Volume 1, Issue 2

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## The Mechanics of Master Losing Bridge by Tom Sucher

Sometimes my qualification as a ranking "Grand Life Master Of Losing Bridge" becomes readily apparent, to myself and to my opponents. Do you too have this feeling of "crashing and burning" at the table? Perhaps the Goddess of Bridge does not favor me as she does others. Such seems to be my fate at the bridge table far too often.
But, what really happens?
You and your favorite partner sit down before the session to discuss what you are playing. You both agree to "play what you know and know what you play". As part of the discussion, would you ever tell your partner that every so often during the session...

1. You may miss a signal or two? (But don't be alarmed, you will see most of them.)
2. When it is your turn to lead, you are going to yield the choice of cards to declarer? That should really improve your result!
3. You decide that you will donate a trick or two to the declarer? That should not hurt your game too much.
4. To further advance the cause of declarer, when you know what to lead and your partner does not, you decide to make life easy for your partner (if you still have one)
and make the lead for him?
Does this really happen? NO. But does it?
My sons would say, "Dad, you had another rectal-cranial inversion." It is known by me as "Inattention Surplus Disorder" or "NOT PAYING ATTENTION TO WHAT IS HAPPENING AT THE BRIDGE TABLE."

The above were not a result of my inability to play bridge. THEY WERE A RESULT OF MY INATTENTION DURING THE SESSION.

Let us look the aforementioned happenings:
How do you expect to take all the tricks to which you are entitled if you do not use carding signals or do not watch partner's signals? Your partner just might be trying to tell you how to best defend a hand. Why not "listen"? If you do not, your partner may decide to forego the effort. "Hmm, I wish I had seen your discard, partner."

How do you expect to ake all the tricks to which you are entitled when you revoke or lead out of turn? This creates penalty cards and subjects you and partner to lead restrictions. You yield the choice of suit to be led to the declarer. How can that help your game?

When your partner fails to
follow suit, you must always inquire as to whether he has a card of the suit led? Surely it is worth your time not to give the declarer one or two tricks as a result of a revoke. A penalty card is a better alternative.
You must always lead face down! Wouldn't it be a shame to find the killing lead, face it and find it is not your lead? That would give declarer five options from which to choose. That never helps your score.
Are there more scenarios like these? Yes! Was your bridge prowess at fault? No! But your basic mechanics of bridge were. You must improve your mechanics of the game if you ever hope for better results. Better players make fewer mechanical mistakes. Concentration is the key factor.

You must be aware of what is happening at the table. Keep your socializing to a minimum until after the play of the hand.

Be a good partner-pay attention to the game.

RULE: LAZY BRIDGE IS LOSING BRIDGE. (And believe me, this is spoken with a lot of personal experience at losing at the table.)


Friday's rush hour is the pits!!

## A 600 Year Old Story from Harriette Buckman

The next time you play bridge, take a good look at the cards. What you are looking at is a 600 year-old storybook, for the cards have changed little since they first appeared in Europe.
The suits represent the four estates or ranks of society as known in the Middle Ages, and the face cards are either legendary or Biblical heroes still dressed in medieval robes and holding their ancient symbols of authority.

## THE SUITS

$\boldsymbol{A}$ 's come from the Spanish word (spada) for sword and represent the military.

- 's stand for courage and the highest development of humanity; this role was assigned to churchmen.
-'s stand for the wealthy merchants who traded in gold and precious stones.
$\boldsymbol{\xi}$ 's stand for the farmers and peasants. In typical muddling fashion, the British, from whom our cards are derived, took the club symbol - a trefoil or clover leaf - from French card-makers, but named it for the wooden cudgels shown on Italian and Spanish cards.


## THE KINGS

These represent the four great monarchs of world history as known in the Middle Ages.
The king of spades is David of the Bible who killed Goliath and ruled over Israel.
The king of hearts is Charlemagne who reformed the Roman Empire in 800 A.D. after it had been overrun by barbarians. He is the only king whose robe is traditionally adorned with bands of ermine. Incidentally, he is the only one without a mustache - even Julius Caesar has one!
The king of diamonds is Julius Caesar. Whereas the other kings had swords, he is shown with a
battle axe - the fasces, a bundle of rods with a protruding axe head, which was the symbol of official power in ancient Rome.
The king of clubs is Alexander the Great. He is the only king shown with an orb, the symbol of his world empire.

## THE QUEENS

Curiously enough, they are not the wives of their respective kings.
The queen of spades is Athena, the Greek goddess of war and wisdom. She is the only one shown with a royal scepter. She also holds a flower as do the other queens.
The queen of hearts is the Biblical heroine Judith, who proved her courage (heart) by hacking off the head of an Assyrian general.
The queen of diamonds is Rachel, another Biblical heroine, for whom Jacob toiled for seven long years.
The queen of clubs is usually identified with "good Queen Bess", Elizabeth I of England.
THE KNAVES
Spades: Hogier, the Dane, a cousin of Charlemagne
Hearts: LaHire, a famous French warrior who fought with Joan of Arc
Diamonds: Sir Hector, halfbrother of Sir Lancelot - Knight of the Round Table
Clubs: Sir Lancelot of the Lake Knight of the Round Table

## THE JOKER

He is the oldest relic of all, a holdover from the tarot deck which is the earliest known set of playing cards. That 78 -card pack also contains such ominous faces as the Hanging Man, the Judgment, the Devil, and the Wheel of Fortune. This deck is still used by Gypsies for fortune telling.
TRUMPS

The word is simply a short form of "triumph". A trump card triumphs over the cards of all other suits.

