MMT PRE-BULLETIN • Monday February 28th 2022 • editor Christina Lund Madsen • clm@christina-bridge.com

MONTHLY MIXED TEAMS

ONLINE BRIDGE EVENTS • MMT.BRIDGERESULTS.ORG

Friends and Newcomers

The 2020'es are historic times. Just as we thought the world was coming back to normal after a two-year pandemic, Ukraine is invaded and Europe at war. We condemn the actions performed under Russian leadership and mourn the victims. As many of you know, our TD is Russian and heartbroken about the development.

Meanwhile in the bridge world, we are slowly getting back to live bridge with the upcoming US nationals and World Championships in Salsomaggiore, Italy.

Yet it is clear that online bridge is here to stay. Apart from being a great platform for practice, it is also an opportunity to compete against players from other nations and of different skill levels.

Apart from long-missed MMT-friends, we have two debutant teams this event, who have entered encouraged by their mentor, Kim Gilman, who is a regular MMTparticipant. What they all have in common is a love for the complexity of the game and the courage to face world class-opponents. We present them in this bulletin and the next and ask our friends to warmly welcome our newcomers, Blizzard and Nor'Easter.

We wish friends and newcomers some fun days of play!

All players should enter BBO 5 minutes before the beginning of a match. TD Denis Dobrin will instruct you where to sit. All players must have their name in their BBO-profile. Private isn't allowed for the sake of opponents and kibitzers.

Today's Schedule

February 28th

10:00 EST / 16:00 CET - RR 1 (16 boards)

12:15 EST / 18:15 CET - RR 2 (16 boards)

Same schedule throughout the week

Draw Round 1



<u>Results</u>

Next Event: May Mixed Teams May 2-5 Registration: <u>mmt.bridgeresults.org</u>

Teams / Players / Nicknames

ALPERT

Claire Alpert (clairee2) Charlie Hoyos (charlie111) Janice Seamon-Molson (janicem) Alfredo Versace (nevaio)

BENTLEY

Adam Grossack (nevereast) Zachary Grossack (germs345) Lynne Koeppel (lgkoeppel) Myra Kolton (ladyko) Anam Tebha (anamtebha) Steve Zolotow (lvzee)

BLIZZARD

Paul Bay (paulbay) Tracy Burlock (tjbhoulton) Sam Gallo (samjgallo1) Kate Sears (ctbridger) Dori Senerchia (doridew) Fred Wardwell (fredwardwe)

COAST 2 COAST

Peter Boyd-Bowman (pjbb) Kim Gilman (kim4930) Robin Hillyard (beowulf) Jane McLaughlin (mclfamatsf) Alix Taylor (alixtay) Ethan Wood (ewood14)



CREDS

Alejandro Bianchedi (alecuque) Margie Cole (mtc146) Gary Donner (gdonnersc1) Jodi Edmonds (jodi e) Cecilia Rimstedt (cillar) Sandra Rimstedt (sandria) Debbie Rosenberg (debrose) Andrew Rosenthal (andrewr) Joel Wooldridge (firechief)

GERMAN JUNIORS +

Victoria Di Bacco (gamervivi) Sven Fariwg (sven00) Thomas Gotard (tomi2) Oliver Hevemeier (offshape) Mareille Holewa (mareille k) Philipp Pabst (philipp99) Mona Rieger (mori0001) Michael Scheider (docms) Stefan Weber (relax055)

MARCH HARES

Parul Jain (paruljain6) Lia Petelko (lia1212) Jim Rasmussen (jrr) Koren Retter (koren12345) Linda Robinson (saba) Eric Schwartz (waldorf1)

MIXSTERS

Nina Benzaquen (ninabenz) Diego Brenner (dbrenner) Gergana Teneva Nikolay Yaninski Camilla Krefeld Johan Hammelev

NOR'EASTER

Carolyn Bitetti (cbitetti) Juan Felipe Cuervo (juanfe95) Stan Piltch (stanpil) Phil Stashenko (pstash) Mine Usluel (musluel) Rita Vachani (rvachani)

SMART RABBIT

Ilan Bareket (bareket) Ronnie Barr (ronniebarr) Ilan Cohen (ilan13) Ron Pachtman (ronpa) Nathalie Saada (natsa) Dana Tal (danat85) Noga Tal (nogatal)

SNAPDRAGON

David Gold (dagold) Maggie Knottenbelt (mjdt_1) Diana Nettleton (etttleton) Thomas Paske (thomas1000)

TURNIPS

Pierre Franceschetti (gewd) Cédric Lorenzini (pierced) Hilda Setton (Idase) Anne laure Tartarin (loudy)





- I have been playing bridge for little over 4 years. After I retired, I got introduced to bridge rather serendipitously, through a local Community Education class and it has become a big part of my life since. *I enjoy the competition, the intellectual challenge as well as the social connections that the game offers.*

There have been plenty of memorable moments along the way: My first tournament when I thought I was going to play in the 0-49er section but ended up in the Open and was asked questions such as "what are your discards" that I had no clue I was supposed to have answers to; my first Nationals and kibitzing and watching the big guys play; passing my partner's 4NT bid when she was asking for key cards; having my partner pass my 2C open! One of the things I have learnt along the way is that you cannot worry about what others think of you if you want to improve and the other is to find a partner who feels the same way. So here I am, older and wiser, focused on improving my game and enjoying the process.

