

**Under 200? A New Wednesday Section Just for You**

Because of the enthusiasm for our Tuesday and Friday under-200 sections, we are starting a similar section on Wednesdays, effective next week. The game of 24 boards will start at 10 a.m. and generally end about 1:15.

The setup will be the same as on Tuesdays, with the Open game at the tables on the East side of the room and the under-200 section on the West. The bridge clock will show the times and rounds for the under-200 competition.

Last Tuesday we had 14 tables in the under-200 section, a wonderful turnout that convinced the board that you might like an additional chance to compete against players of similar skills and experience before you plunge into the Open game.

Of course, you are always welcome to play in the Open game, and many newer players do find that competition helps them become better even faster as they see at first hand the more advanced bidding and play practices.

We hope you will enjoy the new Wednesday section. See you there.

**Over 200? Deserves a Shoutout**

Our new under-200 game won't be an opportunity for seven of our players who recently crossed the 200 masterpoint mark. Hurray for:

**Cynthia Apostolakis**

**Catherine Francis**

**Ann Hart**

**Judy Knowles**

**Regina Russell**

**Linda Temple**

**Ted Thomas**

**Rovers -- A Challenge and an Opportunity**

One of our finest attributes as a club that welcomes new players is our promise to find a partner for anyone who comes in alone wanting to play. Keeping that promise depends in large measure on our Rover system, a unique opportunity for members to prove their duplicate flexibility while  saving a couple of table fees.

If you are not familiar with it, here is how it works:

A member whose schedule permits it signs up in advance to be the Rover on any date open on the calendar that is kept on the counter between the main playing room and the director's office. The member then shows up at least 30 minutes before play starts on that day and waits to see if any singles come in. Singles sign in on a sheet next to the Rover calendar. If more than one comes in, he or she is paired with the other single.

About 5 minutes before play starts, any remaining single is paired with the Rover, and they have until play starts to agree on what conventions they will be using. The process of discussing conventions may continue after each round, but, as a courtesy to opponents, generally should not go on over the table between boards.

If there are no singles when play begins, the Rover is free to leave.

Rovers may be of any masterpoint level or years of experience. It helps if they can be flexible to fit in easily with the style of the single player. It also helps to have an easy-going temperament, more interested in the joy of the game than in winning masterpoints that day.

The Rover earns two free table fees. If he or she is paired with a single that day, one of the table fees is earned then and the other banked for the future. If the Rover doesn't get to play on the assigned day, two table fees are credited to him or her for future play.

We currently need Rovers for several days for the rest of the summer, so if you are interested, think about signing up and giving it a try. Who knows, you might just find a new regular partner.

**Mike Sears Sez**

So how is your tempo?

Do you have good rhythm and thus could be a good dancer or play a musical instrument?   At our wonderful game of bridge, tempo is important to ensure fairness of the game.

If it's our turn to bid, and we think and think and think (taking more time than usual), then our partner may assume that we truly have something to think about.  And we most likely do.  Hence, we will have conveyed information to our partner above and beyond whatever we may have bid.

How about if it's our turn to bid, and we pass exceptionally quickly.  Of course, we did so because we have nothing to think about.  Our partner will realize that, thus gaining information that he/she should not have.

One exception that is permitted.  That's when your right-hand opponent makes a "skip" or jump bid (e.g., bids 2 spades when he could have legally bid 1 spade).  The ACBL recognizes that you might be surprised by that skip bid, and they want to allow you additional time to now think about and decide your bid.  Hence, the STOP card is optionally used by the bidder to notify you that you have additional time (10 seconds) to now make your call.  In fact, the ACBL expects you to wait those 10 seconds.   By waiting as expected, all players recognize that this time delay is part of the game, and no unauthorized information comes from it.   Regular misuse of the STOP card (e.g, ensuring that **partner**sees your skip bid) has its future being re-evaluated by the ACBL.

Bottom line, try to make all your bids "in tempo."  Whether you're passing, bidding, or thinking before a bid, try to make all your bids at a pace that reflects your normal and natural bidding tempo.