# I/N News ... especially for you! 

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## The Rule of Restricted Choice ...

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Monty Hall tells you the prize is behind one of three doors. As requested, you pick one door at random. He now shows you one of the remaining two doors which does not contain the big prize and asks if you would like to change your mind and choose the one door which is left. You now have new information. Of the remaining two doors, Monty would not show you the door which held the big prize. Your odds at getting the right door (and the big prize) improve from $33 \%$ to $66 \%$ if you switch.

Now, you are playing bridge at your local regional. You play a contract which contains the following card combination AT3 in you hand opposite K98642 in dummy. You play the ace and the queen or jack fall from right hand opponent (RHO). You have new information. Both opponents could not play low.

These two scenarios are classic examples of the branch of mathematics called "Bayesian statistics". Simply defined, it is the mathematical science of revising the probability of events based on new information.

Consider solely the bridge application. What thoughts go through your mind when you look at this card combination, play the ace, and an honor flops from an opponent. No doubt you wonder whether you should finesse left hand opponent (LHO) for the missing honor or try to drop $Q / J$ doubleton.

This is a direct application of the rule of restricted choice, a bridge play based on a concept of Bayes theorem.

Before you decide on which play to make, certain questions cross your mind:

1) Assume RHO randomly play the $Q$ or the $J$ from $Q / J$ holdings. The law of restricted choice applies and you should finesse.
2) Are the missing cards of equal value? The rule of restricted choice has no merit unless this is true. Having one spot card versus another fall, does not indicate the nature of the splits.

Like other rules in bridge, Restricted Choice does not always work. It does, however, give you an edge when playing a hand.

Since bridge is a game of odds, any time you can tilt the odds in your favor, you should do so. Applying such "rules" will bring you one step closer to becoming a Life Master, and one step closer to success at the tables!

## Team Game Strategy ... 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 ALWAYS 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.

## 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!


## Everything Counts ... from Jim O'Neil

## DECLARER PLAY: Counting

Good declarer play is simply a matter of counting. And more counting. And still more counting.
In fact, bidding and playing a bridge hand is little more than a series of counting exercises - and understanding how to act on the information we have gained from our counting.
When we remove our cards from the duplicate board, the first thing we do is count them. We count the number of cards in each suit. We count our high-card points. We count our distributional points, perhaps modifying our count as the auction progresses.
When the opening lead is been made, and dummy's cards placed on the table, we continue counting. We count tricks - our sure winners and losers, and our potential winners and losers. We review any clues from the bidding and opening lead - we count, as best we can, the opponents' high card strength and distribution. We develop a plan based on what information we have from counting.
As play progresses, we continue to count. We count the outstanding trumps, as well as the other suits. We count out the opponents' hands in an effort to better reconstruct the opponents' hands. We may modify our plan based on what we have counted.
After the last trick has been played, we count up the number of tricks won and lost, and enter the score on the score slip.
Time for the next hand - and more counting.

## Before playing to the first trick:

It is important that we take a moment and think. And count. We shouldn't call for a card from dummy until we know how we are going to play the hand. Many contracts fail because of hasty play at trick one. Others fail because declarer failed to properly count.

## 1) Count our tricks.

We count sure winners and losers. Are there enough sure winners to make the contract? If not, we will need to try and develop more. Do we have too many losers? If so, we will need to try and get of those losers somehow.

There are a number of ways to develop more winners - by finessing, by establishing a long side suit, by trumping. And there are ways to dispose of losers - by taking a quick discard, or by holding up a winner.

## 2) Review the auction and opening lead for clues.

Every call made by an opponent gives us some information about that opponent's hand. Even a pass tells us something. This information may help us count out the opponents' hands.
As each trick is played, we can get a better idea of the opponents' hands. The more information we have, the better. We may have to guess how to play a particular suit, or which suit to play. It helps to have as much information as possible.

## 3) Develop a plan.

Based on the count - our count of winners and losers, and our count of the opponents' hands - we plan the play of the hand. We should try to anticipate bad breaks, and come up with a plan that will cover as many contingencies as possible.
There may be several ways of developing extra tricks; our count of the opponents' hands may help us decide which line of play is best.
4) Play.

