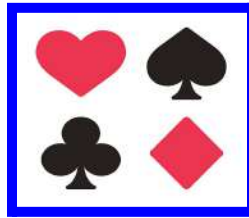


CHATTANOOGA BRIDGE CENTER

April 2026

News and Tidbits

A Publication of ACBL Unit 206



Editor: Mary Robertson

A Message From Richard Splanger

Our President...

As noted in previous communications, a key goal is to bring new members into the club and help advance their skills and enjoyment of the game. Thus, the reason for increasing the Learn Bridge in a Day (LBIAD) sessions to twice a year followed by lessons and Dan's Monday night class and then evolving into Bridge Tips. Another key activity to help in this effort is the monthly Mentor/Mentee game. We are starting to see some challenges in that game, so we will be sending out communication soon on the purpose and expectations of this game plus we are going to add some variety to the game to hopefully help newer people grow but also provide some added fun and variety for Mentors. The April 24th game will

involve a new twist just for that month. See later in the newsletter more information about this. Our plan is to schedule the traditional Mentor/mentee game as has been played in the past, but offer some variety to that game periodically. Naturally, we appreciate your thoughts as this evolves.

Richard Spangler

President

A Message From Myra Reneau Our Club Manager

I just want to reflect on the groundwork that our former Bridge players laid out for us. They had the insightfulness to plan for our Bridge Center building. That was a wise move that has benefited us for many years now. I know other Bridge clubs struggle to find the appropriate building or facility in which to host their games. Now, with our building freshly remodeled, it's even more inviting. Please take a minute to read the plaques of the donors and thank the continuing family members of those forefathers and our current groundskeepers. We are a blessed group.

Myra

APRIL CLUB EVENTS

Look for email updates from Margie Moses

For the most current events calendar, follow this link to our club's website calendar for more information: [CBC Calendar](#)

[Calendar of Events](#)



Team Game/Lunch

Saturday, April 18

Lunch at 12:30 Game at 1

Please sign up to bring a side dish

Learn Bridge In A Day
Follow Up CLasses

Each Saturday in April 10 AM

Led by Suzy Bryant-no charge

Novice Game

Mondays-6:30-9PM

Enjoy a short lesson at 6:30, followed by a game at 7 and ending at 9 PM. More experienced players are encouraged to come play with Novices. A Novice (newer player) can have zero masterpoints, but simply wants to learn more about playing duplicate bridge. \$5 per player.

Chat With Joe

Tuesday, April 14 at 10:30 AM

Do you have a question about a particular hand? How is your defense? Here is a great chance to seek feedback from an advanced player. Just bring yourself and your questions.

Bridge Tips

Paused

Mentor Mentee

Mentor/Mentee occurs on the fourth Friday each month. Please note the following variations to future M/M games.

New Variation to the Mentor/Mentee (M/M) game!!

To add some variety and interest to the monthly Mentor/mentee game, we will be alternating every so often the approach of the game. In many cases, we will set up the game as usual where you will be assigned together as Mentor/mentee, but we felt we needed to "spice things up" and will be trying a couple of alternate approaches that still pair a more experienced player with someone that is less experienced. For the April 24 Mentor/Mentee game, we will do the following:

Pick your M/M!!

Mentees and Mentors can pick their partner, but at least one of the partners needs to be a Mentee with less than 200 points.

- Mentors: a list will be posted of people with under 200 points that you can reach out to for the April 24 game. Of course, feel free to reach out to anyone, even not on the list, that has less than 200 points.
- Mentees: feel free to choose anyone - either someone on the Mentee list or someone you know with less than 200 points or any of the other more experienced players that can help as Mentors

So, start thinking of a partner! Feel free to reach out to Brice Antman, who coordinates this game, if you need any clarification or have questions.

Sunday Open Game

April 26th-1 PM Game - play to win Gold points

In April many of us may celebrate Passover, Easter, April Fool's Day and other important dates in our lives. Whatever you celebrate, celebrate with joy.

