## IN News ... especially for you!

Volume 4, Issue 2 Online Edition

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Bridge History

Most pair games are scored using "Matchpoint" scoring. Most Team games are scored using International Matchpoints (IMPs). While a pair's score on a board is the same (e.g., 4 Spades making 4 not vulnerable is +420 ) at each form of scoring, the way in which the scores are compared is entirely different.

These differences lead to different strategies at each form of the game.
MATCHPOINTS: In Matchpoint scoring, a pair's score is compared to every other pair which held the same cards. The pair receives 1 point for every other pair whose score they beat, and $1 / 2$ point for every pair whose they tied. It does not matter if that difference is 10 points or 2000 points.

In most club games, the score is recorded on a traveling score slip, or "Traveler" (so called because the score slip is folded and placed inside on of the hands, and "travels" along with the board.) One member of the North-South pair (usually North) will enter the score on the traveler, along with the N-S and E-W pair numbers, the final contract, and the result.

The scorer will enter the matchpoint scores for all pairs. (Nowadays almost all clubs have a computer program which does this.)

A traveler from a 7-table game might look like this:

|  |  |  |  |  |  |  |  | Boa | rd \#1 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  | Score |  |  |  |  |
| $\begin{aligned} & \text { Pr. } \\ & \# \end{aligned}$ | Contract | By | Made | Down | N-S | E-W | Pr. \# | Mtchpts | Mtchpts |
| 1 | 4S | N | 4 |  | 420 |  | 1 | 2.5 | 3.5 |
| 2 | 4S | N | 4 |  | 420 |  | 3 | 2.5 | 3.5 |
| 3 | 5HX | E |  | 3 | 500 |  | 5 | 6 | 0 |
| 4 | 3NT | S | 4 |  | 430 |  | 7 | 4 | 2 |
| 5 | 4S | N | 5 |  | 450 |  | 2 | 5 | 1 |
| 6 | 4S | N |  | 1 |  | 50 | 4 | 0 | 6 |
| 7 | 3S | N | 4 |  | 170 |  | 6 | 1 | 5 |
| 8 |  |  |  |  |  |  |  |  |  |

(Continued on page 2)

## One of the best things about bridge is that even bandicapped people can play and enjoy it!

Midsummer Madness Regional - Holiday Inn Chicago O'Hare, 5440 North River Rd, Rosemont 800-465-4329 ask for hotel code CHIOK, \$95 Rate

Self Parking \$7.00
June 28-July 4, 2004
I/N \& 299er Events
A full slate of $I / N$ events is as follows. Entry fees for I/N games are $\$ 10.00 /$ person/session.

Monday 7:30 Stratified Future Master Charity Pairs

Tuesday through Friday
1:30 and 7:30 Single Sessions
Future Master Stratified
Pairs 0-20, 20-50, 50-100
299er Pairs 0-100, 100-200, 200-300

Saturday 1:30 \& 7:30 49er Pairs - Stratified 0-20, 20-50

Sunday 11:00 am \& 1:30
199 er Statified Swiss Teams, 0-50, 50-100, 100-200 Speaker Program Special Party Winner Photos Registration Gift
Tournament Chair: John Goldstein 773-278-9113 Partnership Chair: Carl Sharp 773-483-3734 or 312-497-4277

Students Play for 1/2 Price with valid Student ID.
Students 20 and under play free on Sat Af. ACBL
Members with 0-5
Masterpoints play free all week.
(Scoring, continued from page 1)

Pair 3 North-South achieved a higher score $(+500)$ than any of the other 6 North-South pairs. They get 1 matchpoint for each of those 6 pairs; their score is 6 matchpoints for this board. This is the maximum possible score, and is called a "top board" or "top".

Pair 5 North-South achieved a higher score than 5 of the 6 other pairs; their matchpoint score is 5. Pair 1 achieved a higher score than 2 other pairs, and the same score as 1 other pair; their matchpoint score is $21 / 2$.

