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

Volume 11, Issue 4
Winter, 2011
Suzi Subeck, Editor
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## Score Those Honors by Jim Jackson

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Score Those I
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Let's say in order to make a notrump contract you need to bring in at least two tricks in this suit combination: you hold KQ32 opposite Dummy's 654. Entries back and forth are not a problem.

In order to play bridge well, we need to develop a feel for percentage plays. At first we start with a three-level scale: no way is this thing going to work, $50-50$ chance and it's a slam dunk.

With more experience, we realize there are some stopping points on our scale of success and finally we end up with a scale that looks something like this:

| No way | slim | fair | $50-50$ | very good | excellent | slam dunk |
| :--- | :--- | :--- | ---: | ---: | ---: | ---: |
| $(0 \%)$ | $(16 \%)$ | $(33 \%)$ | $(50 \%)$ | $(67 \%)$ | $(83 \%)$ | $(100 \%)$ |

As we look at examples, I'll give the English scale version of our chances of success and stick actual percentages in parenthesis for the math geek types.

Question 1:
Assuming your opponents play best defense, where on the scale above do you place your chances of getting at least two tricks?

Question 2:
What if I told you that you needed three tricks from this suit to make your contract? Now where on the scale do you place your chances (again your opponents play their best defense)?

Let's start with question 2, the three-trick problem. What needs to happen for you to get three tricks in this suit?

We'll need to score the king and the queen and one of the little fellas, let's say the 2 . We have seven cards in the suit, so the opponents have six. We can always get the last trick if the suit splits 3-3. That's only a fair chance. (It happens $36 \%$ of the time.) In order to score the king and queen, we need to arrange for the ace to take our 3.

Now if the opponents had plopped down their ace on the opening lead, we could offer up our 3, cash the king and queen and finally the 2 stands alone and gets the cheese. But, we said the opponents were playing best defense, and plopping an unsupported ace on the table as an opening lead is rarely best defense.

Nope, the only way we can get the opponents to spend their ace on two small cards is if they play it on a trick before we have to play an honor on that trick. In proper etiquette royalty stands in place and requests the commoner to approach them. The same holds true in bridge as captured in one of my adages, "Don't lead your honors, lead toward them." Following this suggestion, we force (or attempt to force) our opponents to waste their ace on our commoners, the spot cards.

654
Xxx
Axx
KQ32

The only way you can take three tricks is if the suit splits 3-3 AND your RHO (right hand opponent) has the ace. The cards will look like the hand at the right. Since it's a $50-50$ chance your RHO will have the ace and a fair chance of the $3-3$ suit split, when we combine those facts with correct play it ends up that our chances are only slim to get three tricks. Give yourself a pat on the back if that was your guess-er, I mean your considered answer. (See the footnote for the calculation of probabilities.)
Another of my adages is to Visualize Necessity. In order to get three tricks, the suit must split 3-3 and RHO must have the ace. Proceed as though it is true-if it's not true, you are going down anyway.

Trick 1: Lead Dummy's 4 toward your honors. If RHO has the ace and goes up (which generally they should not), you will play the 3 . If RHO ducks, you will play the king or queen and take the trick.

If RHO took the trick, as soon as you win a trick you can play your K-Q, scoring those two tricks and when (not if - you visualized this necessity, right?) the suit breaks $3-3$, your 2 will take your third trick in the suit.

If RHO ducked the trick, then on Trick 2 get back to Dummy (with one of your unlimited entries).
Trick 3: Lead Dummy's 5 toward your remaining honor and follow the same procedure. If RHO ducks, win your honor; if RHO goes up with the ace, then you duck.

If RHO ducks twice, lead your 3 and drive out his ace. Then cash your 2 when you regain the lead.
If RHO takes the ace this time, then once you regain the lead, cash your honor and your 2 will be your third winning trick in the suit after your required 3-3 break.

Remember, with this card combination, even with your best visualization, the chances of scoring three tricks are only slim. But, if you lead your king or queen before you drive out the ace, your slim chance drops to no way, José.


## (continued from page 2 )

Now let's revisit question 1 regarding the chances of scoring two tricks. Heck, at first blush they seem to be twice as good as getting three tricks. It doesn't matter who has the ace, right? Our LHO could have the Ace and as long as the suit splits 3-3 we can lose one of our honors to the ace, score our second honor and win the last trick. What was a slim chance seems to have grown to a fair chance ( $36 \%$ ). Is that what you answered? If so, keep reading...

