps.

In many Teams competitions, imps are further converted to VPs (victory points). This is done using another conversion table, and the sole purpose is simply to flatten out extreme scores.

As you can imagine, this difference in the scoring method calls for a different play philosophy. If you make enough tricks for game, the difference between being in a game or not in game might have minimal effect in matchpoint scoring, but can be significant in imp scoring, especially if you are vulnerable. That's why with imp scoring, you must bid even the thinnest of games. For similar reasons, the effect of an overtrick in an imps-scored board is very small, whereas in matchpoint scoring it can be the difference between a top and an average.

In short, with imps scoring, you don't have to worry about overtricks too much, and you must bid your games, especially vulnerable ones.

People who like Teams say this reduces the pressure a bit – you don't have worry about how to squeeze out an overtrick, and you don't have to think too hard about bidding or not bidding game – just bid it!

Teams of Three

This is a special Teams event run by clubs from time to time. Normal team scoring applies, but you enter as a team of three, not four, and the organisers will appoint a very experienced player to make up the team of four. The idea is that each of the three will take turns throughout the event playing with the experienced player, and this is a great method of learning Teams play with someone "looking over your shoulder".

The Sunshine Coast Zone is holding our inaugural teams-of-three event on Sunday 3 June 2012, hosted by Sunshine Coast Bridge Club. There is also a QBA Teams-of-Three in Brisbane on Sunday 10 November 2012.

WELCOME TO OUR NEW MEMBERS

Caloundra: Vicki Ayliffe, Ian Black, Geoffrey Cosgrave, Dorothy Gould, Neville Green, Tricia Hocking. Sylvia Hodgetts, Paula Morrow and Susie Warren.

Coolum: Jillian Tuckey.

Sunshine Coast: Bob Ashman, Anne Brooksmith, Ann Bucknell, Elizabeth Burge, Joan Cade, Brett & Jane Campbell, Bruce Catherwood, Peter Coppin, Gladys Dewsbury, Elva Duggin, Barbara Eckert, Arno & Susan Eglitis, Christl Furniss, David Greenhaugh, Jan Hill, Lyn & Tim Metelerkamp, June Mitchell, Rosemary Mulgrew, Bev Northey, Randall Rusk, Chris Scott and Peter Weyde.

THE DREADED UC-U

"Oh grandest of all grand masters, how can I become a good bridge player?"

"Read the books, study the percentage plays, establish your signals, etc, etc, but this above all, my child, perfect your defense against the dreaded UC-U!"*

** Those of you unfamiliar with this convention will find an explanation at the bottom of p15.*

How to Play Bridge

1. Pick up your cards as dealt. You'll be ready to bid ahead of the others.
2. If your hand is rotten, mention it. It will guide your partner in his bid and play.
3. Never hurry. Try several cards on a trick until you are sure which one you prefer.
4. If your partner bids first, don't hesitate to raise. He has to play it.
5. Occasionally ask what are trumps. It will show you are interested.
6. Don't show lack of interest when you are dummy. Help your partner out with suggestions.
7. Talk about other subjects during the game. This makes for good fellowship.
8. Feel free to criticise your partner. He will do much better as a result.
9. Always trump your partner's tricks. Never take a chance.
10. Don't try to remember all the rules. It's too confusing.
11. If it is a money game, always stop when you are ahead. Folks will remember you.
12. Always explain your play, particularly if you don't make your contract. It shows your card knowledge.
13. Disagree with established rules and conventions. People will know you for a person of independent mind.
14. Eat chocolate creams or other adhesive candy while playing. It keeps the cards from skidding.

*Tony Walford discovered the above little gem tucked inside **Card Games Up - To - Date** by Charles Roberts, published by W. Foulsham & Co. Ltd. London, some time between 1942 and 1949, when British publishers needed to conform to the Book Production War Economy Agreement. It is commendable how deeply into the past Tony is prepared to delve, to improve his bridge.*

HIP HIP HOORAY!

Maz McKee

It's the age of computers so Hip Hip Hooray!
Just think of the time that they save us each day.
For instance, each bridge table has a Bridgemate
So why are Directors in such a poor state?
They're tearing their hair to give members results,
Some of them threatening to join some weird cults!
But hang in there guys, things just have to improve.
We're sure that in time you'll all get in the groove.
So why are they standing around that bonfire?
Don't throw in the Bridgemates, it can't be that dire!!