## Central States

## Newcomers

## Schedule

October 22-28, 2001
Grand Geneva Resort
\& Spa, on Route 50, one half mile east of Route 12. Room Rate $\$ 98$ single or double. Call 262-248
-8811 or 800-558-3417 before
October 7 for reservations!
Tournament Chairperson:
Tom Sucher 630-894-4048 or tsucher@juno.com
Partnership Chairman: Carl Sharp
773-483-3734 or 312-497-4277
I/N Program: Ann Majchrowicz 630-427-0783 or
zmack99@aol.com
0-100 Players!
Partners Guaranteed
Monday at 7:30
Free Stratified 0-199er Pairs
Special Game Tuesday at 10:00
Future Master 2-for-1Pairs
Everyone who plays gets a free, one-session entry to use later in the week.
Tuesday - Friday 10:00 and 3:00
Future Master Stratified Pairs
0-20, 20-50, 50-100
Saturday at $1: 30 \& 7: 30$ Students 20 and Under Play Free Saturday Afternoon - 49er Pairs Stratified 0-20, 20-50
Sunday at 11:00 am 0-199 Swiss Teams-Two Separate Sessions Special Party and Registration

## All in the Game

There once was a man from Nantucket,
Who played bridge with his head in a bucket.
He said, with a grin, As he seldom did win, I never take my ace. I just duck it!

My friend Irma

## Turkey Bowl Sectional

November 23-25, 2001
Prisco Community Center, Corner of McCullough Park Aurora, Illinois

Friday, November 23
1:00 p.m. Charity Pairs
7:00 p.m. 99er Stratified Pairs

## Saturday, November 24

9:00 a.m. Handicapped
Knockout Teams, 1st session 1:00 p.m.Handicapped Knockout Teams, 2nd session Stratified Pairs
7:00 p.m.Handicapped Knockout Teams, 3rd session Stratified Pairs

## Sunday, November 25

11:00 a.m. Brown Bag Stratified Swiss Teams (Bring your own lunch. Save time \& money.)
Free coffee, fruit and cookies
Chairman: Kay Korte
(815) 337-3722

Partnerships: John Pree (630) 377-9116

Special 99er Game

## Letters to the Editor ... We Get Mail!

May 4, 2001
Suzi,
My compliments on the I/N News publication. I've been enjoying it.
I have a suggestion for a future issue, along the lines of "Reading a Recap Sheet." I just got back from playing in my first Regional tournament at the Grand Geneva, where I was a little baffled by the terms on the schedule sheet. I understood "stratified" and "Swiss teams," but what is a "bracketed KO" and what are "continuous" pairs? How about "stratiflighted?"

Jonathan Fry, Oak Park, IL In Response:
A "Bracketed KO" is a single elimination knockout event where the teams are bracketed by number of masterpoints from the top down in groups of usually 12-16 teams so the event can be finished within three or four sessions. Frequently, all four (or six) players' points are considered, but on occasion, only the top two players' masterpoints are added together for the purposes of the bracketing. Each bracket has its own set of overall awards.
"Continuous Pairs" is simply a multisession pairs' event where you can play in as many sessions as you desire with as many partners as you desire. The player (yes, it is more or less scored as an individual style event since you can have more than one partner for successive sessions) with the bighest two session scores when combined is the winner. You must play at least two sessions to qualify for the overall awards, bowever, those two sessions can be one on Monday and the next on Tuesday and the third on Wednesday, for example, until the event ends. Most Regionals feature two or more Continuous events during the course of the tournament. You must be careful when reading the schedule to be sure you stay in the same event for at least
two sessions if you are interested in the overall prizes.
"Stratiflighted" simply means that the event is stratified for flights $B, C, D$, etc. with flight $A$ being played and scored separately. Many newer players are intimidated by the flight A players and when an even is stratiflighted, the A players are no longer an issue (as they would be in stratified.)

May 7, 2001
Suzi Subeck -
... just a word of THANKS.
...for the issue of the $\mathrm{I} / \mathrm{N}$ Newsletter Such a wonderful variety of bridge subjects.
Floreine J. Kurtzweil, Edgar, WI

## Dear Suzi,

You asked us to tell you if we liked the "mini lessons" in the last issue. Please keep them coming. I have 85 masterpoints and they will help me.
If I learn a tip a week, that's fiftytwo tips at the end of the year.

Arthur Santow

## In Response:

We are most gratified by the overall response to the first issue of the $I / N$ News. For now, the District 13 Board of Directors has voted to publish it twice a year in April and October. We welcome your questions, comments and input. You can send any material to me, Suri Subeck, editor, at 2625 Corinth Road, Olympia Fields, IL 60461 or you can email them to me at:
stansubeck@prodig.net
Thanks for your thoughts so far!

The Golden Rule of Bridge:

## Treat your

partner and your
opponents as you would like them to treat you!


She said: "Ooh, a gift from my favorite partner??"

He said, "Don't take this wrong please ... It's a book on declarer play."

She said, "Hmmm, I hope you read it first!"


It never hurts to have an extra ace up your sleeve!

Hopefully, the tips in this newsletter will act as your extra aces!

> Happiness is ... Getting through the session without trumping partner's ace or his trumping mine!

## Team Game Strategy ... IMPs vs Matchpoints by Suzi Subeck

There is a definite difference in strategy when playing IMP scoring as in Swiss teams and Knockouts and Matchpoint scoring as in Duplicate.