A Message From John Felker

To All who braved my recent efforts to teach you about LOTT and LTC, I have the following to add to those lessons:

1] The Law of Total Tricks [LOTT] is BEST used in competitive LOW level bidding situations such as you run into daily when playing Matchpoints Duplicate. Ie, the decisions to make whether to bid on to 3 level when opponents have bid 2 Spades over your 2 Heart bid; or to bid 2S over their 2 Heart bid. These are tough decisions that we face daily when playing Matchpoints. But I think the LOTT starts to break down when the two sides have 10-11 trumps with Voids and singletons. Even Larry Cohen, the most ardent supporter of LOTT that I know of, warns in the last chapter of his second book on LOTT that the total tricks available may exceed the calculation when wild distributions exist. {I recently read an article where Frank Stewart, a prolific bridge writer also, made the same conclusion.}

2] BUT, never fear, LTC is here. My recommendation to you is when you get into higher level contracts with wild distributions, that you consider using the {Mighty Mouse} LTC method to help you further evaluate your hand [instead of LOTT]. Those of you who do have very sophisticated bidding systems can usually figure out how high to go with these hands, but the LTC can help those who have only developed modest bidding systems to date.

Happy Bidding and Bridging and try not to take out all your great results on me, John



One Small Thing When Partner Leads an Ace Written by Bruce Antman

When your partner leads an ace at the first trick, a lot of us tend to play quickly and automatically. That's not a good thing. It's always good to consider the whole hand before playing to the first trick, and when you do, you will make better decisions about what to play.

As usual, we're assuming that your partnership agreements are fairly standard. I don't know whether you play standard or upside-down attitude signals, so I'll just say "encourage" and "discourage".

Most often, when your partner starts by leading an ace, she also has the king and at least one more card in that suit. She could also be leading a singleton, a doubleton, your suit, or a very long suit of her own. She could even have three aces and a void, and have no choice in the matter. It pays to consider the possibilities before playing your card.

Let's say your side has not bid, opponents are in 4♠ after a simple auction, partner leads ♥A, the dummy comes down with ♠T98 ♥JT5 ♦A8763 ♣K3, and you have a balanced hand without the ♥K. There is every reason to believe that partner has the king, so you should play conventionally – encourage with a doubleton or the queen, discourage otherwise. If you have the QJ, with or without small cards, it is standard to play the queen, in case partner wants to give you the lead on the next trick.

On the same auction, if dummy is ♠KT98 ♥5 ♦A8763 ♣K32, partner still probably has the king, but knows she shouldn't continue the suit. Give a suit-preference signal – a topic for another day.

Again on the same auction, if dummy is ♠KT98 ♥K53 ♦A87 ♣K32, partner cannot have the king. Continuing hearts could still be right, so your card is attitude, not suit preference. If you have ♥QJ7, for example, encourage. But if you have the ♣AQ, discourage hearts and hope partner leads clubs. If you instead have six little hearts and the trump ace, encourage. If partner has a doubleton (very likely), he can probably overruff declarer on the third heart. [If he has a singleton, your play doesn't matter.]

If your partner opened 3♥ and has the heart ace, she'll probably lead it, whether she has the king or not. (Exception: she would lead a singleton in another side suit.) Assume she has 7 hearts, and do some counting. If dummy has a singleton or void, give a suit-preference signal, as above. If dummy has two hearts, and you also have two, declarer has two (too). If the king is on the board, discourage; otherwise encourage. If instead dummy has 3 and you have 2, or dummy has 2 and you have 3, declarer has just one. If you think a switch would work, discourage. If there's no other suit you want partner to lead, encourage and force declarer to ruff.

That brings up a general principle: Always consider the consequences of a switch before deciding whether or not to encourage. Look at this hand, with declarer in a reasonable 4♠ contract:

♠87 ♥Q94 ♦KJ3 ♣KQJT9
♠J9 ♥ AKT753 ♦9742 ♣ 4 ♠T63 ♥82 ♦AQT ♣87652
♠ AKQ753 ♥J6 ♦865 ♣A3

If you automatically encourage with a doubleton, partner cashes the king, then has to guess. If he chooses the club or another heart – either of which could be right – or a trump, declarer makes 5 easily. If he is lucky and chooses a diamond, declarer goes down one. But if you discourage, partner should assume you have something worth switching to, which can only be a diamond. Take the diamond, return your other heart to his king, and he will lead another diamond. Down two!

On the other hand, if you have no high cards, encouraging is almost always right; you don't want partner leading away from unsupported kings and queens in other suits.

Finally, remember that your signals are suggestions, not commands. Your partner will take them into account, but may disregard them, especially with unusual hands. And sometimes you don't know what signal to give, and you're lucky enough to have a 5 or 6 to let you defer to your partner's judgement.