FOR YOUR CONSIDERATION

Studies have shown that 4 out of 10 bridge players will eventually turn into hopelessly obsessive, compulsive neurotics..... Just like the other 6.

COOLUM BRIDGE CLUB PRESIDENT'S TROPHY Monday 13th February

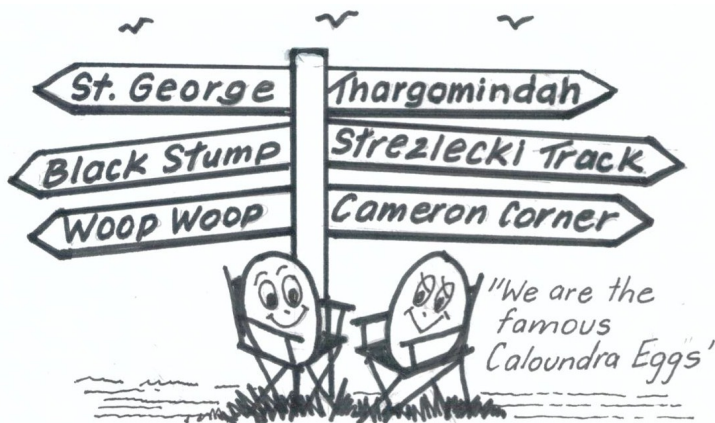
A fun day when partners are selected randomly by draw. Congratulations to the winners: Margaret Scott and Ann Finney.

OLIVE'S EGG DAY

Wilma Hiddins

I blame John Cleese. Who could forget his "Go to Work on an Egg" TV commercial for the Egg Marketing Board in 1970? The sight of John Cleese bouncing along on a large egg wearing his bowler hat and carrying a furled umbrella had a profound effect. No more so than at the Caloundra Bridge Club on the first Wednesday of the month. We all order our crate of 30 eggs and carry them home VERY carefully. I took my eggs home in August and two weeks later when we were leaving on a trip out to the Strezlecki Track I still had 8 left. We couldn't abandon them so we took them with us. We had bacon and eggs for breakfast in St. George, poached eggs on toast in Thargomindah (the fresh bread comes in on Thursday), steak and eggs on a beautiful starry night near the Dig Tree and we started off down the Strezlecki Track with two eggs left. They somehow managed to get down the bottom of the esky and I forgot about them. After bush camping for about five days there wasn't much fresh food remaining when we left Cameron Corner on the long hot trip to Noccundra. We promised ourselves a real treat – dinner at the Noccundra Hotel. It finally hove into view about 5 o'clock. I went in to the bar smiling broadly and inquired about dinner for two. "Oh! Sorry luv, we can't do dinner – the cook left last week. Would you like a job?" It took me at least 10 seconds to think about it and decline. I went out and told Peter the bad news. We went down to the river and set up camp beside the pelicans and cormorants. They weren't having any trouble with their dinner – the river was full of fish. I looked in the esky – cheese, 2 apples and 2 Caloundra eggs. Plenty of cans and biscuits of course. I carefully boiled the eggs and we had

our meal sitting beside the Wilson River with the birds and the lovely evening colours on the water. What a beautiful peaceful place and what a perfect dinner!



HAVE WE GOT A DEAL FOR YOU!

Barry Vassella

A lot of work goes into dealing the cards that are played each session. Generating hands, collecting, sorting, rotating boards, replacing cards and the cleaning and servicing of the dealing machines are all done by your club dealers.

The dealing machines are expensive and sensitive - much like the dealers really - and little things tend to upset them. And each time they are upset they stop working. This in turn upsets and frustrates the dealers who worry and fret about their machines.

Dealing machines work like this - decks of cards are loaded into a chute, are read by a small camera and then are distributed to the correct compartment in the board by a series of rubber rollers. This process is controlled by a computer program and works wonderfully well as long as the dealing machine hasn't been upset. What could upset the dealing machine you may ask? Well in a word, DIRT! Dealing machines don't like dirty cards. The cards can stick together in the chute, the camera may not read the cards as accurately, the rollers collect dirt from the cards and eventually jam and the computer displays the Pink Screen Of Death and dealing stops.

Most of the dirt that accumulates on the cards comes directly from players' hands. Sweat and grease exacerbate the problem by making the cards sticky and allow more dirt to build up. Coffee and food crumbs are another source of dirty cards.

Things you might do to help with this problem are:-

Start play with clean, dry hands.

After morning/afternoon teas or lunches, clean your hands before recommencing play.