Now, and only now, is it time to play to the first trick.

## Counting Winners and Losers

When dummy comes down, we count our winners. Are there enough tricks to make the contract? If not, (and this is usually the case) we must look for ways to develop more tricks. Extra tricks are usually won by establishing a long suit, or by finessing against an opponent's honors. In a suit contract, extra tricks can often be won by trumping losers in the shorter trump hand.
We also count our losers. Can the defenders take enough tricks to defeat us if we let them in? If so, we must try to find a way to set up tricks without letting them in.

Here is an example:
1)

North (dummy):

- KJ65 • 63 • J42 *AQ97

South (declarer):

- AQ4 •A2 - KQT85 * JT5

South is declarer in 3NT. (Assume the auction has gone 1NT-3NT) How should declarer plan the play if West leads a) the Spade Ten? b) the Heart Four?
We count our winners. 4 Spades, 1 Heart and 1 Club add up to 6 tricks. We need to find a way to get 3 more. We count our losers. On a Spade lead, we have only 1 quick loser - the Ace of Diamonds. On a Heart lead, we have many more losers - the Ace of Diamonds plus several (at least 4) Hearts.
There are two possible ways of developing the extra 3 tricks we need. First, we can attack Diamonds. After the Ace is knocked out, we can take 4 tricks in the suit - a total of 10 tricks. A second possibility is to take the club finesse. If the Club K is in the West hand we can take 4 Club tricks - with our Heart trick and 4 Spade tricks, this will give us the 9 tricks we need.
Which is best? That depends on the opening lead. If the opening lead was a Spade, the Diamond suit is a sure thing. We can keep leading Diamonds until the opponents win the Ace, then win any return and take the rest of our Diamonds. If instead we were to try the Club finesse, we could be set if the East wins the King and switches to hearts. We can now only take 4 Spades, 1 Heart and 3 Clubs.
If, however, the opening lead was a Heart, we cannot afford to go after Diamonds. We need to count or quick losers as well. If we lead Diamonds, the opponents will be able to win the Ace and cash at least 4 Heart tricks to set us. Our only chance is the club finesse. If it works, we will have our 9 tricks. If it loses, we will probably be down 2 or more, but it is our only chance to make the contract. The full hand might be:

|  | North |  |
| :---: | :---: | :---: |
|  | - - KJ65 |  |
|  | $\bullet-63$ |  |
|  | - J J42 |  |
| West | * - AQ97 | East |
| - - T982 |  | - - 73 |
| -- QT74 |  | - - KJ985 |
| - - A6 |  | - - 973 |
| \& - K62 or 862 | South | \& - 843 or K43 |
|  | - - AQ4 |  |
|  | $\bullet$ - A2 |  |
|  | - - KQT85 |  |
|  | * - JT5 |  |

Playing Notrump is generally simpler than playing in a suit contract. There are extra considerations that come with a trump suit whether to draw trumps or ruff losers, the possibility of winners being ruffed away, overruffs and trump promotions - are not present in a Notrump contract. Play in Notrump is usually a race - the declarer tries to set up and take enough tricks for his contract while the defenders try to set up and take enough tricks to defeat the contract.
Another example:
2)

North (dummy):

- $-65 \vee-$ KT3 •-A642 $\boldsymbol{\bullet}-$ A962

South (declarer):
$\boldsymbol{\bullet}-\mathrm{Q} 94 \quad$ - AQJ92 $\bullet-\mathrm{K} 5 \quad \boldsymbol{*}-\mathrm{K} 75$

## (Continued from page 4)

South is declarer in 4 Hearts. How should declarer plan the play after West leads The Jack of Diamonds?
A count of winners gives us $9-5$ Hearts, 2 Clubs and 2 Diamonds. A count of losers gives us at least 3 and probably 4 - looking at the South hand, we see 2 Spade losers and one club loser, with a probable $3^{\text {rd }}$ spade loser.
How can we get that $10^{\text {th }}$ trick? There are several possibilities. First, East might Have both the A and K of Spades. By leading Spades twice toward the closed hand (that is, declarer's hand), we can then get a spade trick for our $10^{\text {th }}$ trick - one way to avoid our $4^{\text {th }}$ loser. Another way is to attack Clubs. If Clubs divide 3-3, dummy's last club will be our $10^{\text {th }}$ winner - after drawing trumps we can go to dummy and discard a Spade on that good Club.