## IMPs

In IMPs your main goal is to get as many plus scores as possible.
You NEVER jeopardize your contract to try for overtricks. Overtricks mean very little in team games, and game swings, part score swings and slam swings mean a lot.

You ALWAYS try to beat the opponents' contract. If there is a chance to defeat a game, a slam, or even a part score by playing partner to hold a specific card or cards ... no matter how unlikely the holding ... you do just that in an effort to maximize the chances of generating a plus score.

You ALW A Y S bid AGGRESSIVELY ... especially for vulnerable games. Vulnerable game swings are the most likely way to win matches at IMPs. I am not suggesting insane bidding and wishful thinking, but I am suggesting that you use logical thinking, and if it is close whether or not to bid one more time to get to a vulnerable game, just do it! If it goes down, the swing will be five or six IMPs in their favor (minus 100 plus their part score). If it makes the swing will be thirteen IMPs in your favor! The odds on this work for you.
Non-vulnerable game swings are either plus or minus five or six IMPS depending on whether they make or go down, so the odds are even. It is not as important to bid every non-vulnerable game.

The same is true of slams. The vulnerability carries a high premium and you really want to stretch to bid more in all vulnerable situations when
possible.

## MATCHPOINTS

In matchpoints, it is important to take all the possible tricks
As declarer, it is imperative to try for overtricks. Every trick you score more than any other pair, gains you a point in the overall scoring. Sometimes, you even risk your contract to try for those elusive extra tricks.

As defender, it is important to take all the tricks to which your side is entitled ... whether it beats the contract or not. Every trick you miss taking costs you overall points.
In matchpoints, it is often not necessary to bid close games. If you can play the hand one trick better than the field, you need not risk getting too high.

## IN CONCLUSION

Most players find it much harder to play matchpoints than IMPs. Clearly, it is easier to simply worry about making the hand or beating the hand than making extra tricks. Sometimes, there are two or more possible ways to make an extra trick and you must decide which way affords you the highest percentage play. On the other hand, there is usually only one way to insure making or beating the hand, so are faced with less difficult decisions.

In matchpoints, it is often easier to defend by trying to construct the opponents' hands. In IMPs, it is often adequate to simply construct partner's hand.

## OTHER IMPORTANT THINGS TO REMEMBER

In IMPs, both sides of your team MUST keep score. This is necessary so that you can compare with one another after the round.

You must NOT shuffle the
boards before the halfway point. Whether you are playing in a round robin (a knockout match involving more than two teams) or a head-up (a knockout match involving exactly two teams), you NEVER re-shuffle the boards until after you compare the scores. (Note: This happened in the first round of a club game years ago and the only solution was for the players to switch teammates! It was impossible for them to compare scores when they all played the same boards in the same direction!)
In duplicate, you may or may not keep score. If you do, always close your score card after you record the result since the opponents will be playing the same boards in a round or two.

Both team games and pairs' games are fun. Mixing them up keeps the game fresh and keeps you on your toes!

## Eau Claire Sectional

## St. Bede's Conference Center

October 5-7, 2001

[^0]Fallfest Sectional

## I/N Schedule of Events

Cardinal Stritch

University
Sierra Dining Hall
6801 N. Yates Rd.
Milwaukee, WI
September 28-30, 2001

Friday, September 28 10:30 a.m. Stratified 199er Pairs 3:00 p.m. Stratified 199er Pairs 7:30 p.m. Stratified 199er Pairs Saturday, September 29
9:30 a.m. Stratified 199er Pairs 1:30 p.m. Stratified 199er Pairs 7:30 p.m. Stratified 199er Pairs Sunday, September 30 11:00 a.m. Stratified Future Master Swiss Teams (2 session playthrough)

For more information or partnerships, contact tournament chairperson Yvette Neary at 262-241-5846 or email Yvette at
Yvette_Neary@firstar.com
Never use facial

## expressions that

give away your
hand. Never let
the opponents

## know you have a

problem. Let
them figure it
out on their own!

Madison Regional I/N Results: Tuesday Aft 299er Pairs 10 Pairs

Carol Herr, Greenfield WI; C Jean Bluemner, Franklin WI Joanne Altenburg, West Allis WI; Ruth McGinley, Waukesha WI
2 Loren Ameen - Marvin Zehnder, Marquette MI
Viola Rengstorff, Madison WI; Eleanor Rock, Spring Green WI Tuesday Eve 299er Pairs 10 Pairs

J Rothfuss, Madison WI; Karen Kramer, Sun Praire WI
1 Robert Olson, Monona WI; James Kemmeter, Madison WI
2 Elinor Patrick - Betty Basler, Oregon II
Jane Montgomery - Jan Buffo, Madison WI Tuesday Morn 299er Pair 10 Pairs
C
Jane Montgomery, Madison WI; R Kirschner, Vancouver WA 1 Carol Herr, Greenfield WI; C Jean Bluemner, Franklin WI 2/3 Louise Malmstadt - Patricia Reinartz, Milwaukee WI 2/3 Jon Holtzman, Cambridge WI; Lynn Lund, Middleton WI Weds. Morn 299er Pairs 12 Pairs F