Rather than conceding one of our honors to drive out the ace, we substantially increase our chances by following the same procedure we used to try for three tricks. It is true that if our LHO has the ace, our chance of two tricks relies on the 3-3 split and so is only fair. ( $36 \%$ ) However, using this technique, if RHO has the Ace, it's a slam dunk to score two tricks. By forcing RHO opponent to play before us, we guarantee scoring both our king and queen.

To summarize, in question 1 when LHO has the ace, our chances are fair; when RHO has the ace, it's a slam dunk. Combined we have a very good chance of scoring at least two tricks and you earn full credit if that's what you answered. (Again the footnote has the calculation of the probability of getting two tricks, which is $68 \%$.)

Remember, to give yourself the best opportunity to score your honors, lead toward them.

## Footnote:

Let's go to the chalk board and figure out those percentages.

Probability of scoring three tricks: We needed two things to happen to score three tricks. The opponents' holding in the suit needs to split exactly 3-3. That happens approximately $36 \%$ of the time. We also needed the ace to be in the RHO's hand. That's a 50-50 shot. Which hand has the ace is in and the $3-3$ split are independent events. The probability of two independent events both happening is the multiplication of the two probabilities, in our case $50 \%$ (ace in RHO hand) times $36 \%$ (3-3- split) equal $18 \%$.

Probability of scoring at least two tricks: In this case it does matter who has the ace. When the left hand opponent has the ace, our chances rely on the $3-3$ split, which happens $36 \%$ of the time. When our RHO has the ace, we have a slam dunk. Which opponent has the ace is a 50-50 shot. This combination of probabilities [RHO has the ace: ( $50 \% \times 100 \%$ ) +LHO has the ace: $(50 \% \times 36 \%)$ ] means we can score two tricks $68 \%$ of the time when we lead toward our honors.

## Sidebar:

Suit splits

Having a good feel for how the opponents' cards will split in a suit is very helpful. The chart illustrates suit splits and their probabilities:
(Continued on page 4)
Jim writes: "I found the District $13 \mathrm{I} / \mathrm{N}$ newsletters helpful on my route to life master. I will be writing monthly articles addressing $\mathrm{I} / \mathrm{N}$ issues for the Marquette bridge club newsletter.

While giving back to the bridge community is one of my objectives, I have to say up front that a second objective is to gain some name recognition in preparation for Master Point Press' publication of my book for I/Ns currently scheduled for the Fall of 2011."

If you like Jim's writing, look for Jim's book at the bookseller's desk at local Regionals.

We hope to feature more of his material in the future.

| Suit Split | Scale <br> Description | Percent |
| :---: | :---: | :---: |
| Two Cards |  |  |
| 1-1 | 50-50 | 52\% |
| 2-0 | 50-50 | 48\% |
| Three Cards |  |  |
| 2-1 | Excellent | 78\% |
| 3-0 | Slim | 22\% |
| Four Cards |  |  |
| 2-2 | 50-50 | 40\% |
| 3-1 | 50-50 | 50\% |
| 4-0 | Slim | 10\% |
| Five Cards |  |  |
| 3-2 | Very Good | 68\% |
| 4-1 | Fair | 28\% |
| 5-0 | No Way | 4\% |
| Six Cards |  |  |
| 3-3 | Fair | 36\% |
| 4-2 | 50-50 | 48\% |
| 5-1 | Slim | 15\% |
| 6-0 | No Way | 1\% |
|  |  |  |



Bidding you a happy holiday season!!

## WinterFest Chicago Sectional

January 27-29, 2012

## Chevy Chase Country Club - Wheeling, IL 1000 North Milwaukee Avenue, Wheeling

## Events for I/N Players (0-300 Masterpoints)

Stratification:
$0-100,100-200,200-300$
Friday, January 27
9:30 Stratified Pairs
2:00 Stratified Pairs
7:30 Stratified Pairs
Saturday, January 28
2:00 Stratified Pairs
8:00 Stratified Pairs
Sunday, January 29
10:00 Stratified Swiss Teams (2 sessions)
More chances for Silver Points

Join us January 28 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 20.
Tables of 10 may be reserved if prepaid by January 20.
Tickets will be held for pickup at the tournament site.
Tickets are limited.
Reserve yours now!