If you are taking coffee or water to the table, be careful not to spill any on the cards. If there is a spill, clean and dry the cards immediately or notify the Director.

If the weather is hot and humid, dry your hands often.

These things will go a long way to keeping the dealers and their machines happy, so they can get on with dealing those delightful hands you all love to play!

THAT INFAMOUS BRIDGE PLAYER, CONFUCIUS Jr, MIGHT HAVE SAID:

To write your bids with a blunt pencil is pointless.

If you risk a dodgy slam during an earthquake you could find yourself on shaky ground.

A bridge player who gets too big for his britches will be exposed in the end.

SYSTEM ON, SYSTEM OFF? AH, BUT WHICH SYSTEM?

Precision versus other systems

Adrian Mayers

As the name implies, Precision is a system that can give the partnership very precise information, often after the first 2 bids, as to where and at what level the contract will be played.

After a strong 1C opening and a positive (anything but 1D) showing 8+ points, this now means the partnership will bid to game or slam and there is plenty of room to find the best contract because there is no need to jump to show strength. Every new bid is forcing and only a jump to game is a sign off.

A simple bid like 1C - 1H/S/NT/2C can, in our system, set a trump and control asking in motion, leading to a nice slam that is otherwise is hard to find.

I remember a hand where I opened 1C (any 16+), my partner responded 1NT showing 5+ C and 8+ points, I bid 2C setting C as the contract and asking him how good his C were, and after a number of asking bids in other suits (any new suit bid is a control ask in that suit), we bid 7C.

The opponent on lead spent a considerable time trying to find his best opening lead so I told him he could lead anything he liked because the contract was ironclad and I claimed on trick 1, and this was on a combined 27 HCP.

Another advantage, in my opinion, is that the limited opening bids (1D/H/S and 2C) tell responder that the opener can't have more than 13 or 15 points, eliminating that pesky 23/24 points grey area to a large extent.

Having said all that, changing to Precision will not elevate anybody from an average to a good bridge player. The first requirement of playing good bridge is to know and understand your system inside out, so no valuable brain power and energy is wasted on agonising over what your next correct bid is. This will free your mind to paying attention to what your partner and the opponents are doing, and you are more likely to make the right decisions. In any system you both need to speak the same language.

Competitions can be won playing any system as long as you play it well. Every partnership will from time to time have misunderstandings and the trick is to eliminate these as much as possible and remember that getting to the right contract is only half the battle. Also remember that roughly half the contracts will be played by the opponents, so work on good defence. Don't worry about your cards, you can see them and dummy, try to work out your partner's and

declarer's holdings and use a discard system to let each other know what you want, and pay attention to your partner's signals.

Why I use the Standard American Bidding System

Alan Maltby

1. I was taught to play using this system.
2. Most of the people I have partnered use this system.
3. I have also used Acol, Precision, and Blue Club systems and I believe all of these have their advantages and disadvantages.
4. If there were one system which was superior, then all the champion players would be using it, yet these players use a wide variety of systems.
5. I do like the strong 1NT opening of Standard American, since it allows more opportunity for finding suit fits.
6. I do like opening 5 card majors, since this makes it easier to find an 8 card major suit fit.

I prefer Acol

Pat Buch

When I was first introduced to the Acol System by the late Shelagh Morrison, my very first impression was that when you bid a suit, you actually had, in your hand, that suit - how revolutionary - a bid of 1 club meant that you really had a club suit.

Not for Acol did this mean that you had 16+ HCP as in Precision with absolutely any distribution, or that you had the better minor as in Standard American.

Acol is a simple system which depends on the fact that your first bid shows the suit and that subsequent rebids from the opener show distribution and point range - eg opener 1C, followed by 1NT shows 15 - 16 HCP.

Acol 1NT opening of 12 - 14 HCP has great pre-emptive quality, eg first bidder 1NT - what does opposition in second position do? The responder and her partner are completely unknown qualities.

It is also important in Acol when opening, to ensure you have your rebid ready. Reversing in Acol is an integral part of the system.

Essentially, Acol is a very logical, accurate system, involving describing your hand with a minimum number of bids, and most of these bids being totally natural suits.

I have played Precision and Standard American for many years and have found that Acol is the easiest system to bid, respond, rebid etc.