I am looking forward to this event for just those reasons: to compete against strong players, to learn and have fun.



- I've been playing bridge seriously for about 4 years. Although I love the problem-solving challenges bridge provides, the greatest highlight has been making some wonderful friends who I envision being in my life forever.

My ambition is to get strong enough that I can play against anyone and be able to win; exactly why I'm playing in this event. You can't be a competitive marathoner and avoid running against the Kenyans.

Bridge has affirmed the characteristics of a great partnership: trust, communication, empathy, "mind-reading" and respect.



Mine Usluel (Nor'Easter)

<complex-block>

- I played bridge casually once a week for 10 years. Then four years ago, I joined Family Friendly Bridge Club in Arlington, MA. And I realized what I have been playing was not really bridge. © If there's one thing I've learned, it's I have much to learn. © - I played bridge growing up but started playing duplicate bridge about 3 years ago. I enjoy the challenge of the game and have met wonderful people through bridge. Bridge is a humbling game and I am working hard to improve my game in all respects as well as my mental stamina.



Phil Stashenko (Nor'Easter)

I grew up in a card-playing family and culture in Connecticut, and played cribbage, setback (pitch), and gin rummy, then poker and blackjack later on. I was first introduced to bridge my senior year in college when I probably spent more time with Goren's Point Count Bidding than any textbook. We would play rubber bridge into the early morning hours three or four times per week. I'm sure the quality of play was terrible but the game was great fun, the one game that did not have to be played for money to be endlessly interesting.

Fast forward to 2018, when I stepped back to part time from my career as an academic research scientist and institutional leader. I took up the game again, beginning with lessons at the Westwood (MA) bridge club. I quickly realized that a lot had changed in the modern game and it was an adventure to unlearn many things in all phases of the game.

The play at Westwood was outstanding (I and my partner were the only two players with fewer than 1500 MPs), but provided lots of inspiration to improve and compete.

I transitioned to Family Friendly Bridge Club in Arlington the next year, took more lessons with Kim Gilman and colleagues, and have found an outstanding group of smart, friendly and highly-motivated bridge enthusiasts to play with and learn from, many of whom are competing in this event.

I've enjoyed my reintroduction to the game enormously and my main aspiration going forward tis to become a better, wiser and more thoughtful player in what will be a lifelong learning process.



1. The 2022 World Warm Up Mixed Teams will be hosted in Bridge Base Online from 28th of February to 3rd of March, 2022

2. All participants are bound by the regulations within this document.

All players are welcome to register, yet some can be refused at the discretion of the organizer.

Teams can consist of 4 – 10 players. If necessary, more players can be added during the event.

At the moment teams and/or players are registered, they automatically agree to play according to the conditions in this document.

Should a team be disqualified and/or withdraw by their own choice (before or during the event), there will be no refund of entry fees.

3. Schedule of play

Monday, 28 February 2022 10:00 EST / 16:00 CET – RR 1 (16 boards) 12:15 EST / 18:15 CET – RR 2 (16 boards)

Tuesday March 1st 2022 10:00 EST / 16:00 CET – RR 3 (16 boards) 12:15 EST / 18:15 CET – RR 4 (16 boards)

Wednesday March 2nd 2022 10:00 EST / 16:00 CET – RR 5 (16 boards) 12:15 EST / 18:15 CET – RR 6 (16 boards)

Thursday March 3rd 2022 10:00 EST / 16:00 CET – RR 7 (16 boards) 12:15 EST / 18:15 CET – Danish (16 boards)

4. Format

There will be a single stage event which will be played in the form of a Swiss (7 rounds) + 1 round of Danish (1st vs 2nd, 3rd vs 4th, 5th vs 6th, 7th vs 8th, 9th vs 10th, 11th vs 12th); 128 boards in total.

The results of each match (including the last Danish round) shall be converted into Victory Points in accordance with the appropriate WBF IMP/VP scales (see p. 10 below).

In order to determine the grouping for a tie between two teams will be broken by the result of the match(es) between those two teams. If there should still be a tie, then the IMP quotient of all matches will be taken into consideration to break the tie.

5. Line-Up and Seating Rights

All 16-board sessions are expected to be played without change of line-up. If a team needs to change its lineup after the first half of the 16-board session it needs to contact the Mixed Team or TD.

Captains submit their line up without knowing the line-up of their opponents ("blind line-up").

Teams are expected to submit their line-up as soon as practical and no later than 30 minutes before the start of the round.