By far the best way is to try to trump a Spade in dummy. Because there are only 2 spades in dummy, we can trump our third spade. The spade ruff will be our $10^{\text {th }}$ winner. No matter where the A-K of Spades are, or how Clubs divide, the ruff in dummy will provide us with an almost sure way of making the contract.
The full hand could be:

|  | North |  |
| :---: | :---: | :---: |
|  | A - 65 |  |
|  | --KT3 |  |
|  | - - A642 |  |
| West | \& - A962 | East |
| - - AT872 |  | ค - KJ3 |
| - - 76 |  | - - 854 |
| - - JT83 |  | - - Q97 |
| \& - J4 | South | * - QT83 |
|  | - - Q94 |  |
|  | - - AQJ92 |  |
|  | - - K5 |  |
|  | \&-K75 |  |

Managing the play in a suit contract can be a little more complex than in No trump. A trump suit offers extra security and more possibilities for avoiding losers. It is important to count both winners and losers. A good way to count losers is to focus on one hand - usually the long trump hand and/or the stronger hand.

Counting using clues from the auction
Every call we make tells partner something about our hand. And every call we make gives the opponents that information as well. It is important that declarer take whatever information is available from the opponents' bidding, or lack thereof, and use that information to figure out where the outstanding cards are.
On many hands, the opponents' will have remained silent. Little, if any, inferences can be taken from their bidding. Sometimes, though, even a pass can be revealing.

An example:
3)

$$
\begin{aligned}
& \text { North (dummy): } \\
& \text { - - Q765 •-863 - AJ2 \&-KJ3 } \\
& \text { South (declarer): } \\
& \text { - - AKJ843 マ-J2 - - KQ5 * - } 97
\end{aligned}
$$

South is declarer in a $4 \boldsymbol{a}$ contract. West cashes the King and Ace of Hearts, and leads a third Heart to East's Queen, which South ruffs. Declarer now draws trumps in 2 rounds, West discarding a small Heart on the second round. How should declarer plan the play if:
a) the auction was:

| West | North | East | South |  |
| :---: | :---: | :---: | :---: | :---: |
| $1 \checkmark$ | pass | pass | 2^* | *=13-16, good suit |
| pass | $4 \uparrow$ | all pass |  |  |
| b) the auction was: |  |  |  |  |
| West | North | East | South |  |
| pass | pass | pass | 14 |  |
| pass | 3** | pass | 40 | *= limit raise |
| all pass |  |  |  |  |

A count of winners gives us 6 in Spades and 3 in Diamonds - one trick short of our contract. A count of losers gives us 4 potential losers -2 Hearts and 1 Club for sure, with another potential Club loser.

After ruffing the third Heart and drawing trumps, the hands will be:
North (dummy): $\boldsymbol{\wedge}-\mathrm{Q} 7 \quad \boldsymbol{v}$ - none $\bullet$-AJ2 $\boldsymbol{*}-\mathrm{KJ} 3$
South (declarer): $\boldsymbol{\wedge}$ - J843 $\vee$-none $\bullet$ - KQ5 $\boldsymbol{*}-97$
Three rounds of Diamonds can be cashed, but the hand will come down to a guess in the Club suit. We will have to lead a Club toward dummy, and guess whether to play the Jack or King if West plays a small club. If West has the Queen, and East the Ace, we must play the Jack. If West has the Ace and East the Queen, we must play the King. (If West has the A-Q, either will do; if East has the A-Q, neither play will work.)
Is it a pure guess? Not if we remember the auction.
In the first case, West opened $1 \bullet$, and East passed. West told us he has an opening Hand; East told us he did not have enough to respond to an opening bid. If West does not The Ace of clubs, he would have at most 9 points - the A-K of Hearts and the Queen of Clubs - not enough to open a 1 bid. Furthermore, East would have 6 points - the $\vee \mathrm{Q}$ and $\boldsymbol{\&} \mathrm{A}$ - easily enough to respond to West's bid. Therefore, West must hold the Club Ace. In this case, we must play the King. East's pass was very revealing.
In the second case, West did not open. With the A-K of Hearts and another Ace besides, it is very likely that he would have opened. Even if he did not open, he might have doubled or overcalled at his next turn. East almost surely has the Ace of Clubs. Our only hope is that he does not have the Queen as well. We should play the Jack and hope that this forces the Ace. In this case, West's passes were very revealing. The full hand:

| West | \& - KJ3 | East |
| :---: | :---: | :---: |
| A-2 |  | $\boldsymbol{\wedge}$ - T9 |
| - - AK754 |  | - - QT9 |
| - - T74 |  | - - 9863 |
| \& - A862 or Q862 | South | * - QT54 or AT54 |
|  | - - AKJ843 |  |
|  | - - J2 |  |
|  | - - KQ5 |  |
|  | \& - 97 |  |

It is not always possible to figure out the location of all the high cards. Sometimes the play comes down to a pure guess. But an educated guess is better than a pure 50-50 guess. And a sure thing is better than any kind of guess.

Sometimes we will be misled by the opponents' bidding or lack thereof. Not everyone bids as well as we do - sometimes an opponent will bid when we would have passed, or vice-versa.

## (Continued from page 6)

## Counting during the play

As play progresses, it is important for declarer to keep a count of just about everything outstanding high cards and low cards, trumps and cards in side suits, who showed out of what suit and when. Declarer should try to accumulate as much information as is available in order to form a plan.
An example:
4)

$$
\begin{aligned}
& \text { North (dummy): } \\
& \boldsymbol{\uparrow}-\text { Q765 } \bullet-863 \bullet-\text { K62 } \&-\text { KJ3 } \\
& \text { South (declarer): } \\
& \boldsymbol{\uparrow} \text { - AKJ84 } \downarrow-\text { J2 - QJ5 } \boldsymbol{\&} \text { - AT7 }
\end{aligned}
$$

South is declarer in 4 Spades after East opened $2 \boldsymbol{v}$ (weak, 6-11 hcp).
West leads the Ace of Hearts and another Heart. East wins the Queen and continues with the King. Declarer ruffs high (West discarding a club), and draws trumps, finding East with 3 and West with 1. (West discards a club and a diamond). Declarer now leads a diamond. West wins the Ace and exits a diamond. Declarer takes his 2 diamonds, East and West both following to all three rounds.
With 4 tricks remaining, the hand looks like:
North (dummy): $\boldsymbol{\wedge}-5 \boldsymbol{\bullet}$ - none $\boldsymbol{*}$ - none $\boldsymbol{\&}-\mathrm{KJ} 3$
South (declarer): $\boldsymbol{\wedge}-8 \boldsymbol{\vee}$-none $\boldsymbol{\wedge}$-none $\boldsymbol{\otimes}$ - AT7
Declarer needs the rest of the tricks, and must guess how to play the club suit. What is declarer's best play?
If we have been counting high-card points, we have noted that East has 5 points in Hearts, and none in Spades or Diamonds. If East has $6+$ points, he must also have the Club Queen. So it seems right to lead a Club to the King and finesse the Ten.
However, if we have been counting the suits as they have been played, we know that this is not the right play. East is known to have started with 6 Hearts (West showed out on the $3^{\text {rd }}$ round), 3 Spades (East followed 3 times), and 3 Diamonds (West discarded one, then both opponents followed 3 times). So East started with 1 Club. That Club may be the Queen, but the point is, East only has one Club. Declarer should cash the Ace of Clubs, dropping East's Club (whatever it is). Now Declarer can safely finesse the Jack.
The hand might be:

|  | North |  |
| :---: | :---: | :---: |
|  | - - Q765 |  |
|  | - - 863 |  |
|  | - - K62 |  |
| West | \&-KJ3 | East |
| a -2 |  | - - T93 |
| - - A7 |  | - - KQT954 |
| - - A974 |  | - - T83 |
| \& - Q98652 | South | \& - 4 |
|  | - - AKJ84 |  |
|  | $\bullet-\mathrm{J} 2$ |  |
|  | - - QJ5 |  |
|  | \& - AT7 |  |

Not the first time in history an opponent has stretched by a point.
If declarer was counting, he was not deceived.