Royal Ridges, (920) 748-5500, 1 Westgate Drive, Ripon, WI 54971
(Highway 23/West Fond du Lac Street)


Schedule of Events

| Date | Time | Event |
| :--- | :---: | :---: |
| Friday |  |  |
| January 27 | 1:30 P.M. | 299er pairs |
| Saturday | 7:00 PM | 299 Pairs |
| January 28 |  |  |

Friday March 9
9:00 299er Pair Game
1:30 299er Pair Game

Saturday March 10
9:00 299er Pair Game
1:30 299er Game
7:00 Pro-Am Swiss Team Single Session
(join in pairs - director makes teams)
ACBL members with less than 5 master points play FREE
Vic Johnson will give free 299er training 8:30 \& 1:00 each day

Chairperson: Jim Mulbrandon Mulb1108@Yahoo.Com (608) 215-5768

Partnership: Marge Morgan (608) 271-6460
mumorgan55@gmail.com
Partners guaranteed up to $1 / 2$ hour before game time

## Spring Madness WUMBA Sectional

Warner Park Community Recreation Center 1625 Northport Dr Madison, Wisconsin


Strata: "Gold Rush" 0-300/300-750
Unit 222 website (http://unit222.com)
Tournament Chair Marilynn Charlson mcharlson@wi.rr.com


Appleton Spring Sectional
Holiday Inn. 150 S. Nicolet Road, Appleton, WI
920-735-9955

| Schedule of Events |  |  |  |
| :---: | :---: | :---: | :---: |
| Date | Time |  |  |
| Friday, March 30 | 1:30 p.m. | Stra | 99er Pairs |
|  | 7:00 p.m. | Stra | 99er Pairs |
| Saturday, March 31 | 9:00 a.m. | Stratified 299er Pairs <br> Lunch-n learn group discussion for 299ers between |  |
|  | 1:30 p.m. | Stra | 99er Pairs |
|  | 7:00 p.m. | Stra | 99er Pairs |
| Tournament Contact People |  |  |  |
| Title | Name | Phone | e-mail |
| Chairman | Sally Hamm | (920) 725-3619 | walhamm25@aol.com |
| Partnerships Audrey Hansman |  | (920) 257-4260 | ajhans@sbcglobal.net |

Wisconsin Holiday Sectional, Best Western Milwaukee Airport Hotel, 5105 S. Howell Ave, Milwaukee
Tuesday, December 27
9:30 Stratified 299er Pairs (1 session)
2:00 Stratified 299er Pairs (1 session)
Wednesday, December 28
9:30 Stratified 299ers Pairs (1 session)
2:00 Stratified 299ers Pairs (1 session)
Thursday, December 29
9:30 Stratified 299er Pairs (1 session)
2:00 Stratified 299er Pairs (1 session)
299er Games 0-100/100-200/200/300
CHAIR: Nancy Wilkinson 414-906-1471 Email: flamingo-nw@hotmail.com


Partnerships: Kathy Lucas 414-354-2153 Email: jklucas@ameritech.net

## Letter to the Editor

To Suzi Subeck:
Hi! I am writing in response to an invitation I read in one of your publications.
When I was an immediate newcomer to Bridge, I became interested in studying the Rules that various teachers mentioned, and wanted to know if there were any more than the few they taught. I couldn't find them collected anywhere. So being a good student, a better reader and a great listener, I started jotting them down. I couldn't stop! (The Rule of 18 turned up in Louisville just this year!)

I would like to share these rules with bridge novices everywhere, and perhaps you will know how to do that. I don't know how to do attachments, so here are the Rules of the Game!

Sincerely, Patricia Latkin

## Rules of the Game

Rule of 1, 2, 3
Guide to how high to bid with preempts: Going down one (or making), at unfavorable vulnerability; two at equal; and three at favorable. Discarded by experts as too conservative.

## Rule of 2

Basic guideline in preemptive bidding. Number of cards in suit + two $=$ number of tricks attempted. If you are not vulnerable you can bid a trick more than expected. Responding: with more than 2-card support, tend to bid; with fewer than 2-card support, tend to pass. With 2-card support, no tendency. (Early Alan Truscott.) See Rule of 2 and 3.