The difference of 1 overtrick ( 30 points; +450 instead of +420 ) is worth 2.5 matchpoints ( 5 instead of 2.5); the difference between down 1 and making ( 470 points; -50 instead of +420 ) is worth the same 2.5 matchpoints (0 instead of 2.5)!

## IMPS:

International Match Points (IMPs): the most common method of scoring Swiss Team and Knockout matches. The net score of the team (North-South and East-West) is converted to IMPs using the following scale:

| Score Diff. | IMPs | Score Diff. | IMPs | Score Diff. | IMPs |
| ---: | ---: | ---: | :---: | :---: | :--- |
| $0-10$ | 0 | $320-360$ | 8 | $1300-1490$ | 16 |
| $20-$ | 40 | 1 | $370-420$ | 9 | $1500-1740$ |
| $50-80$ | 2 | $430-490$ | 10 | $1750-1990$ | 18 |
| $90-120$ | 3 | $500-590$ | 11 | $2000-2240$ | 19 |
| $130-160$ | 4 | $600-740$ | 12 | $2250-2490$ | 20 |
| $170-210$ | 5 | $750-890$ | 13 | $2500-2990$ | 21 |
| $220-260$ | 6 | $900-1090$ | 14 | $3000-3490$ | 22 |
| $270-310$ | 7 | $1100-1290$ | 15 | $3500-3990$ | 23 |

For example, if a Team's North-South pair scores +420 at one table, while that Team's EastWest pair is -170 at the other table, the difference is $250-$ which converts to 6 IMPs.

This IMP scale can be found on the inside of any convention card of Swiss Team scoresheet.

## VICTORY POINTS:

Some Swiss and Round Robin Team games will use a Team's Win-Loss record to determine overall placing. More frequently, though, such team events will use Victory Points (VPs). After the scores are compared and converted to IMPs, the IMP total is converted to Victory Points.
(Editor's Note: Some clubs have gone to computer scoring and will not use score slips. They use the little colored cards where you simply put in the $N / S$ and $E / W$ results two or three boards at a time. This way the director can enter the results after each round and the ultimate scoring is much faster for everyone.

Some clubs actually use both the score slips and the computer tickets so you can see bow you are doing at the end of each round and still get faster scoring at the finish of the game.)

## Questions?

We have great resources in District 13. If you have any questions about bidding or play, please address them to Editor at the I/N Nensletter, 2625 Corinth Road, Olympia Fields, IL 60461, or email them to me at stansubeck@prodigy.net. We will gladly find expert players in the area to get you the best possible answers. If you have questions in certain situations, other will too! We will publish the answers in the newsletter so they can benefit everyone. (Names omitted on request of course!)

## Helpful Thoughts to Improve Your Game by Suzi Subeck

1. Always use logic when bidding and playing. It is important to think through every bid and play at the time you are committing yourself to it.

In the bidding, be sure to consider the possible responses from partner and plan your bidding accordingly. Always be sure your bidding best describes first your suit length and second your hand strength. Know what you will do if partner limit raises, forces, or responds some number of no-trump. If you will have trouble making a second bid, reconsider your first action.