BRIDGE SLOGANS (and when not to use them) #3

Reg Busch

Second hand plays low. In general, very good advice. Look at these examples (South on lead, and you are West):

#1	♠KJ	#2	♠Q102	#3	♠K32	#4	♠K32
W	♠A2		♠AK3		♠AJ4		♠A54
	♠43		♠654		Q105		♠Q76

In #1, you play low. Declarer has to guess which honour to play, and often he will guess wrong. In #2, play the ♠3, declarer will try the ♠10, and your side will win three tricks. If you rise with the ♠K or ♠A, he will guess the situation and come back to hand to play up to his ♠Q. In #3, provided you play the ♠4, you will now make two spade tricks. In #4, if you rise with the ♠A, declarer now makes two spade tricks.

Now the lead is from dummy (you are East). Same rules apply. But what if the lead is a singleton?

#5	♠2	#6	♠2
	♠A43 (you)		♠A43 (you)
	♠KJ5		♠KQ5

In general you should smoothly duck. If you do, declarer may try the ♠J in #5. In #6, if you rise with the Ace, he will make two spade tricks and discard a couple of losers from dummy. If you play low he will make one trick only but you won't make any. But you may get tricks in other suits which he may have discarded. This is a matter for judgment on your part.

When do you ignore this slogan? One obvious situation is where you have the setting trick. But there are others. They all require you to be alert and to plan in advance.



Hand #1	♠KJ	
	♥AJ4	
	♦AQ4	
	♣97532	
		♠A85
		♥10872 (you)
		♦10872
		♣A4

You are East. With N dealer, the bidding has gone 1C - 3NT, and partner leads the ♠ 3. You win the Ace and return the ♠ 8 to dummy's K, with West playing the ♠ 2. Declarer plays the ♣ 2 from dummy, you play low, and partner wins with the ♣ K. He

returns a spade to declarer's ♠ Q, declarer plays another club to your Ace, but you have no more spades left. Declarer wraps up +430.

	♠KJ	
	♥AJ4	
	♦AQ4	
	♣97532	
♠ 97632		♠ A85
♥ 653		♥ 10872
♦ 653		♦ 10872
♣ K6		♣ A4
	♠Q104	
	♥KQ9	
	♦KJ9	
	♣QJ108	

Did you see where you went wrong? You know at trick 2 that partner has five spades, but very few HCP. You must set up West's spade suit while you have a spade left. You must rise with the ♣A at trick 3 and lead your last spade. Now when West wins the ♣K, he can cash his setting tricks. Of course you don't *know* that partner holds the ♣K. but if he doesn't then this contract is cold. This was the full hand.

Not many players would find this defence. Swap the club honours in the EW hands and even fewer Easts would think to rise

with the ♣K. It can't cost – the ♣K is doomed unless West has some high clubs.

Hand # 2 Dlr S NS vul

♠10962	
♥J103	
♦KQ7	
♣K98	
	♠A3
	♥KQ954
	♦A54
	♣753

W	N	E	S
			1 ♠ (at least 5 cards)
P	2 ♠	3 ♥	4 ♠ All pass
Lead: ♥ 8	J	Q	A

At trick 2 South leads to the ♣K and plays the ♠10. If you simply play low (perhaps declarer is trying to finesse you for the ♠Q?) then you have just given away 12 Imps.

Here is the full hand:

	♠10962	
	♥J103	
	♦KQ7	
	♣K98	
♠84		♠A3
♥82		♥KQ954
♦1098632		♦A54
♣642		♣753
	♠KQJ75	
	♥A76	
	♦J	
	♣AQJ10	

At trick 2, you rise with the ♠A. Partner may have two spades but certainly not three. Now cash ♥K, and give partner a heart ruff. Partner returns a diamond to your Ace for the setting trick. You don't need to cash your ♦A before giving partner his ruff. You know he will return a diamond. You have told him that by leading the ♥9 for his ruff (suit preference signal)..

Declarer is an astute player, saw the danger and tried to sneak a spade trick through to avoid the ruff.

Example #3: Teams. Dlr N All vul Lead ♠J

W	N	E	S
	1♦	P	2NT
P	3NT	All pass.	

♠AQ3
♥32
♦AKQ109
♣876

♠975
♥QJ97
♦852
♣A94

You are East. Dummy wins the ♠A and leads the ♣8. If you thoughtlessly simply play a small club you have just given South his ninth trick.