SOME THOUGHTS ON KEY CARD ASKING BIDS

Written by Joe Viola

It is a lot of fun to bid and make a slam. It is also a great way to improve your results. In most clubs and tournaments, bidding and making a slam will score well above average, and in team games (with IMP scoring), you will earn a big swing if your opponents do not bid the slam.

It is embarrassing to bid a slam and watch the opponents cash the first two tricks with two aces. To help avoid such situations, in 1933 Easley Blackwood invented a convention that allowed a player to ask partner for the number of aces that s/he holds. This was done by bidding 4NT.

Today most tournament players use a variation of this convention called Roman Keycard Blackwood. Since the K of your agreed upon suit is worth almost as much as an A, you count the K of trumps as an A. Therefore, there are 5 “keycards”, the 4 aces and the trump king.

When partner bids 4NT, you respond with the number of keycards that you have.

5♣ = 0 or 3 keycards

5♦ = 1 or 4 keycards

5♥ = 2 or (rarely) 5 keycards without the trump Q

5♠ = 2 or 5 keycards with the trump Q

Many players have flipped the meaning of 5♣ and 5♦, so that 5♣ shows 1 or 4 keycards and 5♦ shows 0 or 3 keycards. This is called RKCB (Roman Keycard Blackwood) 1430.

You may ask, “how do I know if partner has 0 or 3 keycards (or “1 or 4”)?” You will usually be able to tell from your hand and the previous bidding. For example, if you have 2 keycards, then partner cannot have 4 keycards since there are only 5 keycards in the deck.

If the partnership only has 3 keycards, the asker (the 4NT bidder) will sign off at 5 of the partnership’s trump suit. One of the problems with these bids is that the partnership may already be too high. If your suit is ♣ and partner’s response is 5♦, you cannot go back and stop at 5♣. To deal with such problems, there are many modifications of Blackwood, such as Kickback, Redwood, Minorwood, etc.

Asking for the Q of trump

If partner responds with 5♣ or 5♦, you won't know if s/he has the trump Q. If you have enough bidding room, you can ask for the trump Q by making the cheapest bid that is not your trump suit. For example, if your suit is ♥ and partner responds 5♣ to your 4NT bid, 5♦ asks for the trump Q. If you do not have the Q, sign off with 5 of the trump suit. If you have the Q, you bid something else. Bidding a side suit shows the K of that suit **and** the Q of trump. With the Q of trump but no side K, bid 5NT. This may help you get to a grand slam when your side has all 5 keycards, the trump Q, and some other stuff.

If you know that you and your partner have a 10-card trump fit, show the Q of trump even if you don't have it. For example, if partner opens 1♥ or 1♠ (promising a 5-card suit) and you have 5-card support, bid as if you have the trump Q. The tenth card is worth (almost) as much as the Q.

Bidding 5NT after the Keycard Response

If after the response to the keycard ask, partner bids 5NT, then s/he is interested in a grand slam. Since this bid forces the bidding to the 6-level, you cannot stop short of a small slam. If partner knew that your side was missing a keycard, s/he would sign off in 6 of your trump suit.

Originally, this 5NT bid asked for the number of Ks that partner had. Now, most experienced players use it to ask for **specific** kings. If you have a side suit K, bid that suit. Without a side suit K bid 6 of your trump suit.