In the play be sure to consider the odds. Be sure that the play you are taking will work more often than any other possible play. Know the "axioms" like Eight Ever Nine Never and remember when and how to employ them.
2. Never pass partner's cuebid. It is most unlikely that you have found your best spot in the opponents' suit. Even if you are looking at a yarborough (a hand with no points), you must bid when partner cuebids.
3. Never pass partner's forcing bid. If partner makes a forcing bid of any kind, he is prepared for whatever response you make. No matter how bad your hand is, you must respond. (e.g. If partner opens a strong, artificial and forcing $2 \boldsymbol{*}$, you cannot pass even with a ten-high hand!) Passing forcing bids destroys partnership trust.
4. In a trump contract, it sometimes help to equate trick taking ability by adding one point for each card over four in a suit. In other words, add one point for a fifth card in a suit ... two for a sixth... etc. This is especially important if partner has shown the suit with an overcall or opening bid.
5. If you and partner have expressed enough values for a slam contract, let the first one to establish a suit or no-trump preference, become the "captain." He is the one who should take over and ask for aces and kings with either Blackwood or Gerber.
6. Against suit contracts, it is generally a bad idea to lead unsupported aces ... and a worse idea to underlead them. Unless you are certain that this is the best lead in a situation, avoid it. Too often it turns out to be the only lead to allow declarer to score an overtrick or make an unmakeable contract.
7. Don't fudge on your opening no-trumps. If you and partner agree to play a range of $15-17$, be within that range. If you agree to play 16-18 or 12-14, be within that range. It always improves partner's ability to evaluate his own hand when he knows what he can count on from you! The result will be more positive scores and less over and under bidding.
8. Never criticize partner when the opponents are at the table. It will make him unhappy and break his concentration. It will also embarrass him. None of us is perfect and we all make mistakes.
9. Always expect the unexpected. Try to plan out lines of play to cover even the worst suit splits. Sometimes there are ways to cover the worst situations that take nothing away from the normal plays and allow you one or more extra chances to make your contract or to defeat theirs.
10. Listen to the bidding and remember to consider it during the play or defense of a hand. Bidding or the lack thereof, can be your best guide to the correct line on any hand.

For more information call 847-998-9642

September 3-6, 2004
Free Parking
Friday,
10:30 Future Master
Stratified Pairs
3:30 Future Master
Stratified Pairs
7:30 Future Master
Stratified Pairs Saturday,
1:30 Future Master
Stratified Pairs
7:30 Future Master
Stratified Pairs Sunday,
1:30 Future Master
Stratified Pairs
7:30 Future Master
Stratified Pairs
299er Monday,
11:00 299er Stratified
Swiss Teams

Count your winners and your losers for best results as declarer.

Sometimes the total even adds to 13 !

| Central States Regional Grand Geneva Resort and Spa, Lake Geneva, |  |
| :---: | :---: |
| WI on Route 50, $1 / 2$ mil east of Route 12. |  |
| Room Rate $\$ 94$ plus $\$ 10$ resort fee, single or double. |  |
| Call 262-248-8811 or 800-558-3417 before |  |
|  |  |
| September 18, 2004 |  |
| October 25-31 |  |
| Events for Newcomers 0-49 \& 0-299 |  |
|  |  |
|  |  |
| \$10/person/session |  |
| All single session events |  |
| Partners Guaranteed |  |
| 0-5 ACBL Members |  |
| Play Free Everyday Monday at 7:30 |  |
| Tuesday to Saturday Game Times:$9: 00,1: 30 \& 7: 30$ |  |
|  |  |
|  |  |
| Students 20 and Under Play Free Saturday |  |
|  |  |
|  | Afternoon |
| Special Game Saturday |  |
| 7:30 Double Win Pair Game |  |
|  |  |
| unday at 11:00 am |  |
| 0-299 Swiss Teams |  |
| Single Sessions |  |
| Special Party and |  |
| Registration Gift |  |



## Getting Started in Tournament Bridge by Suzi Subeck

## Novice Tournament Events:

Novice or Newcomer events are for those players who have up to 299 masterpoints. Some events have a ceiling of 199,99 , or 49 points, and are only for players with up to that many masterpoints. (Both partners must be under the limit to play in these events.) Some games are stratified so the less experienced newcomers can play against better competition, but get scored against players of their own level with their same degree of experience. These events allow participants to win more points since you are always scored within your own strata and within the higher strata. Since it pays more to win the 199er event than the 49er event, if you are a 49er, you get a shot at doing just that. The way the ACBL pays masterpoints, if you win both the 49 er event and the 99 er event, for example, you only get the points for the event that pays the most. Therefore, you would get the points for winning the 99 er .

