

EVENTS & MEETINGS:

July 20th Plan on playing in ACBL Fund Game

JULY 22ND: GOLDEN DAYS AUCTION BRIDGE 1:00pm – Finger food and snacks 2 – 6pm – Auction Bridge – the Old Fashion Bridge rules

AUG $2^{ND} - 5^{TH}$, 2007 FARTHEST NORTH BRIDGE SECTIONAL

> Elks Club 1003 Pioneer Road August 2 - 5, 2007 Thursday, Friday & Saturday OPEN PAIRS - 1pm & 7pm Sunday, August 5th SWISS TEAMS - 10am.

Lunch

SWISS TEAMS - After Lunch

Thanks to Patrick Dubbs for putting together some information regarding playing on a Swiss Team. Check out page three of the newsletter followed by a Terminology page.

SEPTEMBER CLUB ELECTIONS

Seeking NOMINATIONS For Farthest North Bridge Board There will be three openings on our bridge board this year. If you would like to run or to nominate someone (nominees must be willing to serve), please call or email me: Judith Strohmaier 479-6361 judithaaron@gmail.com The elections will be held at our annual meeting in September. BOARD UPDATE: Bob Serchen & David Williams have been appointed by the board for a one year term to replace resigning board members Larry Foster & Renee Kappen.

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CONGRATULATIONS to the Masterpoint Winners for Month of May:

> Winners in "A" -- Pat Dubbs and Ivan Grondin - tie Winner in "B" -- Karen Collier

Winners in "C" -- Karen & Mel Harvey - tie

For the month of JUNE

Winner for "A" is Pat Dubbs Winner for "B" is Renee Kappen Winner for "C" is Bob Serchem

Congratulations to SHIRLEY LISS for becoming a LIFE MASTER.



GOLDEN DAYS AUCTION BRIDGE PARTY SUNDAY, JULY 22, 1 to 2pm Snacks 2 - 6pm Play Bridge Location: 620 Eton Blvd. See directions below Golden Days is an annual pioneer-heritage

Golden Days is an annual pioneer-heritage festival celebrating the founding of the City of Fairbanks in 1902. We usually hold an annual session of Auction Bridge, played by centuryold rules and wearing century-old costumes, during that same week. To the best of our knowledge, the game on 01 August 2001 was the only occasion in recent history that the American Contract Bridge League (successor to the American Auction Bridge League) sanctioned an auction bridge game and awarded masterpoints to the winners. This year's party will be **Sunday 22 July 2007** at 1PM, hosted by Patty Meritt. Phone 474-0841

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Come in Golden Days or Turn of the Century costumes.

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Directions: 620 Eton Blvd Farmers Loop from University to the just beyond the Golf Course, turn Left on Auburn, Turn Right on the first street Baylor. Go to the top of the hill, bear Left on the fork on to Eton. 2nd House on the Right. A frame home down a long driveway.



More CONGRATULATIONS TO Worldwide Bridge Game Winners

Friday's Placing at 296: Ivan Grondin & Patrick Dubbs

Saturday's Placing 63: Shirley Liss & Patrick Dubbs

Certificates were presented by Gail Ballou to the above players and a letter of appreciation from ECATS was read by Shirley Craft.

Club WINNERS AND WORLD RANKING	
FRIDAY June 1: Winners in "A"Renee Kappen & Buzz Wilkenson Winners in "B" Karen Collier & Ruth Storvick Winners in "C" Gail Ballou & Bob Serchen Friday night FNBC Club finalsWorld Ranking 1Buzz & Renee1552 2Karen & Ruth2208 3Ivan & Pat	SATURDAY June 2: Winners in "A" -1-Shirley Liss & Pat Dubbs Winners in "B" -1- Mardee Ann & Robert Roth Saturday night FNBC Club finalsWorld Ranking 1Pat & Shirley

SWISS TEAMS

Swiss events consist of teams of four, where your team's north-south plays against the opposition's east-west and vice versa. Each round is usually seven boards. At the end of each round, you rejoin your teammates and compare the north-south scores to the east-west scores and tally the difference. For example, north-south making a vulnerable 4H game is worth +620 points, but if east-west defeated the opponents' two tricks for +200, it gives the team +820. Then the team uses a scale called "IMPs" (for "international match points") scoring which appear on the back of all convention cards to assign a value to the score. . . . After each round, the director pairs teams with similar records. So, winners are paired with other winners, and losers with losers. Therefore after the third match a team with two wins and one loss would play a team with the same win-loss record. (ACBL)

SOME TACTICS

1. You should bid all marginal vulnerable games and slams, because the rewards for success are higher than the penalties for failure (ACBL)

2. If you're not vulnerable, don't stretch too far to bid a close game as the odds favor bidding only those games you are reasonably sure will make. (Bruce Greenspan from 49th Spring NABC Daily Bulletin - 4/1/06)

3. Bid the safest game. At matchpoints, you may get a markedly better score for playing in no trump instead of a major or in a major instead of a minor. IMP scoring, however, neutralizes the differences between these contracts. Your best strategy is to choose your best (longest) trump fit and bid the game that's most likely to make, even if its 5 instead of 3NT." (Greenspan)

4. Avoid jeopardizing game contracts for an overtrick (ACBL) -- employ the safe, conservative play to insure the game is made and then worry about overtricks.