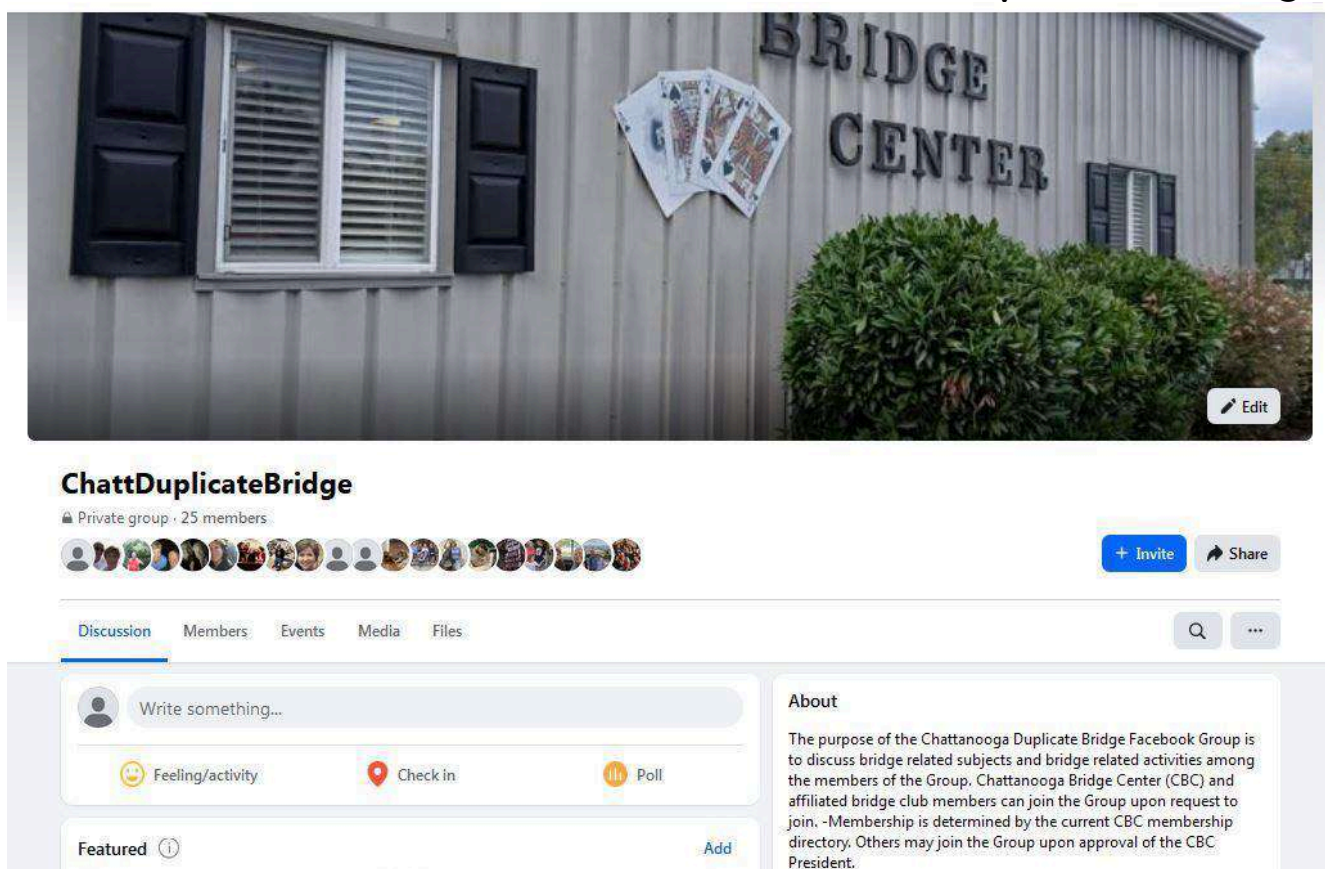
This bid is also a **telling** bid. It tells partner that we have all the keycards. If partner has a source of tricks, for example a strong side suit like KQJxx, s/he can confidently bid a grand slam knowing that the opponents do not have a quick winner.

I wish you lots of luck in bidding slams.

NEED SOME LAUGHTER TODAY?



Our Club's Facebook Discussion Group is Growing



We are up to 30 members now - way to go!!

The group is all about bridge -- ask a question, comment on a club or other bridge event, or find a partner, and more. It is for all CBC club members, including our two sister bridge clubs.

To join, just enter your Facebook app, find the group by name:(ChattDuplicateBridge), and ask to join by clicking on the blue join button. Administrators Bruce Antman or John Hubbard will approve you, usually within a day. Then join the conversations.

A few of the conversations posted were:

- Bruce Antman reminded me about the upcoming Mentor/Mentee game.
- John Hubbard told about a super birthday party for Alice Greenleaf at the Pigeon Forge tournament.

- Administrator John posted about John Felker's hand evaluation class starting soon.
- Mary Robertson asking, and getting, for a bridge partner the day before the club game.

LOOKING FOR A BRIDGE GAME?

'Nooga East Bridge Club

Every Monday at 12:30 p.m. there's a bridge game at Christ United Methodist Church located at 8645 East Brainerd Road across from Hurricane Creek Shopping Center. Players are asked to arrive no later than 12:15 p.m. so the game can begin promptly. For those of you in Cleveland or North Georgia, this is just a hop, skip and a jump away. We are a very welcoming, fun group and are always looking for new players of all levels. Are you interested? Just email noogabridgeeast@gmail.com to make a reservation. Need help finding a partner or have a question? You can text or call Sue Riddle at 423.509.3583 or Sharon Lewis at 423.240.5360.