WinterFest Chicago Sectional Holiday Inn, 3405 Algonquin Road, Rolling Meadows

Events for I/N Players
(0-300 Masterpoints)
Stratification:
0-100, 100-200, 200-300
Friday, January 28
9:30 Stratified Pairs
2:00 Stratified Pairs
7:30 Stratified Pairs
Saturday, January 29
2:00 Stratified Pairs
8:00 Stratified Pairs
Sunday, January 30
10:00 Stratified Swiss Teams (2 sessions)
More chances for Silver Points

Tournament/Dinner Chairs:
Carl Sharp, 773-483-3734
IBSharp2@sbcglobal.net
Suzi Subeck, 847-509-0311
stansubeck@prodigy.net
Annual Unit Dinner: 1/29
Join us January 29 at 5:30 p.m. for the Annual CCBA Dinner and Meeting.

Send your check (\$20 per ticket) made payable to the CCBA to Les Kent
2802 S. Briarwood Drive West
Arlington Heights, IL 60005 by January 22.
Tables of 10 may be reserved if prepaid by January 22.

Tickets will be held for pickup at the tournament site.


## FallFest Sectional,

600 E Butterfield, Lombard, IL Friday, November 12
9:30, 2:00, 7:30 I/N Stratified Pairs Saturday, November 13
2:00, 7:30 I/N Stratified Pairs Sunday, November 14
10:00 a.m. 299er Stratified Swiss Teams
Chair: Mark Frueh, 630-951-1128
Mark_Frueh@msn.com

## Convention Corner from Suzi Subeck

If you want to bid over your opponents' opening 1NT, one of the most convenient and simple methods to use is called Cappelletti. (Note: Some people call this Hamilton ... there is some confusion over who invented the convention and Hamilton is easier to spell when you put it on your convention card!) Here is how it works:

If you hold a hand with 15-17 HCP (bigh cardpoints), you double. Partner generally passes this double for penalty. If his hand is too weak to sit the double, he simply bids his longest suit to play.

If you hold a one-suited hand ... a six card suit preferably headed by at least one honor card ... you bid an artificial $2 \boldsymbol{*}$. Partner automatically responds with an artificial 2 asking you to name your suit. You bid two of your suit, and partner can now raise with sufficient values or pass it to play. If your suit is diamonds, you may simply pass $2 \star$.

The aforementioned assumes that LHO (left hand opponent) passes over your $2 \%$ bid. If LHO doubles that bid (usually as Stayman), partner may redouble to show seven or more HCP and support for all the suits, inviting you to further describe your hand by showing your single suit.

If you hold a hand that is 5-5 or longer in the majors, you overcall $2 *$. Experts stretch this a bit and may be 5-4 or even 4-4, but in the beginning, it is best to guarantee at least five hearts and at least five spades. Over this, partner simply takes a preference to his longer (or stronger if both suits are of equal length) major.

If you hold a hand with at least five hearts and a five card or longer minor, you bid $2 \boldsymbol{v}$. Again partner may take a preference to hearts by passing, or he may bid 2 NT to ask you to name your minor. $2 \boldsymbol{\wedge}, 3$ and by responder are natural. He can then pass that, or bid a suit of his own to play.
If you hold a hand with at least five spades and a five card or longer minor, you bid $2 \boldsymbol{A}$. Bidding continues in the same manner as described over the previous $2 \downarrow$ bid.
If you hold a hand that is 5-5 or longer in the minors, you bid 2NT. Again, partner takes a preference ... this time to his longer minor (again, stronger minor if both suits are of equal length.)

Cappelletti may also be used over 2NT ( $20-21 \mathrm{HCP}$ ) opening bids. Of course, your hand must hold more extreme distribution (6-5 or longer in your described suits) for this to make any sense.
Before you try to play this convention (or any other), be sure to memorize the responses and discuss how you plan to handle opponent interference. It is your responsibility to alert the opponents to these bids and to explain them correctly when asked.