Phyllis Seeman, Freeport IL; Leda Kulawinski, Indianapolis IN Jane Montgomery - Jan Buffo, Madison WI
1 Bob Kirschner, Madison WI; Lynn Lund, Middleton WI
2 Carol Herr, Greenfield WI; C Jean Bluemner, Franklin WI
Kathleen Lucas, Milwaukee WI; Mary Eldridge, Elm Grove WI Audrey Gehrig, Janesville WI; Joan O'Leary, Portage WI Wednesday Aft 299er Pairs 10 Pairs
1 Kathleen Lucas, Milwaukee WI; Mary Eldridge, Elm Grove WI 2 Phyllis Seeman, Freeport IL; Elisabeth Diaz-Herrera, Fitchburg WI Joan O'Leary, Portage WI; Audrey Gehrig, Janesville WI Jan Michaelis, Oregon WI; Ruth Kraemer, Madison WI Weds. Eve. 299er Pairs 14 Pairs

C
1 Mary Eldridge, Elm Grove WI; Kathleen Lucas, Milwaukee WI Glenn Devries, Aurora IL; Donald Cisek, St Charles IL
Chester Morgan - Helene Morgan, Oak Ridge TN
John Chaplik - Barbara Chaplik, Port Aransas TX
Elinor Patrick - Betty Basler, Oregon IL
3 Clark Good - James Hamblin, Madison WI
4 Anthony Reeves - Carl Johnson, Madison WI Thurs Morn 299er Pairs 10 Pairs

Audrey Gehrig, Janesville WI; Joan O'Leary, Portage WI 2 Kermit Jamison - Donna Jamison, Bradenton FL

Betty Christensen, Middleton WI; Ruth Kraemer, Madison WI
Leda Kulawinski, Indianapolis IN; Alice Quam, Deerfield WI
Grace Hiles, Middleton WI; Marie Peterson, Mount Horeb WI Thursday Aft 299er Pairs 12 Pairs C

James Karius - Donna Karius, Waukesha WI
Elisabeth Diaz-Herrera, Fitchburg WI; Dorothy Dittmer, Madison WI Kermit Jamison - Donna Jamison, Bradenton FL
1 Loren Ameen - Marvin Zehnder, Marquette MI
Marie Peterson, Mount Horeb WI; Grace Hiles, Middleton WI 2 Joan O'Leary, Portage WI; Audrey Gehrig, Janesville WI Thurs. 299er Pairs 8 Pairs

Leona Ellerby, Oregon IL; Dorothea Dunk, Mount Morris IL
Joyce Gibson, Dixon IL; Shirley Rogers, Oregon IL
Jane Montgomery - Jan Buffo, Madison WI
Ina Stoehr, Oregon WI; Phyllis Seeman, Freeport IL Friday AM 299er Pairs 8 Pairs

Philip Simon, Pewaukee WI; Evelyn Schneider, Hartland WI Josephine Brandt, Madison WI; Elaine Wake, Stoughton WI
Jon Holtzman, Cambridge WI; E Elizabeth Kretschmar, Madison WI Penny Ericson, Cottage Grove WI; Joan Jenson, Oregon WI Friday Aft 299er Pairs 8 Pairs

Josephine Brandt, Madison WI; Elaine Wake, Stoughton WI
1 Leona Ellerby, Oregon IL; Dorothea Dunk, Mount Morris IL Grace Hiles, Middleton WI; Marie Peterson, Mount Horeb WI Joyce Gibson, Dixon IL; Shirley Rogers, Oregon IL 299er Pairs 6 Pairs
Jane Montgomery - Robert Lewis, Madison WI Phyllis Seeman, Freeport IL; Cathy River, Madison, WI I/N Pairs 8 Pairs
B
Trevor Joike - Rebecca Joike, Rockford IL
1 Milton Mendelsohn - Lorena Mendelsohn, Madison WI
2 Phyllis Seeman, Freeport IL; Cathy River, Madison, WI
Summerfest, Darien, Regional I/N Results
Tues. Eve. Strat. 99er Pr 12 Pairs
Christine Miley - Gene Miley, Hinsdale IL
1 Carol Stibbe - Elaine Forbes, Napererville IL
2 Stephen Bell, Warrenville IL; Robert E. Kucaba, Downers Grove IL
Elizabeth Sibbach, Hoffman Estates IL; George Brandt, Palatine IL
Ernest Lowden - Frances Lowden, Olathe KS
Tue Aft Strat 99er Pairs 20 Pairs
Diane Laforte - Candace Timson, Hinsdale IL
Barbara Bebee - Katy Gross, Lake Forest IL
Genevieve Hardy, Mount Dora FL; Margaret Holmes, Elmhurst IL
Ashley Szymski - Virginia Szymski, Westmont IL
Elaine Bowers, Plainfield IL; Nick Cordell, Yorkville II
3 Kathleen Gleason - Jane Morrissey, Hinsdale IL



## Playing the Odds by Stan Subeck

## Can playing bridge help our memory? Probabl y. For most of us, our minds are like a steel trap -- rusty and illegal in 37 states!!

## Winterfest Sectional Hyatt Regency <br> O'Hare, 9300 W. Bryn Mawr Avenue, <br> Rosemont, IL, 847-696 $-1234$

Friday, January 18
10:30 a.m.
Future Masters Strat Prs
8:00 p.m.
Future Masters Strat Prs
Saturday, January 19
1:30 p.m.
Future Masters Strat Prs 8:00 p.m.
Future Masters Strat Prs
Sunday, January 20
11:00 a.m.
Stratified Swiss Teams
$0-100$ and 100-300
Jackie Addis, chairman, 630-515-0101
Carl Sharp, partnerships, 312-234-1945, days, or 773-483-3734, nights

Annual Membership
Dinner \& Meeting Saturday, January 19
\$15 per person, Unit 123 subsidized
To purchase dinner tickets in advance, send a check payable to the CCBA to
Jackie Addis, 7326
Gigi Lane, Darien, IL 60561
Please include a SASE.