5. Opening leads: be cautious about trying for a swing with an unusual opening lead. In the long run, it's usually best to make your normal lead. Defense: be optimistic and fairly aggressive when defending the opponent's contracts. If there's a layout of the cards that will result in a set, choose your leads and plays to cater to that possibility, even if it means you may give up an overtrick if you're wrong. (Greenspan)

6. Avoid marginal doubles of contracts, especially ones that, if made, will create a game score for the opponents. For example,

Your team bids 2 spades vulnerable and makes: 110 point gain Opponents bid 2 spades vulnerable bid, are doubled and make contract: 770 point loss or -12 IMP loss

7. In order to balance the team rankings, the IMP total of each match is usually converted to Victory Points which means that individual board and/or match disasters do not automatically eliminate your team from placing overall. ACBL District 6 states that "Point No. 1 and the most important point. Get the bad result out of your mind. You must put all your effort into playing the next six boards (or next match-added). You can't think about who messed up. You can't apologize. You can't blame."

8. When you've have a series of disastrous boards and are probably several IMPs behind in a match, it might be wise to follow Eddie Kantar's advice: "Bid and play aggressively; make close doubles".

ACBL EVENTS: TERMS EXPLAINED

Excerpted from Bulletins, Fall NABC 1998, Orlando Florida.

New members of ACBL are often confused by the array of terms they hear: knockout teams, red points, rookie. Here's a list of terms and their meanings:

Knockout Teams: an event in which a team (of four, five or six players -- with only four playing at a time) plays another team. The losers are eliminated or "knocked out" while the winners play other winners until only one winning team remains. A KO match can last for a single session or go on for a full day (the Vanderbilt and Spingold) or longer (the Bermuda Bowl).

Bracketed Knockout Teams: a KO event in which teams are divided into groups -- usually of 8, 12 or 16 -- based on their masterpoint holdings. Each group competes in a separate event with its own set of winners.

Compact Knockout Teams: a shorter version of Bracketed KO teams.

Swiss Teams: an event in which a team (of four, five or six players -- with only four playing at a time) plays other teams short matches -- usually 7, 8 or 9 boards. Team A sits North-South at Table 1 and East-West at Table 2 while Team B sits East-West at Table 1 and North-South at Table 2. The results are compared and scored by International Match Points (IMPs). Pairings for the first round are random. Pairings for succeeding rounds are determined by a team's win-loss record or Victory Point total.

International Match Points (IMPs): the most common method of scoring Swiss Team matches. If Team A scores plus 620 for bidding and making 4Ç on Board 4 and Team B scores only plus 170 (they didn't bid the game), the difference is 450 -- which converts to 10 IMPs. The IMP chart is shown on the inside of your convention card.

Victory Points (VPs): a method of scoring Swiss Team matches. After the scores are compared and converted to IMPs, the IMP total is converted to Victory Points. A team's VP total may be used to determine its next opponents and its final standing.

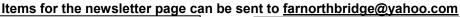
Continuous/Side Pairs: single-session pair games that pay red points. The Vancouver Morning Continuous/Side Pairs, for example, is being played at 9 a.m. the first Friday, Saturday and Sunday of the Orlando NABC. Pairs may play in one, two or three sessions. Only pairs who play in at least two sessions are eligible for overall gold points.

Stratified Pairs: The idea is to compete against everyone but to be ranked only with your peers. Each pair is assigned a stratum or "strat" based on the masterpoint holding of the partner with more masterpoints.

Example: A = 1000+ masterpoints; B = 300-1000 MPs; C = 0-300 MPs. Thus, the most experienced players are placed in Strat A, intermediate players in Strat B and less experienced players in Strat C. Masterpoints are awarded for placings in all strats but gold points are awarded only in A and B. The game proceeds normally -- the difference comes when the scores are tabulated and ranked. In a three-strat game, the scores are ranked three times. The first ranking is done as in a regular open game. These are the Strat A results. If a B or C pair does well in this ranking, they receive full credit for that performance. It is not all that uncommon for a Strat C pair to place first overall, and they receive the full masterpoint award for that game. Note: A pair is eligible for only one set of masterpoint awards and automatically receives the highest award. The second ranking compares the scores of only the B and C pairs -- the scores of the Strat A pairs are eliminated. Once again, if a C pair does well, they receive points for their finishing position in the Strat B results. The third and final ranking compares the scores of only the C pairs -- all the scores of the Strat A and B pairs are eliminated.

Strati-flighted Pairs: The top group plays in a game of their own -- Flight A. The rest of the field in divided into strats and plays as in a regular stratified pairs. A recent innovation has been stratifying within Flight A. Flight A-1 may be listed as 3000+ MPs while Flight A-2 may be listed as 0-3000 MPs.

Copied from the Great Bridge Links website: www.greatbridgelinks.com







EASYBRIDGE PLAYERS

OPEN PLAY at the FARTHEST NORTH BRIDGE CLUB