Everyone in the bridge world started with NO points. Don't be afraid to compete. You have the same chance at winning as everyone else in the field.

There are terrific programs for Novice players at large tournaments. In fact, District 13 is well known for having one of the best Intermediate/Novice programs in the entire United States. They have free guest lecturers, trophies, guaranteed partners and lots of other fun things to encourage new duplicate players. Some events at some tournaments are even free to players with less than 5 masterpoints.

Not every tournament is the same. Some feature a novice dinner in the middle of the week with special "celebrity" players who will answer your bidding and play questions. Others have special novice registration gifts.

In novice games, players learn to follow the rules of procedure and protocol in a nonthreatening environment. Gone are the days where new players have to compete with gruff, extremely competitive hard-core players. Nowadays, you can get table experience playing against other novices first.

Among the benefits of this, is the chance to meet other new players who play at your level. You can generate lasting friendships and partnerships this way, and as you each advance and become eligible for higher levels of competition, so does your partner. It is a natural progression of events that makes the whole bridge experience more fun.

You should play in novice events until you are comfortable and confident about your game and the rules. However, when you get to that point, it is to your advantage to play in some higher level games, too. Playing in higher level games will afford you the chance to play against good and even great players... something you could not do in any other sport. Playing against national champions and world champions (We have some of each in our area!) will afford you "free" lessons. You have no idea how much you can learn just by playing against this level of competition. Your game will get better by leaps and bounds and when you have that occasional great board against this level of player, it really feels good and builds you level of confidence for your next table experience. In addition, most of the great players are happy to answer your queries at the table that will help you with your game.

In the ACBL, there are several levels of tournaments: Sectionals, Regionals, North American Bridge Championships (Nationals... in fact, we have one coming up in Chicago in 2006), and World Championships.

## Sectionals

(Continued on page 5)
Page 4

Oconomowoc Sectional
Dousman Lions
Community Center
235 N. Main St
Dousman, WI
(4 miles south of
Oconomowoc)

June 25-27, 2004
Friday, June 25
2:00 Stratified 199er Pairs
7:00 Stratified 199er Pairs
Saturday, June 26
2:00 Stratified 199er Pairs
7:00 Stratified 199er Pairs
Sunday, June 27
Stratified Swiss Teams
(playthru with meal included)

For More Information or Partnerships contact
Marilyn Charlson
(262) 646-2246

Famous Wisconsin
Hospitality
Free Drinks and Snacks
Free Parking

> Always put the last band out of your mind when going to play the next one. It will improve your concentration and keep it at the same level from deal to deal!
(Tournaments, Continued from page 4)
Throughout the year, local ACBL clubs and ACBL Districts will hold tournaments called Sectionals. STAC's are "Sectionals at the Club." The idea for these came from right within our district many years ago, and it has caught on throughout the ACBL and is a very popular manner of holding tournaments at the present.

Sectionals offer a series of events lasting several days, over a weekend, perhaps, at which special recognition is granted the winners and others who place. Silver master points are only awarded at sectional tournaments.

## Regionals

Even larger events called Regionals are held by ACBL District organizations which cover several clubs or units as they are called. Large Regionals may last a week or more These tournaments offer new events commencing on a daily or session-bysession basis. Some events (like knockouts) last for four or more sessions. Some are "qualifying" where you must be in the top percent of the field or you drop down to a separate "consolation" event for the second session.

Everyone is welcome to play in tournaments at levels... and all tournaments offer events at all levels during the course of the week. You can always find an event in which you will feel comfortable. In addition, you are guaranteed a partner in any I/ N event.

## Nationals

Three times a year, there are the North American Bridge Championships (NABC's). These are held in cities throughout the country: in New York, San Francisco, New Orleans, Seattle, Toronto, Chicago, etc. Nationals are 10 days in length, but as in any tournament, you can play as little as one session, or as much as three sessions a day for all 12 days!

