



## Winter Wonderland ACBL TOURNAMENT

December 17-20

Thursday, Dec. 17

### Results from the Winter Wonderland Tournament



### Mini-Lessons for Intermediate/Newcomer Players

Looking for some bridge tips before the game? We'll be posting two video mini-lessons (30 minutes or less) from bridge celebrities every morning, Just click [here](#).



#### Thursday

**Barbara Seagram**

The Killing Lead

**Patty Tucker**

Cuebidding in Competition

#### Friday

**Donna Compton**

Defend This Hand With Me

#### Saturday

**Reese Koppel**

Cardplay Combo Challenge

**GS Jade Barrett**

How Listening Leads to Winning

#### Sunday

**Marjorie Michelin**

Two-Level Overcalls

### Today's Speakers



**Barbara Seagram** is the co-author of 26 bridge books, including "25 Bridge Conventions You Should Know." She was also named #40 on the list of top 52 personalities that have most influenced the game. She owns and runs a school of bridge in Toronto.



**Patty Tucker** is a leading bridge teacher and creator of the popular Learn Bridge In A Day? program. She was named Honorary Member of the Year in 2016 and inducted into the Hall of Fame in 2019 for her contributions to bridge as a teacher. She is a Grand Life Master and an ABTA Master Bridge Teacher.

# Winter Wonderland TOURNAMENT



Thurs.-Sun., Dec. 17-20, 2020

'Tis the season for gold points

Regionally Rated - All Times Eastern

Questions? [online.tournament@acbl.org](mailto:online.tournament@acbl.org)



## Daily Two-Session Events

Award Gold & Red Points - Must Play Both Sessions - \$30 per player/18 boards per session

### Early Bird Two-Session Event Schedule

- |                                  |  |
|----------------------------------|--|
| <b>10:15 am &amp; 1:45 pm ET</b> | <b>Golden Bells Gold Rush Pairs</b> (750/400/200)<br>No player may have more than 750 masterpoints |
| <b>10:30 am &amp; 2:00 pm ET</b> | <b>Snowflake Mid-Flight Pairs</b> (3000/1250)<br>No player may have more than 3000 masterpoints    |
| <b>10:45 am &amp; 2:15 pm ET</b> | <b>Sleigh Ride Top-Flight Pairs</b> (unlimited/4000)   |

### Twilight Two-Session Event Schedule

- |   |   |
|---|---|
| <b>5:15 pm &amp; 8:45 pm ET</b><br>Finished by 11:00 pm | <b>Golden Skates Gold Rush Pairs</b> (750/400/200)<br>No player may have more than 750 masterpoints |
| <b>5:30 pm &amp; 9:00 pm ET</b><br>Finished by 11:15 pm | <b>Jack Frost Mid-Flight Pairs</b> (3000/1250)<br>No player may have more than 3000 masterpoints    |
| <b>5:45 pm &amp; 9:15 pm ET</b><br>Finished by 11:30 pm | <b>Pine Tree Top-Flight Pairs</b> (unlimited/4000)  |



## Daily Single-Session Events

Play in One, Two, Three or All Four Events - \$15 per player, per session/18 boards per session

- |  |   |
|--|---|
| <b>10:15 am, 1:45 pm,<br/>5:15 pm &amp; 8:45 pm ET</b> | <b>Hot Cocoa 99er Pairs</b> (100/50/20)<br>No player may have more than 100 masterpoints      |
| <b>10:30 am, 2:00 pm,<br/>5:30 pm &amp; 9:00 pm ET</b> | <b>Gingerbread 499er pairs</b> (500/300/200)<br>No player may have more than 500 masterpoints |



## Daily Side Games

Play in two sessions of the same series for a chance to win gold!

Play in One, Two, Three or All Four Sessions - \$15 per player, per session/18 boards per session

- |                    |  |
|--------------------|--|
| <b>10:45 am ET</b> | <b>Jingle Bells Side Game Series</b> (unlimited/1500/500)        |
| <b>2:15 pm ET</b>  | <b>Let It Snow Side Game Series</b> (unlimited/1500/500)         |
| <b>5:45 pm ET</b>  | <b>Frosty, the Snowman Side Game Series</b> (unlimited/1500/500) |
| <b>9:15 pm ET</b>  | <b>Deck the Halls Side Game Series</b> (unlimited/1500/500)      |



American Contract  
Bridge League

Stratification for all events is by the average masterpoint holding of the pair. In any event with an upper masterpoint limit, neither player may exceed the limit for the event. Masterpoint awards for all single-session events are red points



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### Online Bridge: Different Mechanics, Same Laws

By Robb Gordon, ACBL National Recorder

When we play online, we are still playing bridge. The Laws of Duplicate Bridge and ACBL Regulations still apply. But facing facts, some things are different. Here are a few:

1. Revoking and leading out of turn are impossible.
2. You must self-Alert.
3. Because you are Alerting only the opponents, and asking questions only of one or both opponents, partner does not "hear" your explanations or questions and that avenue of Unauthorized Information has been eliminated. This saves a lot of arguments and bad feelings.
4. Breaks in tempo are awkward. At the table, if somebody takes a lot of time, you can see that they (presumably) are thinking. In online bridge, it could mean that their tea kettle started whistling and they went to turn off the burner. Law 73E2:

If the Director determines that an innocent player has drawn a false inference from a question, remark, manner, tempo or the like, of an opponent who has no demonstrable bridge reason for the action, and who could have been aware, at the time of the action, that it could work to his benefit, the Director shall award an adjusted score.