How often have you heard a declarer say, "I knew it was right to finesse, but I thought I could drop the offside queen'? It's great to have good instincts, but in the end, the mathematical probabilities work.

Any worthwhile text on declarer play will contain basic suit-division probability tables. For example, "eight ever - nine never" (meaning that you should play a high card and assuming both opponents follow you should then finesse for the queen when your side holds eight cards in a suit headed by the ace, king, jack, while you should play for the queen to drop when you hold nine cards in the suit.) Another and more general memory aid is "odd holdings break evenly and even holdings break unevenly" (meaning the most common division of an even number of cards is not half in each opponent's hand, while the most common division of an odd number of cards is as close to $50 / 50$ as possible. e.g. the most common division of 6 cards is $4-2$, while the most common division of 7 cards is $4-3$.) Memorizing probability tables and cute guidelines is certainly a useful technique, but most good declarers have made an effort to understand the basis of these tables so that they can make their own calculations as a hand is played. If you do not have a strong math background, you are unlikely to want to deal with the nomenclature of probability and statistics. However, you may be able to understand and recreate the table below, known as 'Pascal's Triangle of Binomial Coefficients". This table provides the basic division of any number of cards between two hands.

Reading from left to right in each row, we find the number of ways each division of a suit can occur. For example, if 5 cards are outstanding the possible divisions are as shown in the following table:

| Cards |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Tot |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 |  |  |  |  |  |  |  | 1 |  |  |  |  |  |  |  | 1 |
| 1 |  |  |  |  |  |  | 1 |  | 1 |  |  |  |  |  |  | 2 |
| 2 |  |  |  |  |  | 1 |  | 2 |  | 1 |  |  |  |  |  | 4 |
| 3 |  |  |  |  | 1 |  | 3 |  | 3 |  | 1 |  |  |  |  | 8 |
| 4 |  |  |  | 1 |  | 4 |  | 6 |  | 4 |  | 1 |  |  |  | 16 |
| 5 |  |  | 1 |  | 5 |  | 10 |  | 10 |  | 5 |  | 1 |  |  | 32 |
| 6 |  | 1 |  | 6 |  | 15 |  | 20 |  | 15 |  | 6 |  | 1 |  | 64 |
| 7 | 1 |  | 7 |  | 21 |  | 35 |  | 35 |  | 21 |  | 7 |  | 1 | 128 |

The interesting property of Pascal's Triangle is that each row can be created easily from the row above. Each row starts with 1 and each of the subsequent terms is equal to the sum of the two numbers surrounding it in the row above. The actual percentages that you will see in suit division tables will be slightly different from those you would calculate from Pascal's Triangle because those tables provide percentages for suit breaks as a part of a thirteen card hand. This is generally unimportant for evaluating plays in a single suit.

| DIVISION | WAYS |
| :--- | :--- |
| $0-5$ | 1 |
| $1-4$ | 5 |
| $2-3$ | 10 |
| $3-2$ | 10 |
| $4-1$ | 5 |
| $5-0$ | 1 |

Generally, the extreme holdings (voids) are less likely than indicated by Pascal's Triangle and the more even suit divisions are more likely than indicated. For example, a single suit calculation suggests that the 2-0 and 1-1 breaks are equally likely. The actual probability for a thirteen card hand is $48 \%$ for the $2-0$ and $52 \%$ for the 1-1. That is why you should play for the drop when you are missing only the king and a small card.
When considering alternative plays, experts attempt to reduce the problem to a small number of relevant positions and then compare the number of holdings on which each play succeeds. Pascal's Triangle can be used in these calculations to count the number of holdings that are possible for a specific suit break.

## BridgePassion. Com arvien by swiz subeck <br> Bridgepassion.com is a totally

free site for new and advancing players to learn the basics of Bridge on the Web. Here is a sample beginning lesson taken directly from their online introduction to the game.

The lessons get progressively more difficult and range from novice to intermediate in depth. The site is a great place to reinforce what you already know about the game or even to learn the game from scratch. We recommend you check it out for yourself and see if you don't think it improves your scores.

In addition to the lessons, there are quizzes for you to test what you have learned. There are also bridge columns and practice hands. As a novice resource, this site should not be missed.

Bridge is a partnership game of cards derived from Whist. Bridge provides a social and competitive outlet for hundreds of thousands of players around the globe. The game knows no boundaries. It's a game where you'll see an elementary school student playing with an octogenarian. Where you might see Bill Gates sitting across the table from Omar Sharif. Where a player who is blind uses Braille cards.

Bridge requires just a deck of cards and four players - formed into two partnerships -- and a basic understanding of how to bid and play the hands. The object of the game is for your pair to accumulate more points than the other pair. Players bid for the minimum number of tricks they hope to win, then play their hands to accomplish their goal, with the opposite partnership working to defeat them.
fixed partnerships. Partners sit facing each other. It is traditional to refer to the players according to their position at the table as North, East, South and West, so North and South are partners playing against East and West.
The game is played clockwise. A standard 52 -card deck is used. The cards in each suit rank from highest to lowest:

A K Q J 1098765432.