The Fairyland Duplicate Bridge Club

The Fairyland Bridge group plays every Thursday at our Club. This group often combines celebrating special occasions along with a delicious lunch and great cards. Stay tuned to upcoming game announcements to make sure you don't miss the fun. Players should be registered before 10:15 to allow play to begin at 10:30. Lunch is provided between 12-12:30, afterward the game resumes. Reservations are appreciated, please reach out to Susie Crouch at 423.443.6889. Don't miss out on their fun holiday gatherings.

The Fairyland group loves to celebrate the holidays and special occasions. Don't miss out on the fun. Check it out.

Partnership Coordinator

If you need a partner, our Partnership Coordinator can help. Contact Anne Donnovin at 423.605.2996.

Were You There For The Fun?



Isn't this a good looking group of people who remembered to wear green?

2026 CBC Board of Directors

President:	Richard Spangler
1st VP:	Bruce Antman
2nd VP:	Janie Hunt
Secretary:	Mary Robertson
	Marian Creighton
	John Prescott
	John Hubbard
	Sharon Lewis
	Joe Schatz

Supported by our Club Treasurer: Myra Tatum
Club Manager: Myra Reneau

Arnie's Angle - For Those Who Wish To Learn More About The World In General

The Pig - My Story PART 1

Hello There! My name is LowRide, a name that a human boy, aged 4, gave to one of my pig ancestors on a hillside farm in Ireland in the late 1930s. Riding pigs was a challenge to the human boy. His legs were too long and he had to lift them off the ground onto my ancestor's back, which triggered a snort from my ancestor and a spurt of speed that left the would be rider sprawling on the ground - a feat that my ancestor seemed to enjoy and was willing to give the boy multiple failed attempts to get a ride. It was playtime for my ancestor and the human boy and neither of them was aware that they probably shared the same level of intelligence and lack of full understanding of what was taking place. The human that is helping me write this story was that human boy and he shared with me the fun time he had with one of my ancestors. He also shared with me when he was 8 years old how he helped a mother pig give birth to 15 baby piglets and made sure that each baby had a tit that gave the baby its mother's life sustaining milk. The story of how humans and pigs came to enjoy each other and share their lives is fascinating. We pigs stand out among domestic animals for our intelligence, social behavior, and ability to adapt to various environments. We pigs are playful, curious animals, whose intelligence becomes obvious when we are given opportunities to explore and learn. Our historical journey from wild creatures to human companions in early agricultural societies to modern day hog farms where thousands of us pigs are fattened for meat production is a compelling but a dark cruel story that I must share with you in the interests of full disclosure of how humans treat us pigs.

The Evolution of Us Pigs: *Sus scrofa* (wild boars and domestic pigs) belongs to a subfamily of Suidae, a widespread pig species that originated in the Oligocene at least 20 million years ago. The oldest diverging lineage of pigs found to date is a wild boar population from the North of Sumatra that split from the Eurasian wild boars around 1.6-2.4 million years ago. Over the past one million years, *Sus scrofa* spread into and colonized almost the entire Eurasian continent. Pigs were domesticated in at least two locations: Anatolia (Near East) and China. Research shows that pigs living near humans began to eat leftover cooked food and scavenge waste during the early Neolithic period, around 8,000 years ago. This was the time in which humans shifted from foraging to farming and made their earliest attempts at domestication. Among the species humans tried to domesticate were wild boars - large, fierce creatures with big heads and strong teeth. While most wild boars are naturally aggressive, some are more friendly

and less afraid of people, which are the ones that lived alongside humans.

Pig domestication and scavenging: Wild boars were attracted to human settlements as humans started settling down and began growing their own food. These settlements created a large amount of waste, and that waste attracted scavengers for food, which in turn fostered selection mechanisms that favored animals willing to live alongside humans. We pigs first came for food, not because humans wanted to tame us. But then humans began managing us directly. Study shows that some wild boars took the first step towards domestication by scavenging human waste. Thus began the long, messy, cruel, and bewildering journey of pig domestication and pig farming for meat production.