## La Crosse Sectional

City Brewery \& Hospitality Center
1111 3rd St. South Third \& Mississippi, La Crosse, WI
Chairperson
Dave Melin, (608) 797-3587
melind0908@aol.com Partnerships
Mary (MJ) Sartz, (608) 788-5364
Friday, November 12
$1: 30 \mathrm{pm}$
299er Pairs
7:00 pm
299er Pairs

Saturday
November 13
9:00am
299er Pairs
1:30 pm
299er Pairs


## From the Editor:

In this issue, I am running some articles reprinted from past issues of the $\mathbf{I} / \mathbf{N}$ News ... especially for you! dating as far back as 2001. The material is still current and the lessons are certainly valuable. Since our readership evolves as readers reach 300 points, these lessons are important to review. Hope you enjoy the material as much as our retired readers did.

This newsletter is online at:
http://acbl-district13.org/ArticlesAndNewsletters.htm
There are also archived past issues accessible from this site. Please feel free to browse the site and enjoy the material.

## Chicago's Central States Regional Intermediate/Novice Events

## Monday 7:30 pm

I/N Stratified Charity Pairs
Stratified Pairs 0-100, 100-200, 200-300
Tuesday through Friday 9:30, 2:00 \& 7:30 pm Single Sessions
I/N Stratified Pairs 0-100, 100-200, 200-300
Saturday 9:30, 2:00 \& 7:30 pm Single Sessions
299er Stratified Pairs 0-100, 100-200, 200-300
Sunday 10 am \& 2 pm
299er Stratified Swiss Teams,
0-100, 100-200, 200-300
Two Single Sessions, More Points
Free Intermediate/Novice Dinner
(Thursday between sessions)
Daily Speakers
Registraion Gifts Daily Bulletins

I/N Program
Angie Clark, 847-764-1060 angieclark@comcast.net Tournament Chairman
Lynn Patinkin, 847-816-8298 Patinkin@dressing.org

## Madison Sectional <br> Madison Turner's Inc. (NEW LOCATION!!)

 3001 S. Stoughton Rd. Madison, WI (access from Frontage Road only)(608) 222-4922 Friday
December 3
299'er Pairs stratified by Director 1:30 P.M
299er pairs stratified by Director Players with 0-5 pts. play free if member of ACBL


Saturday
December 4 9:00 A.M.
299er pairs stratified by Director 1:30 P.M.
299er pairs stratified by Director
Chair: Diane Vaughan (608) 238-0851
vaughandiane@hotmail.com
Partnerships: Marge Morgan (608) 271-6460
eaglepkm@yahoo.co

## Photos from Chicago's SummerFest Regional



## I/N's come in all ages!!



## Joanna Jacobs wins her first masterpoints in the Monday Pro-Am event!!

Tournament Results:
SummerFest Regional, St. Charles, IL, 7/12-1/18


| 1.59 | 2 | 2 | 1 | Jeffrey Kock, Algonquin IL; Jeannine White, Riverside IL |
| :--- | :--- | :--- | :--- | :--- |
|  | $58.50 \%$ |  |  |  |
| 1.19 | 3 | 3 |  | Kay Ryan, Marco Island FL; June Hart, Naples FL |
| 1.06 | 4 | 4 | 2 | Marlene Hirshman - Marshall Hirshman, Riverwoods IL |

Friday Aft I/N Pairs - 8.0 Tables
$\begin{array}{lllll}\text { MPs } & \text { A } & \text { B } & \text { C } & \text { Names } \\ 2.54 & 1 & 1 & \text { Michael Kramer - Vicki Kramer, Addison IL }\end{array}$
$1.91 \quad 2 \quad 2 \quad 1$ Marshall Hirshman - Marlene Hirshman, Riverwoods IL
$\begin{array}{lllll}1.43 & 3 & & \\ 1 & 4 & 4 & 3 & \text { Carol Dunn - Carole Dalton, Aurora IL }\end{array}$
$0.89 \quad 5 / 6 \quad 5 / 6 \quad$ Donna Grant, Denver CO; Evelyn Grant, Aurora IL
$0.70 \quad 5 / 6 \quad 5 / 6 \quad$ Rolland Wakeman, Bellwood IL; June Dostal, Naperville IL
0.804 Claudia Dunn - Grace Tampa, Wheaton IL