## Deal

The player to the left of the dealer (or the computer) shuffles the deck of cards and hands it to the dealer. The dealer then gives the deck to his right hand opponent for a cut. The dealer deals out all the cards one at a time so that each player has 13. Turn to deal rotates clockwise.

## Bidding

There is next an auction to decide who will be the declarer. A bid specifies a number of tricks and a trump suit (or that there will be no trumps). The side that bids highest will try to win at least that number of tricks bid, with the specified suit as trumps. The player who first named the trump suit from the pair who won the bid becomes the declarer.

## Play

The player to the left of the declarer leads to the first trick. Immediately after this opening lead, the dummy's cards are exposed. The dummy should arrange them neatly in suits, so that all the cards are clearly visible, with the trump suit if any to dummy's right (declarer's left).

Play proceeds clockwise. Each player must if possible play a card of the suit led. A player with no card of the suit led may play any card. A trick consists of four
cards, and is won by the highest trump in it, or if no trumps were played, by the highest card of the suit led. The winner of a trick leads to the next.

Dummy takes no active part in the play of the hand. Whenever it is dummy's turn to play, the declarer must say which of dummy's cards is to be played, and dummy plays the card as instructed (as long as it is legal). Dummy is not permitted to offer any advice or comment on the play. When dummy wins a trick, the declarer specifies which card dummy should lead to the next trick. If when calling for a card the declarer specifies the suit only, dummy is to play the lowest card of that suit.

## Scoring

If the declaring side wins the number of tricks they bid, they will receive a score plus a bonus for any overtricks or doubles. If the declaring side fails to win the number of tricks contracted, the defending side will win points for every undertrick achieved. The cost per trick will vary depending on vulnerability and whether or not a contract was doubled.

To access this site, simply go to: http://www.bridgepassion.com Other highly recommended sites for novice/intermediate lessons include:
http://www.rpbridge.net/1a00.htm
http://www.beginnersbridge.com/
www.richardsampson.inuk.com/
In coming issues, we will review these and other sites and include some material from them for your evaluation. The Worldwide Web has become a valuable source of information and learning tools for bridge.

## "Next to bridge, all other forms of human endeavor shrink to insignificance." <br> General George S. Patton

## The Simple Overcall by Jim O＇Neil

When an opponent opens the bidding，the most common action（other than pass） taken is the simple overcall．This is simply a non－jump bid of a new suit directly after an opponent has opened the bidding． Some examples of simple overcalls：

| East | South |  |  |
| :---: | :---: | :---: | :---: |
| 1\％ | $1 \wedge$ |  |  |
| East | South |  |  |
| $1 \vee$ | 2\％ |  |  |
| East | South |  |  |
| 1NT | 2 ＊ |  |  |
| East | South |  |  |
| 2＊（weak） $2 \boldsymbol{}$ |  |  |  |
| East | North | West | South |
| $1 \wedge$ | Pass | Pass | 2v |

What is gained by overcalling？
1）It may be our hand．Although an opponent has opened，we may still be able to buy the contract．Or，we could push the opponents too high．
2）Even if the opponents are able to outbid us，we may have a good sacrifice．
3）An overcall may get partner off to the best lead
4）An overcall can have a certain＂nuisance value＂．It can make it more difficult for the opponents to find the right contract．
What are the risks of overcalling？
1）We might get set too much．If the opponents have most of the points，and a few tricks in our suit，they may decide to double．
2）We might give away too much information．Our bidding gives information to the opponents as well as partner．If we do not buy the contract，our overcall could help declarer during the play of the hand．
What do we need to overcall？There are a number of considerations－The strength of the hand and quality of the suit，the level of the overcall，the vulnerability，the form of scoring，whether or not partner is a passed hand，the preemptiveness of the overcall．
How aggressive to overcall is a matter of partnership preference．Some pairs prefer to＂mix it up＂，overcalling on very marginal hands．Overcalling a $1 *$ opening
bid with $1 \boldsymbol{\wedge}$ on：
－Q6543 K K2－J73＊Q942
can make life difficult for the opponents sometimes，and also for partner．What， then，is partner to do with：
＾K8 A65＊Q642＊J765
If overcaller could have the above hand？
$1 \boldsymbol{n}$ is high enough，and even that might not make．But if overcaller has：

$$
\wedge A Q 9763 \vee K 4 \bullet K J 3 \backsim 82
$$

then $4 \boldsymbol{A}$ is a good contract．．
At the opposite end of the spectrum， some pairs will not overcall without a good hand and a good suit．Not overcalling with：

- JT653 AK AK2 \&J76
runs the risk of missing an easy game when partner holds：

$$
\begin{aligned}
& \text { • Q6 • } 542 \text { - QJ43 *KQT2 } \\
& \text { or: } \\
& \text { ヘKQ74 • } 764 \text { - Q642 \& } 53
\end{aligned}
$$

Though the modern tendency is to bid more aggressively in all aspects of the game，including overcalls，it is best to have some minimum requirements for an overcall：It is important to discuss with partner how aggressive or conservative the partnership＇s overcalls will be．
To make an overcall at the 1 －level，we should have about 9－16 points，and a 5 － card or longer suit．With minimum values for an overcall，the suit should be good．With less，we should pass，or with very good 6 －card or longer suit，make a preemptive jump overcall．With more， we should first double and then bid our suit．
To make a simple（nonjump）overcall at the 2－level，we should have about 12－18 points，and a very good 5 card suit or a reasonable 6－card suit．Again，with minimum values，the suit should be very good．
When right－hand opponent opens $1 \star$ ， overcall 1 \＆with：

$$
\text { AK765 } 53 \bullet \text { Q64 \& J53 }
$$

Minimum values，but a good suit．
1）If we are to compete on this hand，we will probably be competing in spades．