There are even several evenings with Midnight Swiss Teams or Midnight Knockout Teams offered for the night owls among you.

At national tournaments, individual pairs and teams are selected by competition for top national and world class events, and dozens of events are offered for every level of play. They are the most fun of all tournaments because of the crowds, the best players, the big events and the great places where they are held. Be sure you attend at least one National - they represent the big time for duplicate players.

## International and World Events

There are international and world class events. Some are by invitation only and some are not. World events, like those at lower levels of tournaments, include special events for Seniors, Juniors, Women, etc.

## Kibitzing

The one other aspect of tournament bridge that should be discussed is that ability to find high level competitive players to kibitz while you are there. You can learn a lot from watching these players. You can feel their anxiety when they are faced with tough table decisions. You can enjoy their happiness when they win and feel their pain when they lose. Whatever the result though, you will benefit from the awesome experience.
Fall Fest Sectional
Lindner Conference
Center, a smoke and
alcohol free facility, 660
E. Butterfield Road,
Lombard
Novice Intermediate
Schedule:
Friday, November 12
10:30 a.m. Future Master
Stratified Pairs
3:30 p.m. Future Master
Stratified Pairs
7:30 p.m. Future Master
Pairs
Saturday, November 13
1:00 p.m. Future Master
Stratified Pairs
6:30 p.m. Future Master
Strataified Pairs
Sunday, November 14
11:00 a.m. 299er Stratified
Swiss Teams:
0-100, 100-200, 200-300
Tournament Chairman
Jim Kolb 630-961-5750
jakolb@sbcglobal.net

## Warm Up Tips by Eddie Kantar... from Eddie's Website

1 Never, but never forget you are playing with a partner. It pays to consider what things may look like from partner's point of view, particularly when you are privy to some information that partner isn't.

2 You cannot defend properly unless you remember the bidding.
3 You cannot defend properly unless you know what system the opponents are playing.
4 You cannot defend properly unless you watch the cards, particularly the little fellows.
5 You cannot defend properly unless you count.
6 You cannot expect your partner to defend properly if you make faces or show other signs of disapproval.

7 Keep one goal in mind: DEFEATING THE CONTRACT. Do not worry about overtricks unless you are defending a doubled contract or are playing tournament bridge.

8 A player who hesitates during the bidding is likely to have a problem hand. If that player becomes the declarer, keep the hesitation in mind.

9 The figure to focus on during the defense is the number of tricks you need at any given moment to defeat the contract. Defense is based on this figure.

10 Give your opening lead a little consideration. The fate of many a contract is determined by that one card. Use the bidding as a guide.

11 Make sure you and your partner are on the same wave length concerning leads and signaling conventions.

12 Don't compound a crime. If you, or more likely partner, have made an error, do not lose your cool. Many contracts can still be beaten after one defensive error, seldom after TWO.

13 If partner makes a nice play, a kind word or two at the end of the hand goes a long way.
14 The speed of the play, may be a clue to declarer's problem. When playing a 4-3 trump fit, play usually slows to a crawl.

15 When two possible defenses present themselves to defeat the contract, both equally likely, select the simpler. (Unless you are looking to make an appearance in a newspaper column.)

16 If you can see the winning defense, take charge. Don't put any additional pressure on partner if you don't have to.

17 Keep partner's skill level in mind. Lead a poor player by the hand.
18 Watch partner's spot card signals. The stronger your partner, the more meaningful they are.
19 Keep your singletons and doubletons in the middle of your hand. Some players watch where your cards come from.

20 Try not to guard against non-existent dangers; guard only against those that are consistent with the bidding and play.

Eddie Kantar is a highly respected bridge player and writer. He has written several books about the game. All are easy reading and well worth the price. His bridge stories teach you a lesson while still being humorous and entertaining.