Friday Eve I/N Pairs - 5.0 Tables
$\begin{array}{lllll}\text { MPs } & \text { A } & \text { B } & \text { C } & \text { Names } \\ 2.12 & 1 & 1 & 1 & \text { Bonnie King, Glen Ellyn IL; Keith King, Palm Desert CA }\end{array}$
$1.59 \quad 2 \quad 1 \quad$ Paul Silberman, Mishawaka IN; Thomas Hebron, Jones MI
$1.40 \quad 3 \quad 2 \quad$ Louis Sharp - Patricia Sharp, Libertyville IL
$1.25 \quad 4 \quad 3 \quad 2 \quad$ Diane Shachter - Howard Shachter, Deerfield IL
0.943 Mary Jarvis, Wheaton IL; John Joseph, Naperville IL

Sat Aft 299er Pairs - 9.5 Tables
A B C Names
11 Sharon Trube, Lisle IL; Mary Boyum, Naperville IL
2 Chander Aiyar, Huntley IL; Bobbie King, St Charles IL 32 Rolland Wakeman, Bellwood IL; Pat Patel, Glen Ellyn IL
4 Steve Beicos, Westchester IL; Joseph Connelly, Mundelein IL
54 Vicki Kramer - Michael Kramer, Addison IL
652 Eric Neumann - Anna Neumann, Downers Grove IL
3 Tim Burgess - Margie Burgess, Winfield IL
4 John Flershem - Robert McDonnell, Palos Heights IL
Sat Eve I/N Pairs - 3.0 Tables
MPs A B C Names
$1.84 \quad 1 \quad 1 \quad$ Daniel Cieslik, Chicago IL; Walt Werner, Arlington Hts IL
$1.55221 \quad 1 \quad$ Sharon Trube, Lisle IL; Mary Boyum, Naperville IL
1.162 Todd Barre - Steven Barre, Elmhurst IL


## Lunch and Learn at SummerFest Free Lessons from Chicago's Best Teachers

Three Lakes Sectional Reiter Center
17-19 September 2010 1858 S Michigan
Three Lakes, WI 54562 715.546.2552

Friday 299er Pairs 1:30 \& 7:00
Saturday 299er Pairs 9:00, 1:30 \& 7:00

Milwaukee Fallfest Sectional

$$
9 / 24-26
$$

Best Western Milwaukee
5105 S. Howell Avenue 9/24 \& 9/25
9:30 \& 1:30 Stratified 299 Pairs
Yvette Neary, 414-526-9035 yneary@firstweber.com

Hayward-Minong Autumn Sectional
Hayward, Wisconsin
LCO Casino \& Convention Center
13767 W County B Hayward, WI
Thursday, October 14 7:00 p.m.
Stratified 199er Pairs
Friday, October 15 9:00 a.m.
Stratified 199er Pairs 1:30 p.m.
Stratified 199er Pairs 7:00 p.m.
Stratified 199er Pairs
Saturday, October 16 9:00 a.m.
Stratified 199er Pairs 1:30 p.m.
Stratified 199er Pairs 7:00 p.m.
Stratified 199er Pairs

Co-Chairpersons


Joyce Lindseth, (715) 634-8566
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Yonsey Karasek, (715) 634-2322

The District 13 I/N Newsletter, Fall, 2010
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## Upcoming Tournaments (advertised within)

Unit 123 Labor Day Sectional, 9/3-6, Skokie, IL
3 Lakes Sectional, 9/17-19, 3 Lakes, WI
Milwaukee FallFest Sectional, 9/24-9/26, Milwaukee, WI
Hayward Sectional, 10/14-17, Hayward, WI
Central States Regional, 10/25-10/31, Lake Geneva, WI
Chicago FallFest Sectional, 11/12-14, Lombard, IL
LaCrosse Sectional, 11/12-14, LaCrosse, WI
Madison Sectional, 12/3-5, Madison, WI
Milwaukee Winter Regional, 12/26-12/30, Lake Geneva, WI
WinterFest Sectional, 1/28-30/2011, Rolling Meadows, IL