This rule applies. When you spill coffee or are distracted by a phone call, it is incumbent on you to make sure the opponents know so they are not deceived by your inattention.

5. The ACBL has long had a rule that partnerships have

two identical convention cards with their names on them. The convention card rules apply to BBO as well, except you need have only one card. To make a convention card, log in. Click Account on the right tabbed menu and select the Convention Cards heading. It is pretty easy to recall a saved card or to complete and save a new one. Remember to load your card by completing the Use With Partner blank with your partner's BBO name.



6. The ACBL Convention Charts apply here. Make sure your convention is permitted in the game you are playing. For example, a 2♦ opening that shows a weak hand with length in one of the majors is an Open+ Chart convention and is not permitted in any event in the online regional.
7. It has come to our attention that some players have more than one BBO user ID. Please only use one ID when playing in ACBL games with human opponents. We are screening for this.
8. Because you are playing in an ACBL game against human opponents, we encourage you to make sure your profile displays your real name.

### Keep it Clean

Most of us are honest and want to play the game properly. When you play against an opponent you suspect is not playing in accordance with the Laws, or violating the Code of Disciplinary Regulations, please file a Player Memo. There is a version streamlined for online play reports available at [www.acbl.org/bbomemo/](http://www.acbl.org/bbomemo/). You may privately text your director as well, but making a public accusation is itself a violation of the CDR, so please report suspicious conduct in an actively ethical way!



*"I've volunteered to be one of the investigators when there is suspicion of Unauthorized Information during online play. There are a lot of factors to consider, not least of which is the suspected player's experience level.*

*Accusations of cheating are a serious matter. Anyone can do something strange on one deal; but when a pattern emerges, there is smoke. Where there is smoke, there is often fire. For charges to be filed, more than one investigator has to come to the same conclusion.*

*The game will be better and more popular if we all behave ethically.*

*Big Brother is watching you." - Larry Cohen*

### Entry Fees

The entry fees for this online tournament are \$15 per player per session.





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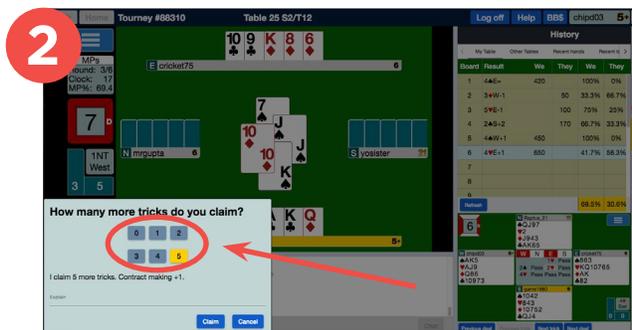
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## BBO Help Desk - How to claim

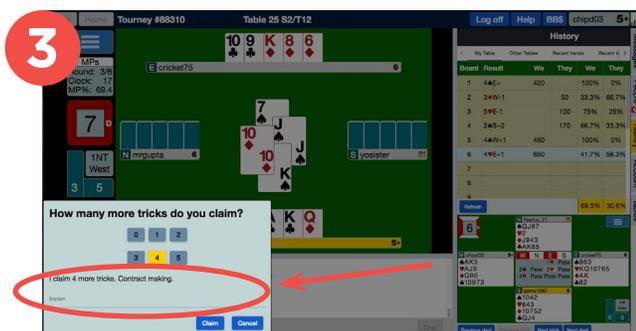
It's frustrating to have to follow or discard card after irrelevant card while a declarer runs winners. When the outcome of a deal is certain, it's good practice to save everyone's time and patience by claiming.



When you reach the point where you want to claim, click the Claim button on the left. Here, we are in 1NT. After starting with five spades, we are down to two good spades, two good clubs and a diamond loser.



A prompt will ask you how many of the remaining tricks you want to claim. The default is all of them, but you can select any number between that and zero. We have four good tricks, so we click 4.



The number of tricks you are claiming will highlight in yellow. Next, enter an explanation on the line below. If you have losers, specify what you're losing or how you are getting rid of them.



When you are satisfied with your explanation, click the Claim button.



Your claim statement will appear in a yellow box on the left while you wait for your opponents to accept it.



When your opponent makes a claim, the same yellow box will appear. Read it carefully to see the number of tricks they are claiming and confirm that it matches the number of tricks they are able to take, then click Yes. If you are certain the claim is wrong, click No and call the director. If you are unsure, ask for clarification.