Check out Eddie's website online at: http://www.kantarbridge.com/learn.htm

Stars of Tomorrow Sectional American Legion Hall, 1435 Pfingsten Road, Northbrook

Saturday, October 9
9:00 Bracketed Knockout
Teams
Teams are ranked by
Masterpoints, then grouped into
brackets of eight. Each bracket has a winner.

1:30 Bracketed Knockout
Teams, semi-finals
Stratified 299er Pairs (0-100, 100-200, 200-300)
Stratified 49er Pairs (0-5, 5-20, 20-50)
7:30 Bracketed Knockout Teams, finals
"Win an Entry" Stratified 299er Pairs
(0-100, 100-200, 200-300)
"Win an Entry" 49er Pairs (0-5, 5-20, 20-50)
Winners receive a free twosession entry to another

CCBA tournament

## Sunday, October 10

11:00 Stratified Swiss Teams (0100, 100-200, 200-300)

Playthrough - Out by 6:00

Events or strata may be combined if one has insufficient attendance.

Directions to American Legion Hall: 1435 Pfingsten Rd, Northbrook. From 294, exit onto Willow Road east; at the third stoplight turn left onto Pfingsten. Drive north 1 mile; hall is on right side. From the Edens Expressway, exit Willow Road west; drive about 4 miles and turn right onto Pfingsten. Site telephone: 847-564-9558.

For information or partners, call Jody Wadhwa 847-564-4546 or fwadwa@comcast.net

## Letter to the Editor

## Hi Stan.

I was just reading your article about honor play in the $I / N$ Newsletter ... especially for you, and I think I found an exception that you did not mention to declarer playing the highest of touching honors.

If LHO leads the Queen, dummy has the Ten and plays low, RHO plays low, and you hold Ace/King as declarer, I believe the best play is to randomly pick between the Ace and King. This keeps LHO guessing as to whether RHO holds the other top honor. (I gave dummy the Ten, since there are some situations in which playing the Ace can keep RHO wondering if LHO lead from KQT, demanding the drop of the Jack). If you blindly play high in this situation, your opponents can infer that your play of the King denies the Ace - you are giving up the advantage of restricted choice.

I also wonder if there are any situations in which playing the higher honor can give away the lower honor, but not vice versa? I can't think of any.

## In Response:

Your theory of randomly playing aces and kings to avoid restricted choice implications is technically correct but probably useful only against expert players who assume that most of their opponents are making the mechanically automatic play (in other words, the ace from ace-king.) Experts playing against experts often make random plays to keep their opponents in the dark.

Stan

## The Evolution of IMPs and Victory Points? by Stan Subeck

The development of team game formats and scoring methods has been evolutionary.
The earliest team games were based on total point scoring. Total point scoring puts a disproportionately heavy weight on certain type of hands (e.g. grand slams or large doubled sets) while part-score hands were of little import. IMP scoring simply condenses the scoring differences so that various hands are more equally weighted. Prior to the 1960's, all team games were either IMP based knockout events or Board-a-Match events in which each hand is a win, loss or tie. Both long (single flight) Knockouts and Board-a-Match games were dominated by the best teams. Swiss teams developed as a form of competition that gave weaker teams more chances to make the overalls of an event. Losers play losers while winners play winners.

Originally, all Swiss Team matches were IMPed and then scored on a win-loss basis. A win by 3 or more IMPs was a full win. A win by 1 or 2 IMPs was a $3 / 4$ win. This type of scoring created a lot of ties in the overalls and did not give any value to winning by a large margin. Thus teams could take immense chances to overcome an adverse result without any real risk (i.e. "a loss is a loss"). Victory point scoring is an effective method of reducing overall ties and rewarding teams for large wins. Some victory point scales even have un-balanced negative scoring to punish a team for losing by a large margin, while capping the Victory Points of the winning team, so as to not over-reward them for the losing teams poor or risky play. A flaw of victory point scoring, is the so-called "flat match", in which randomly dealt hands are so routine that a large victory is unlikely. This problem is offset by the 18-12 scoring on the 30 point scale for a win by 1-2 IMPs. Early victory point scales were less rewarding for small wins.


