

"Some Days"

Bridge is like a lot of games
I've played throughout the years.
Some days are full of smiles
Other days there's almost tears.
Some days you think your rating
Is way below your skill.
Other days you're sure your mind
Left and went "over the hill."
Some days you can't wait to play
So you can show your stuff.
Other days you can't wait to leave.
You know you've had enough.
Some days the cards are with you
And everything goes right.
Other days you can't make anything
Though you try with all your might.
The moral of this story is
"unknowns make games fun."
Where would the challenge be -
If you always won? :-)

"What's the Score?"

Most people who play a sport or game
Compete to be the best.
It's natural that you want to win
And score better than the rest.

Life is about competition;
For love, for honor, for reward.
It's how some achieve these goals
That causes some discord.

If winning becomes so important
That you must use deceit,
Then you haven't won at all,
As you really didn't compete.

A victory gained by cheating,
Even if your score is high,
Doesn't really prove that you
Are better than another guy.

Do you smile when opps make a mistake?
Do you laugh when you use some trick?
Does making others feel inferior to you
The obsession that makes you tick?

What pride can you have in a score
When it is one you didn't earn?
Do you think it's right to win a game
That you took no time to learn?

If you work hard to hone your skills
You will win on your own accord.
Imagine the self-esteem you'll gain
If you know you deserve your reward

"Bridge Terms"

Do you suppose they call it BRIDGE
Because something must convey
Messages to our partners
In order for us to play?

Do you think it's called FINESSE
'Cause it's such a sneaky thing
To force out the hiding place
Of someone's queen or king?

I wonder why we call them TRICKS.
Do we really fool someone?
Are they a kind of magic act
That someone does for fun?

Could the source of TRUMP be "trumpet"
'Cause it heralds royalty?
And the other suits are rank and file;
Not worth as much, you see.

RUFF, I think, explains itself,
Though the spelling is not right.
It's "rough" to lose a trick to trump
If you didn't think you might.

A SLUFF is just a useless thing;
A card you didn't need,
But picking out the right one
Can be hard - indeed.

I might not have the origins right,
But I hope that you can see,
I've given a lot of thought to this.
They all make sense to me. :-)