

Lawson Bridge Studio News October 2024

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Club Games – Rates are for each player

Games: 6:20 pm at Ann Sather's Restaurant, 909 West Belmont Ave, Chicago, IL

Oct 2	Club Game—\$13	Nov 4	Club Game—\$13
Oct 7	Grass Roots FUND —\$14	Nov 6	Club Game—\$13
Oct 9	Grass Roots FUND —\$14	Nov 11	No Game Subeck Regional
Oct 14	Club Appreciation Pairs —\$13	Nov 13	District 13 STaC —\$15
Oct 16	Club Appreciation Pairs —\$13	Nov 18	Grass Roots FUND —\$14
Oct 21	Quarterly Club Championship —\$13	Nov 20	Grass Roots FUND —\$14
Oct 23	Quarterly Club Championship —\$13	Nov 25	Club Game—\$13
Oct 28	Swiss Teams Club Appreciation —\$13	Nov 27	No Game Restaurant Unavailable
Oct 30	Swiss Teams Club Appreciation —\$13		

October is Club Appreciation Month.

- ♣ Club Appreciation Pair games, special treats planning needs your prior registration.
- ♣ The Club Appreciation Team game offers 5% gold up to 0.25 gold masterpoints, everybody gets a bit (0.01+) of gold if you win or tie in a match. If there is enough interest expressed to me for this event, I will keep the scheduled dates. The minimum tables are 3, just as we regularly require for a game.
- ♣ All special Club Appreciation games offer the maximum masterpoints for any games during the year at 81.8% of sectionally rated games.

COVID Resurging:

- ♣ According to CDC and newscasts, the new COVID variants are causing a surge in hospitalizations in the United States as well as worldwide. As we enter the fall season, we expect to see a surge in respiratory infections, not just Covid but also influenza and RSV (Respiratory Syncytial Virus). Please stay home if you are having issues or effects from the medications that you are taking to have respect for your fellow bridge players and their enjoyment of the game.

64 - Procedure after Establishment of a Revoke Duplicate Decisions, revised September 2020 .

Law 64 classifies revokes into two categories, those that require an automatic trick adjustment, and those that do not. This Law also mandates the Director to award an adjusted score and restore equity if the non-offending side is insufficiently compensated after any established revoke (trick adjustment or not).

Note that "equity" is different from "automatic adjustment and equity".

Example: A revoke causes a one trick damage and there is a one trick automatic transfer. The transfer compensates the damage caused. No further adjustment is warranted. Players will frequently seem to be puzzled because "the revoke is not penalized," but this is a false issue.

An established revoke is not "penalized". It may carry an automatic trick transfer or not, and after that if the non-offenders are still damaged, the score is adjusted to compensate for the damage. If a revoke causes a damage of four tricks, and the trick adjustment would be just two tricks, the score is adjusted by four tricks from the table result (restoring what would have happened without the revoke).

Automatic Trick Adjustment (Law 64A): This law differentiates between cases where the player committing the revoke wins the trick, or someone else does.

Generally speaking, if the revoking PLAYER won the revoke trick, that trick is transferred to the non-offending side. If the offending SIDE wins any other trick afterwards, an additional trick is transferred (two tricks total).

If the revoking PLAYER did NOT win the revoke trick, but the offending SIDE won that trick or any other trick afterwards, only one trick is transferred to the non-offending side.

If the revoking SIDE did not win the revoke trick or any other trick afterwards, zero tricks are transferred to the non-offending side.

No Automatic Trick Adjustment: There are a number of cases where 64A does not apply, and these cases are listed in 64B.

Note that independently of an established revoke falling under 64A or 64B, the Director needs to restore equity, by awarding an assigned adjusted score, if the non-offending side is insufficiently compensated (Law 64C).