The Hog Farm - Lifecycle, Housing, and Regulations: A hog farm is an agricultural operation that raises us pigs for meat production, typically moving us through distinct growth stages from birth to a market weight of 180 pounds or more. These farms range from small pasture-based operations with a few hundred of us to industrial-scale facilities housing thousands of us in climate-controlled warehouses. Most commercial pork in the United States comes from larger operations known as concentrated animal feeding operations, or CAFOs. The EPA classifies hog farms based on the number of animals they hold. A large CAFO houses 2,500 or more adult pigs weighing over 55 pounds, or 10,000 or more younger pigs under 55 pounds. Medium operations fall between 750 and 2,499 adult-weight pigs, and small farms keep fewer than 750. These classifications matter because larger operations face stricter federal regulations around waste discharge and water quality. A small farm with a few hundred pigs on pasture operates under a very different regulatory framework than a facility finishing thousands of hogs indoors for slaughter. We pigs on a commercial hog farm move through a sequence of stages, each with its own housing and nutritional requirements. The cycle begins with breeding sows, which carry piglets for about 114 days. After birth, piglets nurse for anywhere from two to five weeks before weaning, depending on the operation. After weaning, young pigs move to a nursery phase where they're fed specialized starter diets and kept in warm, controlled environments. From there, we transition to the finishing phase, where we eat high-energy rations and gain weight rapidly. A pig typically reaches market weight at around 180 days of age, or roughly six months. The entire cycle, from breeding to slaughter, takes about 10 months that includes the sow's gestation period.

Our Housing and Welfare: Most commercial hog farms in the U.S. raise us pigs indoors in large, ventilated barns with concrete or slatted floors. The most debated aspect of hog farm housing involves breeding sows. Traditionally, pregnant sows were kept in individual stalls, often called gestation crates, which are two feet wide, that prevent the sow from turning around and restrict nearly all natural movement. Research from the USDA shows that stall-confined sows develop weaker bones, reduced heart function, more lameness, and more pressure sores on their skin compared to sows in open pens. Group housing gives sows room to walk, root, and socialize, and lameness rates drop, especially when bedding like straw is provided. The European Union has banned gestation stalls, and several U.S. states have followed with similar restrictions, pushing the

industry toward group pen systems. Finishing pigs are typically housed in large pens with slatted floors. Manure falls through the slats into a pit or channel below, which keeps the living surface relatively clean and channels waste toward the farm's manure management system. A single finishing pig produces several gallons of manure and urine daily, so waste management is one of the defining engineering challenges of a hog farm. Most operations in the southeastern U.S. and many elsewhere use anaerobic lagoons, which are large, lined earthen basins where manure is stored as a liquid. The liquid from these lagoons serves double duty. Surface water is recycled back into the barns to flush manure channels. The rest is pumped out and sprayed onto nearby crop fields or pastures as fertilizer, delivering nitrogen and phosphorus to growing plants. Timing these applications to match crop nutrient needs is critical. Over application can lead to nutrient runoff into waterways, which is the primary environmental concern regulators monitor.

Biosecurity on Hog Farms: We pigs are vulnerable to highly contagious diseases like porcine reproductive and respiratory syndrome (PRRS) and African swine fever, which can devastate a herd in days. To keep pathogens out, farms establish strict boundaries between "clean" and "dirty" zones. Visitors and workers entering a pig area are typically required to step through a disinfectant foot-bath, change into clean coveralls, and wear farm-provided boots. After visiting any location with other pigs, farmers are advised to shower, change clothes, clean and disinfect their shoes and vehicles, and wait overnight before returning to work with their own animals. These protocols are necessary as a single disease outbreak can kill thousands of us and spread to neighboring farms within days. Hog farms operate under several layers of federal and state regulation. The Swine Health Protection Act makes it illegal to feed raw food waste (garbage) to us pigs unless that waste has been heat-treated at a licensed facility to kill disease organisms. This law exists because untreated food scraps, particularly those containing meat, can carry viruses like foot-and-mouth disease and classical swine fever. Large and medium CAFOs must manage their waste discharge under Clean Water Act permits, which typically require nutrient management plans specifying how and when lagoon contents can be applied to fields. State-level rules often add air quality standards, setback distances from property lines, and requirements for lagoon construction and maintenance.

TO BE CONTINUED NEXT MONTH

Yours truly, LowRide, a domesticated pig.
Email: ajmeagher@aol.com