

Introduction To Sectional Play

General

Masterpoints: 2x Regular Game -- Silver

Registering: Arrive at least 20 minutes before 10A to park & register

Convention Card:

- Both partners should have a completed CC
- Use the one on our site as a starter

Scoring:

- Let the Bridgemates do the scoring
- If you are North, announce the contract and final score

Strats: Intermediate/Novice (I/N) Strats:

- 0-20, 20-50, 50-100
- 0-100, 100-300, 300-500

Welcome Players To Your Table

Timer:

- 7 minutes per hand
- As we used to say at IBM, “Think” but then make a crisp decision. Don’t agonize over your decisions

Alerts:

- Announcements: [1NT Opening](#), [Jacoby Transfers](#), [Texas Transfers](#)
- Alerts: NMF, Responses to Ogust
- If asked about a bid, unless you have a specific agreement, just say “We don’t an agreement”; don’t speculate on what partner’s bid might mean
- Don’t ask about their bids until the bidding is over unless you plan to bid

Director Calls:

- If there’s an irregularity, call the Director immediately
- Don’t get nervous and lose focus if a director call is made

Swiss: Team game with strats (In the Open Sectional you’ll play against open players)

Don't

- Don't claim
- Don't teach partner or opponents
- Don't discuss hands until after the session when you have the hand records
- Don't give up

Do

- Lead before writing down contract
- Make your opening lead face-down
- Go for positive results
- Bid NoTrump games rather than minor suit games
- Ask partner if she is out of the suit when she first discards
- Give opponents a chance to go wrong
- Attend *Free Hand Analysis* between sessions
- If opponents have sacrificed at the 5-level, double or go on (immediate X = 2+ losers; Pass = 1 or 0 losers but nothing extra; 5-level bid = 1 or 0 losers and extras)

Defense

- Don't underlead Aces at suit contracts
- Lead back partner's suit when partner has lead low
- Switch suits when partner has lead high unless partner is trying for a ruff
- Don't lead back Declarer's suit unless there's no better choice