## Honor Play ... Part III by Stan Subeck

Say you are the defender. When you know you are going to win a trick from a touching honor combination, you should win the trick as cheaply as possible. While your partner can't know for sure that you have the higher missing honors, he can be sure you don't have the lower honors when you follow this rule. You might choose to vary from this procedure to conceal high card strength, but be aware that you will be fooling your partner.

In fourth seat, when you are not winning the trick, you can play the highest of touching honors to suggest holding the lower honors. Of course this requires that you can afford to waste the high card and also that partner will know you are not simply playing a singleton honor. This play can be a very useful method for showing partner that you have an entry in that suit.

Defenders' honor splitting in second seat is probably the least well-defined situation. First of all, it is often wrong to split honors from a two card combination. You should try to make the "split or not" decision in advance. Often not splitting a K-Q combination costs a trick immediately, but that trick comes back later. The classic example of this occurs when, declarer leads from a doubleton toward AJTxx in a dummy that is otherwise bereft of entries. If you hold KQx and split your honors, declarer can duck that trick and later return to hand to take a second finesse and run the suit. If you play small declarer can take only two tricks in the suit. In fact, expert play is to play the K from $\mathrm{Kx}(\mathrm{x})$ or the Q from $\mathrm{Qx}(\mathrm{x})$ on the first round of the suit. If declarer ducks this trick and takes a second finesse, he will win no tricks in the suit! If declarer has a three card holding in this suit, playing the King or Queen from a doubleton will enable partner to hold up until the third round if declarer takes your honor with the Ace, or your side will take two tricks instead of one when declarer ducks your honor.

If you are splitting your honors in second seat, which honor should you play? Conventional theory suggests playing the lowest honor. This is probably correct from a three-card or longer sequence, where partner may be able to infer that you have the missing cards in the suit.

This is similar to the third hand play in a suit. However, I feel that it is generally best to have no agreement and to split randomly, so as not to help declarer. (Please note that you must disclose any agreement to declarer, if asked.) This makes advanced plays, such as the play of an unsupported honor described above, much more effective. If you do want to have an agreement on second seat honor splitting, playing the highest honor seems best to me. Partner will often still be able to discern whether you have the lower honors or are playing an unsupported honor based on his judgment of the length and strength you hold in a suit.
(Editor's Note: This concludes our series on Honor Play. If you bave any suggestions for other serialized articles on difficult defender or declarer play, please write, and we will address these issues for you in subsequent issues of the $\mathbf{I} / \boldsymbol{N}$
News... especially for you!)

## Passing the Buck ...

Why is shifting responsibility to someone else called "passing the buck"? In card games (like bridge), it was once customary to pass an item, called a buck, from player to player to indicate whose turn it was to deal. If a player did not wish to assume the responsibility, he would "pass the buck" to the next player.


Appleton Sectional
199er Pairs - 12 pairs
1A/B John Lawyrk, Oshcosh, WI, Doug Jepsen, Greenfield, WI
2A Drusilla Kierzek, Mary Ann Harbick, Marquette, MI
3A Kathy Beranek, Mishicop, WI, Mary Southwick, Lisle, IL
4A/2B Harold Myers, DePere, WI, Lynn Herlihy, Oneida, WI
3B/1C Yvonne Mais, Sharon Donahue, Wausau, WI
2C Shirley Adams, Appleton, WI, Cyann Martin, Neenah, WI
District 13 Regional
Mon Eve 300/100/50 Pairs 12 Pairs

| A | B $\quad$ C | Names |
| :--- | :--- | :--- |
| 1 |  |  |
| Amit Jain - Shreya Jain, Oak Brook IL |  |  |