The full hand:

♠AQ3		♠975
♥32		♥QJ97
♦AKQ109		♦852
♣876		♣A94
♠J1086		
♥A1054		
♦J3		
♣J53		
	♠K42	
	♥K86	
	♦764	
	♣KQ102	

You can see that declarer has eight tricks on top (3 spades and five diamonds), and a club trick will make his ninth. If West has the right cards, you can take this contract off by going up with the ♠A, and switching to the ♥Q.

And, finally :**Hand #4**

Picture yourself as declarer in 3NT and you have to bring in some club tricks for your contract with no side suit entry to dummy. How do you play this combination?

♠AJ1083
♣74

The textbook play is to hope for 'split honours' such as this:

You play ♣4 and finesse the ♠10, losing to the ♠K. When you later get back to hand, you play ♠7 to the ♠J, which wins then the ♠A drops the ♠Q and you have gathered four club tricks.

♠AJ1083
♣Q92 ♣K65
♣74

Now try this again. You lead the ♣4 but this time an alert West puts in the ♣Q! No matter what you do, you are limited to one club trick! Remember that this applies only when there is no other entry to dummy.



Second player playing low



Second player playing even lower

BRIDGING THE GAP**WITH FOOD FOR THOUGHT****OLIVE JAMES CCBC****SAVOURY SCONES WITH CHILLI JAM AND SOUR CREAM****Serves 6****INGREDIENTS - Chilli Jam**

4 large onions - diced
4 cloves garlic - sliced
1 - 2 green chillies - seeded & sliced
3 tablespoons olive oil
2 tablespoons soft dark brown sugar

METHOD

First make the chilli jam. Heat the olive oil in a frying pan until HOT, then add onions and garlic. Reduce the heat to low and cook 20 minutes, stirring frequently, until the onions are very soft. Leave the onion mixture to cool, then place in a food processor or blender. Add the chillies and sugar and blend until smooth, then return this mixture to the pan. Cook for a further 10 minutes stirring frequently, until the liquid evaporates and the mixture has the consistency of jam. Cool slightly.

**INGREDIENTS - Savoury Scones**

2 cups S.R. flour
2 tablespoons butter
 $\frac{1}{2}$ cup grated cheese
2 pinches cayenne pepper
 $\frac{3}{4}$ - 1 cup milk
pinch salt
1 egg yolk

METHOD

Sift flour twice.
Rub in butter with fingertips.
Add grated cheese and cayenne pepper.
Beat egg yolk and add to milk. (Reserve a little). Mix to a moist dough and turn onto a floured surface, knead and press out by hand. Cut into scones and place onto tray covered with Glad Bake. Brush over with reserved milk egg milk mix.
Bake in a HOT oven approx. 15 minutes or until golden and crusty on top.
Wrap in a towel immediately, and place on cake cooler.
Serve hot or warm with chilli jam and sour cream.

SOUR CREAM

1 tub - beat until fluffy.

ENJOY

♥ ♥ ♥

APPLIED PHYSICS: Light travels faster than sound. That's why some bridge players appear bright until you hear them speak in a post-mortem

BRIDGE REASONING #5**Ken Dawson****Scenario Challenge**

♠ --
♥ AKQ743
♦ JT642
♣ K2

♠ AJT2
♥ --
♦ AKQ85
♣ QJ43

Contract is 7D after LHO made a weak jump overcall in spades and leads ♥ 8

Solution

At least we know where ♣ A lies!

Looking for a place to discard dummy's two clubs is an obvious plan. One can go on ♠ A but what about the other? Perhaps a ruffing finesse against LHO who probably holds ♠ KQ? That can't work since we need ♠ 9 also. Since there is nowhere to discard dummy's two clubs, the only way to make 7D is to discard all 4 from hand. Dummy's hearts! At best, they break 4-3 so they can't run without ruffing one. Best plan is to ruff at trick 1. That ♥ 8 looks ominously like a 5-2 break. That still gives 4 discards if the trumps behave. So:

ruff a low heart
draw trumps
play ♠ A, pitching ♣ 2
ruff a spade
run the hearts pitching clubs

If the hearts are now good, you are home. If the hearts were 5-2, you can still make if the diamonds were 2-1 by ruffing the 5th heart making the 6th good for the 4th club discard.