2）We definitely want a spade lead from partner．
3）A 1 a bid will make it a little more difficult for the opponents to find a heart fit，should they have one．

Not a very good suit，but a very good hand．

$$
\text { ^AJ765 A3 • } 4 \propto K Q J 53
$$

Do not double with shortness in an unbid major unless you are too strong for a simple overcall．Doubling here runs the risk of getting too high on a misfit，and may lose the club suit．
Do not overcall $1 \wedge$ with：
^Q7654 ヤK3 A65 \&J53

Do not overcall with minimum values and a poor suit．We don＇t necessarily want a spade lead．

$$
\text { AQ7654 AK53 • } 4 \approx A Q 3
$$

Good values，but it is best to double－to overcall $1 \uparrow$ risks losing the heart suit．

$$
\text { AKQJ765 } 53 \bullet \text { Q64 } \div J 53
$$

A good suit，but a preemptive jump to $2 \boldsymbol{\wedge}$ is the most descriptive bid here．
-AKJ65 A3 AQ6 ※J53

Double．This hand is too strong for a $1 \boldsymbol{A}$ overcall．
When right－hand opponent opens $1 \uparrow$ ， overcall $2 \boldsymbol{w}$ with：

$$
\text { ^A6 } \vee K Q T 654 \bullet K 63 * 54
$$

Minimum values，but a good suit．

$$
\text { ^A6 } \vee \text { KT9874 AK } \approx \text { K63 }
$$

Not a very good suit，but values to compensate．
Do not overcall $2 \boldsymbol{w}$ with：
^65 AJ753 A64 \&K53

After a $1 \boldsymbol{*}$ or $1 *$ opening bid，this would be a fine 1 overcall．But after a 1 a opening bid，an overcall is just too dangerous．Pass．
^Q5 ヤJ7653 AK4 *AK3

A better suit is needed to overcall at the 2－ level，even with maximum values．Best to Double．

Some other factors to consider when deciding whether or not to overcall with marginal hands：

## (Overcalls, Continued from page 10)

The "preemptiveness" - Overcalling a $1 \%$ opening bid with $1 \uparrow$, or a 1 opening with $2 *$ does can make things difficult for the opponents. Overcalling a $1 \boldsymbol{v}$ opening with $1 \boldsymbol{\wedge}$ or a $1 \&$ opening with $1 \star$ does little to get in the opponents' way.
The vulnerability - when not vulnerable, the penalties for going set are less than when vulnerable. We can be a little more aggressive not vulnerable.
The form of scoring - at matchpoint pairs, it is acceptable to risk a big loss trying for a small gain. At IMPs or rubber bridge, it is losing tactics in the long run.

## Responses to simple overcalls

## If RHO passes:

1) When partner overcalls, responder's first obligation is to show support, if possible.
After a 1-level overcall:
With about 7-10 points, and support (at least 3 cards), raise partner to 2 . With 1113 points, and support, jump raise to 3 . With 14 or more, and support, raise to game.
After a 2-level overcall:
With 7-10 points, and support (at least 3 cards, or good doubleton), raise to 3 . With 11 or more, and support, (at least 3 cards), raise to game.
2) Without support for partner, but with good stoppers in the opponent's suit, responder can bid notrump.
After a 1-level overcall:
With about 8-10 points, and a stopper in the opponent's suit, bid 1NT. With 11-13 points, and good stoppers, jump to 2NT. With 14 or more, and good stoppers, jump to 3NT.
After a 2-level overcall:
With 8-10 points, and stoppers, bid 2NT.
With 11 or more, and stoppers, jump to 3NT.

If partner has overcalled in a major, responder's first obligation should be to show support. If partner has overcalled in a minor, responder, only with very good stoppers and marginal support, can bid NT rather than show support.
3) With no support, or stoppers, but a good suit (usually $5+$ cards), and a good hand ( $9+$ points), responder bids the suit.
4) Finally, with a good hand, (about $13+$ after a 1-level overcall, or $10+$ after a 2 level overcall) but no support, no stopper, and no suit, responder can "cue-bid", that is, bid the opponents suit. Game is likely unless overcaller has a bare minimum This asks overcaller to help in placing the final contract. Overcaller can show a second suit, bid NT, or rebid a very good suit, and the right contract can be reached.
5) With any other hand, pass.

If RHO bids over partner's overcall:
If RHO intervenes by raising opener's suit, bids by overcaller's partner have much the same meaning, though it is permissible to stretch a bid to raise, and good stoppers are needed to bid NT. (There is one further option - a "responsive" double.)
If right-hand opponent bids a new suit at the 1-level, or makes a negative double, bids are the same as before. (There is an additional option: a double of a new suit, or a redouble after a negative double.)
If right-hand opponent bids a new suit at the 2-level, bid only with support, or with a good suit of your own - the opponents have the majority of the points.
If right-hand opponent intervenes by bidding NT, be wary of bidding - the opponents have the majority of the points and some trump tricks.