Rule of 2 and 3
A guide to preemptive bidding. Preemptor cannot afford to be set more than 500 unless he is saving against a slam. He can risk going down 2 tricks doubled and vulnerable, or 3 tricks doubled not vulnerable. (You need 7 tricks in hand at 3 level vulnerable, or 6 tricks in hand at 3-level not-vulnerable. Add partner's trump to your preempt for figuring.)

Rule of 3
Guide to giving true value to your honors - (AKQJ: 4321). For every A and 10 in hand, count 1 each. For every Q and J, count 1 each. Keep separate totals. Subtract one from the other-if difference is fewer than 3, no adjustment. If difference is 3-5, adjust by 1 point. If difference is 6 or more, adjust by 2 points. If the Aces and 10 s are the big scorers, add the point(s) to your High Card Points (HCP). If Qs and Js, deduct the point(s) from your HCP.

Rule of 2, 3 and 4
A liberalization of the Rule of 2 and 3. To open a 3-bid (preempt) you must be within two tricks of your contract at unfavorable vulnerability, three tricks with equal vulnerability, and four tricks at favorable vulnerability.

Rule of 2-3-4
A technique to find the "golden fit" with $5 / 4$ in the majors and appropriate point count after 1 NT opening. Start with Stayman. If the response is a major, mission accomplished. If the response is 2 Diamonds, jump to 3 of your 4 card major (Smolen); declarer will bid game in suit or no trump.

Rule of 3
Used in the balancing position. When an opponent passes a one-level opening, your partner should have some values. The rule of 3 points says to mentally add a King to your hand and consider whether you would have bid in second seat. It applies

## (Continued from page 7)

equally to a 1 NT overcall or takeout double. (With a 9 -point hand and a long suit, you have an easy overcall.)

## Rule of 6

To determine whether responder should jump to the 3-level after first responding 1NT. When opener rebids 2 of his suit, responder subtracts the number of cards he holds in opener's suit from the number of cards in his long suit. If the answer is below 6 , pass. If the answer is 6 or more, bid 3 of the long suit.

Rule of 7
A rule for declarer to determine how long to hold up his winning ace in NT. Count cards in your hand and dummy in the pertaining suit, subtract from 7. The result is the times to hold up. With 5: hold up twice. With 6: once. Purpose is to have the danger opponent run out of a suit before he can lead it to get partner in.

## Rule of 7

A guide to decide whether to double or overcall if RHO preempts. The Rule of 7 states that you can count on partner for an average of 7 HCP. To bid over a preemptive bid, ask yourself this question, "If I act, will this average 7 point hand be enough for my bid to be safe?" If you feel the answer is yes, bid.

## Rule of 8

A guide to determine whether you should enter the auction after opponent opens 1NT. Using Losing Trick Count, count your losers, subtract that figure from the number of cards in your two longest suits. If the sum is 1 or 0 , pass.
If the number is two or higher, bid! You need a 6 card suit and about 6 points (mostly in your long suits) to use.
Terminology: 6 cards/points +2 suits.
Rule of 8
If partner bids over a 2-level opener, particularly a weak 2 bid, he is counting on you for about 8 HCP. If that's all you have, remain silent unless you have at least a king BETTER than the HCP he was expecting. It's best not to raise partner's bid, even with trump support. If you have good trumps and 9 or 10 support points, you can raise.

Rule of 8,11 , and 14
According to Andersen (Ron) and Zenkel (Sabine, later Auken), leading players have replaced the Rule of 2 and 3 with the Rule of 8,11 , and 14 , in terms of playing strength for preempts. The rule says that if dummy is suitable, the loss will be only 800 if the preempt gets doubled, if the dummy is average the penalty will be 1100 , and if the dummy is unsuitable the loss will be 1400 . This guide is not subscribed by them.

Rule of 9
A guideline as to whether to pass partner's take-out double. Add the number of cards you hold in opponent's suit, the number of honor cards (include 10 if a higher honor is present) and the level of contract. If the total is 9 or more, pass for penalty. If 8 or less, bid.

Rule of 10
A guide to determine number of cards among dummy, $3^{\text {rd }}$ hand and declarer's hands if playing distributional leads ( $3^{\text {rd }}$ and $5^{\text {th }}$ ). Apply the Rule of 10 in the case of $5^{\text {th }}$ highest (with five cards, or three if the lowest card is led). Subtract the pips from the card led from 10 to know the number of cards out.