Teams who infringe this regulation will be subject to VP penalties according to this scale: 1st occasion – warning; 2nd and any subsequent occasion – 0.5 VP penalty.

Conditions of Contest • World Warm Up Mixed Teams

The line-up must be submitted through the line-up web utility. All captains will be provided with the respective link and the password.

6. Running the matches

All players involved must be online and logged in to Bridge Base Online 5 minutes before the start of the round at the latest.

Players must have their official name on their BBO profile. Private isn't allowed. Teams who infringe this regulation will be subject to VP penalties according to this scale:

1st occasion – warning;

2nd and any subsequent occasion – 0.5 VP penalty for each match for each player without official name on BBO profile.

The Tournament Director will create the tables and send invitations to the players in accordance with the submitted line-ups. Players are requested to accept the invitation immediately upon receipt.

All tables will play duplicated boards.

Barometer scoring will be OFF. The scores are only visible (for the players) after the last board has been played. Kibitzers can see the scores during the match. The table settings will allow kibitzers but forbid communication between players and kibitzers.

Undo and claiming:

MMT encourages players to accept an opponent's request for undo in obvious misclick situations during the bidding as well as play. In case such undo is refused a player gets one "challenge" whereby the TD can be summoned to the table. Play must be shut down till the TD arrives. The TD will assess the situation, and if he believes the undo is justified by an obvious misclick that no reasonable player should refuse, the undo has to be accepted by the opponents.

Players alert their own bids. Bids must be alerted before entering the bids. If you don't alert before making your bid, your opponent may think that your bid is natural, make his/her bid, then see the Alert and legitimately ask for an undo in case the information changes his/her perspectives.

If players explain bids via chat they should set the recipients to Opponents, not Table, so only opponents see the explanation and not partner. The best way is to explain the bids via the BBO alert mechanism. Players may not consult their own system card or use any aids to their memory or calculation or technique between the commencement of the auction and the end of play.

The gravest possible offence is for a partnership to exchange information through non-public communication or (individual) players self-kibitzing.

If players experience highly suspicious plays, we encourage you to send a report to the organizers at mmt@bridgeresults.org. We will not reveal your name as source.

Players are expected to finish 16 boards within 2 hours. The TD may remove unplayed boards if in his opinion a delay in the match would interfere with the smooth running of the competition.

8. Request of a TD ruling

The Mixed Team strongly encourages participants to play in the most respectful way. Any player can summon the Director to the table in case of irregularities.

The time for a request for a TD ruling expires 30 minutes after the end of the match. All requests will be decided by a qualified Director (if appropriate - in consultation with other directors and/or world class players); no further appeal will be possible after the TD's decision. To submit protests, you should send email to: mmt@bridgeresults.org **9.** These Regulations may be amended and augmented at the discretion of the organizing committee if circumstances so warrant so as to ensure the smooth, efficient and enjoyable execution of the events.

Although the MMT are not aligned with any bridge organization, we take ethical violations seriously and report to Eric Laurant from the WBF Investigation committee if our experts and statisticians find ground to suspect a pair/player is violating the rules of bridge through self-kibitzing or illegal communication with partner or teammates.

10.16-board VP-Scale

IMP	VP	
29	16.58	3.42
30	16.73	3.27
31	16.88	3.12
32	17.03	2.97
33	17.17	2.83
34	17.31	2.69
35	17.45	2.55
36	17.59	2.41
37	17.72	2.28
38	17.85	2.15
39	17.97	2.03
40	18.09	1.91
41	18.21	1.79
42	18.33	1.67
43	18.44	1.56
44	18.55	1.45
45	18.66	1.34
46	18.77	1.23
47	18.87	1.13
48	18.97	1.03
49	19.07	0.93
50	19.16	0.84
51	19.25	0.75
52	19.34	0.66
53	19.43	0.57
54	19.52	0.48
55	19.61	0.39
56	19.69	0.31
57	19.77	0.23
58	19.85	0.15
59	19.93	0.07
60	20.00	0.00

IMP	VP	
0	10.00	10.00
1	10.31	9.69
2	10.61	9.39
3	10.91	9.09
4	11.20	8.80
5	11.48	8.52
6	11.76	8.24
7	12.03	7.97
8	12.29	7.71
9	12.55	7.45
10	12.80	7.20
11	13.04	6.96
12	13.28	6.72
13	13.52	6.48
14	13.75	6.25
15	13.97	6.03
16	14.18	5.82
17	14.39	5.61
18	14.60	5.40
19	14.80	5.20
20	15.00	5.00
21	15.19	4.81
22	15.38	4.62
23	15.56	4.44
24	15.74	4.26
25	15.92	4.08
26	16.09	3.91
27	16.26	3.74
28	16.42	3.58
29	16.58	3.42
30	16.73	3.27
31	16.88	3.12
32	17.03	2.97



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Your online bridge club Social play. ACBL Games. Tournaments. Solitaire.



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