## Overcalling after a 1NT or Preemptive Opening Bid

When the opening bid is 1 NT , be very careful. Left-hand opponent knows a lot about his partner's hand and can double more easily than if his partner had opened one of a suit. While many pairs still play natural overcalls after 1NT openings, the modern tendency is to play conventional overcall systems.
When the opening bid is a weak 2-bid, or a 3-bid, overcalls have much the same meaning. There are a couple of exceptions, however. A jump overcall should be treated as strong - don't preempt over a preempt. A nonjump 2NT bid should be natural - not unusual. And since the overcall is necessarily at a higher level, better values are needed to enter the auction.

Balancing Overcalls
When left-hand opponent opens the bidding, and partner and right-hand opponent both pass, the overcall structure changes somewhat. A jump overcall should show a good hand. A general rule of thumb is that overcaller's bids should show about 3 points less in balancing seat than in direct seat. Correspondingly, overcaller's partner's bids should show about 3 points more.

Overcalls after 1NT openings and balancing overcalls will be discussed in greater detail later.

## Overcalls

Different partnerships have different agreements as to the range of a simple overcall. There are advantages to very aggressive overcalls, especially at matchpoint pairs, and there are dangers.

RHO opens $1 \%$. Do you overcall with the following hands? (There are no right or wrong answers here; it is only important that you and partner agree.)

1) $\uparrow A Q 765 \vee 83 \bullet K 94 \approx J 64$
2) $\uparrow$ K94 83 AQ765 ↔J64
3) $\uparrow A Q J 765 \vee A 5 \bullet K 6 * Q 32$
4) $\uparrow Q 7653 \bullet A 75 * Q 64 * A 6$
5) $\uparrow K Q J 652$ • 75 - K64 \&T6
6) $\uparrow$ AKQJ 75 • $764 \& J 432$

## Responding to Overcalls

LHO opens $1 \boldsymbol{\AA}$, Partner overcalls $1 \boldsymbol{\wedge}$, and RHO passes. What do you bid now with?

```
7) ^K64 『 K632 Q962 &75
8) ^K64 \K632 Q962 ゅK5
9) A464 \K632 *KQ62 &K5
10) ^64 \veeK62 * Q962 &KJ53
11) ^64 AQ2 *Q962 &KJ53
12)}^\textrm{K}4\vee\textrm{AQ}2 *Q962 & KJ5
13) ^K4 \veeK62 AQ962 &Q53
14) ^ K4 \veeK632 * AQ62 &Q53
```

Answers to Overcalls, Hands 1-6:
There are no right and wrong answers here; it is only important that you and partner agree. I would overcall on all of these hands $-1 \uparrow$ on hands $1,3,4,5$, and $6 ; 1$ on hand 2 .

Some points to consider:

1) This is a sound $1 \boldsymbol{a}$ overcall. A good 10 points, a good 5-card suit, and a $1 \uparrow$ bid
(Continued on page 12)

The District 13 I/N Newsletter, October, 2001

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## Upcoming Tournaments

Fallfest Sectional, September 28-30, 2001
Eau Claire Sectional, October 5-7, 2001
Central States, October 22-28, 2001
Turkey Bowl, November 23-25, 2001
Winterfestival, January 18-20, 2002

## (Overcalls, Continued from page 11)

prevents the opponents from bidding a red suit at the 1-level.
2) This may seem to be identical to $\# 1$, but a 1 overcall has no preeemptive value. This is a marginal $1 \star$ overcall.
3) This is borderline between a maximum $1 \boldsymbol{A}$ overcall and a minimum double followed by a Spade bid.
4) 12 points, but a bad suit. The $1 \boldsymbol{A}$ bid has preemptive value, yet may get partner off to the wrong lead.
5) A minimum $1 \uparrow$ overcall, or a maximum $2 \uparrow$ preemptive jump.
6) Only a 4-card suit, but a 1 a bid has preemptive and leaddirectional value.

Answers to Overcalls, Hands 7-14:
7) This hand is worth a good 9 points in support of Spades. Raise to $2 \wedge$, which shows about 7-10.
8) This hand is worth about 12 points. Jump to $3 \boldsymbol{A}$, showing 1113) (The modern style is to play jump raises as preemptive. If you play this way, then "cue-bid" $2 *$ here, which tends to show a limit raise or better.)
9) This hand is worth about 15 points. Jump to $4 \boldsymbol{A}$. (Again, The modern style is to play jump raises as preemptive. If you play this way, then you must start with a $2 *$ cue-bid, which tends to show a limit raise or better, then insist on game.)
10) With 9 points and the opponents' suit stopped, this is a perfect 1NT bid. 1NT shows about 8-10.
11) With 12 points, bid 2NT. (This shows about 11-13)
12) You will rarely get a hand this good. Bid 3NT.
13) A good 14 HCP and a good 5-card suit. You want to be in game somewhere, but where? $4 \boldsymbol{\wedge}, 5$, 3NT and even $4 \boldsymbol{\downarrow}$ are possibilities. Bid $2 \star$, forcing; partner can further describe his hand.
14) Again, you want to be in game, but have no suit to bid. Nor can you raise or bid NT. Start with a $2 *$ cue-bid and see what partner does.

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[^0]:    All pair games are SINGLE session events!

    Friday, October 5
    1:30 p.m. Stratified Pairs
    8:00 p.m. Stratified IMP Pairs 49er Pairs

    Saturday, October 6
    10:00 a.m. Stratified Pairs
    3:00 p.m. Stratiflighted Pairs
    7:30 p.m. Individual
    (Cash Prizes)
    Sunday, October 7
    10:30 a.m. Stratified
    Swiss Teams
    Chairman: Walt Klein
    (715) 834-3243 for more information or directions

    Non-Smoking Building!