QBA SENIOR TEAMS

Hosted by SCCBC, this event drew the largest number of competitors since 2006 - 32 tables. The congress ran very smoothly thanks to Peter Busch and his co-director Steve Murray. Sue Higgins and her team ensured the catering was up to its usual very high standard. Last year this highly competitive event was won by a Sunshine Coast team, but this year it was not to be. Congratulations to the winners : Robert & Helen Milward, Paul Collins and Ian Afflick. However we took out the B Grade in style. Winners: Richard Trollope, Tony Walford, Reg Busch, Joan McPheat. Equal 2nd: Di Jones, Wendy O'Brien, Anne Young, Bob McArthur with Gail & Harry Walsh, Lex Bourke, Barbara Holmes. So come on you A Grade players, pull your socks up and bring the title back to us next year.

FINESSE: A finesse usually consists of leading a small card towards a tenace, (although a jackace or a queenace are equally suitable).

ERRATA

Bridge Matters apologises for 2 errors in the previous edition

The Zone Graded Pairs Congress will be held on Nov 25, 2012, not Dec 9.

Approximately \$600 was raised at the Coolum Invitation Day, not \$3078. Sorry about that. Must have been the gin.

PLAYER PROFILE

BENITO GAROZZO 1927 -



Born in Alexandria, Egypt, Garozzo spent his early years between Cairo and Naples. In 1943, stranded in Naples during WW2, he and some friends decided to teach themselves bridge from a 1933 book by Ely Culbertson, which happened to be lying around. *"None of us knew English so we were playing a kind of bridge no one would understand."*

Garozzo was a member of the famous Italian Blue Team which won the Bermuda Bowl 10 times between the years 1961 and 1975. During this time he was regarded as the best defender of all time, and was nicknamed *"il sottomarino"*, (the submarine), as an allegory of being able to see under water. With Giorgio Belladonna he co-created the Blue Club bidding system and an advanced version of Precision called Super-precision".

At 78, playing for the Italian team in a Seniors World competition he made the following comment during an interview: *"I know that 10 gold medals are not few at all, but I must say I would not be sorry to add another trophy to my records. We will surely try. We all trained very seriously via the Internet, including Pietro Forquet who wasn't confident at all with this instrument. This is to demonstrate that we can be elderly people, but serious and professional elderly people, besides being as passionate as when we were thirty."*

In 2011, at 84, he was proud of being able to play 10 different bidding systems.

Benito has lived in the United States since 1987 with his partner of 30 years in both life and bridge, Lea Dupont. As Eddie Kantar puts it, they play *"their special Precision system that only two people in the world are capable of remembering - and they haven't found those people yet."*

"The Blue Club system that we played years ago just is not good enough for top level play today. Lea Dupont and I have improved on it a lot, and now it's ten times better than the old one. The old system was based on controls, and it has taken me many years to realize that was wrong. The distribution is the most important thing and you should gear your bidding to concentrate on that first."

He is regarded by many as the greatest player of all time.

JUST IN CASE YOU THINK YOU KNOW IT ALL

You should never stop studying, no matter how many times you win.

Garozzo

UC-U Unforeseen Cock-Up

IT'S IMPORTANT TO GET IT RIGHT

When questioned about the lead of the 8 from a 9 8 doubleton, the enthusiastic new player confidently replied: "My lovely teacher, who knows everything and can do no wrong, taught me **8 ever, 9 never**."

THERE'S NOBODY ELSE

The jealous bridge player asked his partner: "Are you sure there's nobody else?" To which his partner replied: "Of course there's nobody else. Do you think I'd be playing with a dill like you if there were?"

ONCE UPON A TIME

Once upon a time there were two weevils. They learned bridge together and began playing on the Sunshine Coast. As their play steadily improved, the more aggressive partner became more and more ambitious. He yearned for recognition, glory and fame. After a time he moved to Sydney, played more and more competitively, and eventually represented Australia in the Bermuda Bowl. He was written up in all the bridge magazines and his photo was on the WBF website.



The other weevil remained on the Sunshine Coast. For over 40 years he played the same system with three regular partners, Monday, Thursday and Saturday, never changing a thing. He worked hard for his club and produced scrumptious dishes for special occasions.



Although quite content with his lot, and well liked in his club, he was always referred to as the lesser of two weevils.

THOUGHT FOR TODAY

We trained hard ... but it seemed that every time we were beginning to form up into teams, we would be reorganized. I was to learn later in life that we tend to meet any new situation by reorganizing; and a wonderful method it can be for creating the illusion of progress while producing confusion, inefficiency and demoralization.

Charlton Ogburn 1957

SHIFTING POLITICS

Due to pressure from above, *Bridge Matters* has officially joined the Non - Aligned Movement, favouring the Ragged Right. We feel this is not justified but yield to a superior authority.