21 Douglas Utter, Hartford WI; Elana Dolgina, Skokie II
3/4 Thomas Aldrich III, Palatine IL; Lawrence Thomas, Arlington Hts IL
3/4 Gary Dayton - Sandra Dayton, Loda IL
21 Sandra Hetrick, Racine WI; Mary Fregien, Franksville WI
3 Sue Holbert, Evanston IL; Leslie Prizant, Chicago IL
2 Anna Rindfleisch - Dee Becker, Racine WI
Tuesday Morning 299er Pairs (21 pairs)
A B C Names



Congratulations to New Life Masters:
Nancy Headon, Mary Eldridge, Kathleen Lucas, Sandy Tuff, Kelly Tripp, Lynette Koski, Arlene Snapp, Tim Luker ... all went over at the District 13 Regional in April!!

# The District 13 I/N Newsletter Online Edition, June, 2004 

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Email: stansubeck@prodigy.net
2625 Corinth Road, Olympia Fields, Illinois 60461
Voice: 708-481-6819; Fax: 708-481-6851

## Upcoming Tournaments

Woodruff-Minocqua, June 9-13, 2004
Oconomoc Sectional, June 25-27, 2004, Dousman
Midsummer Madness, June 28-July 4, Rosemont
Kenosha Spring Fling, July 30-August 1, Parkside
La Crosse, August 20-22, 2004, LaCrosse
Labor Day Sectional, September 3-6, Skokie
Iron Mountain, September 17-19, 2004, Iron Mountain
Eau Claire, October 8-10, 2004, Eau Claire
Stars of Tomorrow, October 9-10, Northbrook
Central States Regional, October 25-31, Lake Geneva
Fallfest Sectional, November 12-14, Lombard
Madison, December 3-5, 2004
Holiday Regional, 12/26-30, Lake Geneva

## Excerpts from the Fact and Fiction and History of Bridge:

No one knows precisely where the name bridge for the card game came from, although it is fairly certain that it has nothing to do with other senses of the word bridge. The invention of bridge in the 19th century was, evidently, based on a card game long popular in the Near East and known at that time as Russian Whist. The word whist itself, by the way, is an old British equivalent of shhh!, and is a natural name for a game that demands silence from its players. Russian Whist was also known as biritch or britch, both of which do sound Russian although neither of them seems to be an actual Russian word. In any case, once the British took up the game, britch became bridge through a process known as folk etymology, which is a fancy way of saying that people often substitute a word they do know for one they don't, even when the substitution makes no sense. So the answer is that the name bridge is almost entirely random and does not mean a thing, or, as we say at my house, Go Fish.

1742: The first book devoted to Whist appeared, Edmond Hoyle's Short Treatise, which became a best seller.
1857: The first game of duplicate Whist was played in London; this eliminated much of he luck involved in which card each player was dealt. It was the forerunner of modern duplicate bridge.

1903: British civil servants in remote India developed the practice of bidding for the privilege of calling the trump suit, thus introducing "auction bridge."

1925: Harold S. Vanderbilt, American multi-millionaire and three-time America's Cup winner, changed the course of bridge while on a cruise. He suggested that only tricks bid and made count toward game, with extra tricks counted as bonuses. These revised rules turned auction bridge into contract bridge.

1931: The Culbertson Summary and Culbertson's Blue Book topped all book sales for the year, outselling such popular titles as Believe It or Not and Crossword Puzzles! "The Battle of the Century" was held in New York City. The team captained by Ely Culbertson won by 8980 points.

1953: President Eisenhower played bridge regularly on Saturday night with top experts. He attended national bridge tournaments when possible. He enjoyed bridge as much as golf and he was considered an excellent player.

1958: Charles Goren appeared on the cover of Time magazine and was dubbed "The King of Aces." The inside story explained the basic rules of bridge and proclaimed it the "United States' No. 1 card game."

