## Red Deer Bridge Club

- Keeping You Informed



Jim Wallace
Who is stepping down from the Board. Your contributions are very much appreciated.


Thanks to everyone who attended

Thanks to Gerene for being the main organizer.
the AGM on March 23rd. There was


"Is the spring coming?" he said.
"What is it like?"... "It is the sun shining on the rain and the rain falling on the sunshine..."

Frances Hodgson Burnet

## upermeg VeNIS


, Over/Under Games - April 4 and 18

- CBF Unit Charity Game Saturday - April 6 - note date change from membership booklet
- Unmixed Pairs Trophy - April 9

Pop-Up RED Game - April 19
. Pop-Up GOLD Games - April 22, 23 and 25
B-A-M Game - April 25 Evening

- Red Deer Unit Sectional - April 26, 27 and 28 No Game - Monday, April 29
*Remember - Pop-Up games are games already scheduled but with additional red or gold points being awarded.

You will have noticed that the Directors are using the timer on a more regular basis. This will, hopefully, develop consistency for all players in regulating their pace of play. Everyone thanks you for your efforts to finish each board and each round within the time provided!

## From the ACBL Code of Active Ethics:

Bridge is a timed event. If a pair takes more than their share of the allotted time for each round, they are inconveniencing their fellow competitors. When a pair has fallen behind it is incumbent on them to make up the time lost as quickly as possible -
whether at fault or not.


Some tips to speed up bidding and play:

- Count your cards, face down on the table, before you begin to bid.
- Avoid Post-Mortem discussions of the hand - bidding, play or result.
- Score Bridgemates first, before personal scorecards.S
- Make the opening lead before updating your personal scorecard.
- Lay down the dummy immediately after the opening lead - quickly and neatly.
- Declarers should take 20 seconds to plan their play.
- Declarers should claim ASAP when they know the outcome of the hand.




## of Bridge: Defensive Carding <br> Rank = number ie: 2,3,4... (card value) <br> Suit $=\boldsymbol{Q} \boldsymbol{Q}$

The play of the hand begins - you lead, the dummy comes down, declarer calls for a card from dummy, partner plays to the trick and declarer then turns to you and asks "what is your carding?" If your partnership has not discussed carding and have no agreement, you just answer "No agreement", otherwise:

## STANDARD CARDING:

Standard Attitude - when partner leads a suit and you prefer that he keep leading that suit, you will play a high spot card (or highest you can afford) showing encouragement whereas a low card discourages.
Standard Count - when you are showing partner how many cards you have in a suit (ie: when count is the appropriate information to give partner), you will play a higher card first to the trick followed by a lower one to the next trick in that suit to show partner you have an even number of cards in that suit. If you play a low card first and follow the next trick in that suit with a higher card, you are showing an odd number of cards in that suit.

Standard Discards - the first time you or partner are unable to play to the suit led, this is called a discard. If a low discard means you don't like that suit ie: spades are led and partner plays the 2 of clubs, he is indicating he doesn't like clubs. Conversely, if he plays the 9 of clubs, he is encouraging the play of that suit.

Thus, if you adhere to all of the above, you would answer "Standard carding" or "Standard attitude, count and discards".

## UPSIDE DOWN:

Upside Down Attitude - opposite of standard: low = like / high = dislike
Upside Down Count - opposite of standard: low-high = even / high-low = odd
Upside Down Discards - opposite of standard: low card = like this suit / high card = don't like this suit
So where do things like "suit preference" come into play? This is typically interspersed with the first discard. For instance, many partnerships play standard attitude/count with one of the following discard techniques:

- LAVINTHAL - the discarded suit is not the one partner likes but its rank indicates which suit he does prefer: ie: Spades are led and partner discards the $\diamond 9$ - this says, first of all, I don't have spades, secondly, I don't want diamonds and thirdly, I like hearts. Conversely, if partner had played the $\rangle 2$, he would be indicating a preference for clubs.
- ODD/EVEN - similar to Lavinthal but if the first discard is an odd card ie: 3, 5, 7, 9 etc., that is the suit partner prefers: ie: spades are led and partner plays the $\diamond 3$ - he prefers diamonds. If he played the $\diamond 8$ (even) he does not like diamonds but prefers hearts. If he played the $\diamond_{2}$ (even), he does not like diamonds but prefers clubs.
Sometimes when partner has led a card and then the dummy comes down, it is obvious that you do not want him to continue that suit ie: dummy has a singleton or void - your play to that trick can now indicate something more useful like what suit should partner switch to: ie: Spades are trump and partner leads the $\diamond$ A, dummy comes down with a singleton $\diamond$ and you want him to switch to clubs. Play a low diamond to indicate this - partner will assume this is a suit preference for clubs. Conversely, if you play a high diamond, he will assume you prefer hearts. It most certainly is not attitude for diamonds because there's no need to tell partner something he already knows.

* How do gardeners greet April? With a hoe, hoe, hoe.

* April really mows me over.
*Why are April flowers so strong?
They have shower power!
*How did the tree feel about April's arrival? Re-leafed!
* What kind of bear comes out of hibernation in April? A drizzly bear!