## Rule of 10

A quick guide to determine whether to double for penalty below game. Add your expected trump tricks to the number of tricks the enemy is trying to win (at 2 -level, 8 tricks, etc.) If 10 or more, you have the right number of trump tricks. If below 10 , the double is unsound. This guideline is best used in conjunction with the Rule of 12 (which see.).

From a $4^{\text {th }}$-best lead, partner subtracts the pips of that card from 11. The result is the number of cards higher in dummy, partner's and declarer's hands. May be used anywhere with 4th-best leads in Suits or No Trump.

Rule of 12
A guideline to determine whether you have sufficient length in the enemy suit to double for penalties below game. Add the number of your trumps to the number of tricks the opponents are trying to win. If the answer is 12 or more, you have adequate trump length. If below 12 the double ( X ) is unsound. Examples: X at 1-level: 12 less 7 (tricks they are bidding for) $=5$ trumps needed. X at 2-level: 12 less $8=4$ trumps needed. X at 3-level: 12 less $9=3$ trumps needed. Best used in collaboration with the Rule of 10 .

## Rule of 12

A mathematical calculation used when the original lead is construed as a " 3 rd Highest." (With four cards, third highest is led.) Subtract the pips on the card from 12, result is the number of cards higher than the one led in dummy, partner's and declarer's hands.

## Rule of 13

A guide to determine your bid after partner's double of a Weak-Two bid, using Lebensohl. After 2D/H/S - X by partner - P - ?you, any bid you make is positive showing a good hand. You, with 8 points and a 5 -card suit, OR 9 points and a 4 -card suit, OR 10 points and a 3-card suit, logically can bid your suit. If you have a sub "Rule of 13" hand, "Lebensohl" it and bid 2NT. Partner must relay to 3C. You bid your suit and close out.

## Rule of 13

If you have no losers in the first three rounds of any suit, you are likely to win all 13 tricks. If you are unable to do so, be content to try for a small slam.
Rule of 13
A guide to determine whether to make a one-level overcall with 9 HCP or less. Add total points in the hand to the points in the suit. If the total is 13 or more, make the overcall.

## Rule of 14

After 1 something, TOD by partner, pass, and up to you: make a jump to game If your values add up to 14: With 6 card major and 8 HCP - jump. With 5 card major and 9 HCP - jump. With 4 card major and 10 HCP - jump. For 1 NT, you need 7-10 points and a stopper.

## Rule of 15

If fourth seat is wondering whether to open after 3 passes, count HCPs and add to that the number of spades in hand. If the total is 15 or higher, it is safe to open. (Suit opened need not be Spades.)

## Rule of 16

With borderline hands in $4^{\text {th }}$ position the number of spades is crucial. Add HCP and number of spades. If 16 or more, open. The Encyclopedia further states, "this is on the cautious side - rule of 15 has merit."

## Rule of 17

Responding to a preemptive bid: add the number of trump cards in partner's suit to your HCP. If 17, go to game.

## Rule of 18

A rule to define the boundary between light opening bids and Highly Unusual Methods (HUM). If the number of HCP added to the total of the 2 longest suits is 18 , the bid is acceptable and not otherwise. 11 HCP are needed to open a 4333 hand; or 8 HCP to open a 5521. In England a similar Rule of 19 applies.

Rule of 18
A guide to determine whether to open in third seat. Add total HCP to length of two longest suits. If 18 or more, safe to open in third seat.
(Continued on page 10)
(Continued from page 9)
(See Rule of 20-22 etc. for first seat.)
Rule of 19
For opening bids--the combined length of two longest suits plus point-count must equal or exceed 19. This allows opening of very distributional low-point hands. Popular in England. Danny Roth: "I believe this to be a losing tactic in the long run."

Rule of 20
To determine whether to open in borderline situations in first or second seat, add your HCP and the number of cards in your two longest suits. If the total is 20 or more, open. Traditional.

Rule of 21
A reworking of the Rule of 20 devised by Ron Klinger. Add HCP plus length in two longest suits and number of Quick Tricks. If total is 21 or less, pass. With $21 \frac{1}{2}$ or more, open. All hands with 13 HCP are opened. A lengthy list of $1 / 2-1$ point deductions for various card combinations is necessary.

Rule of 22
Based on the Rule of 18 , for determining whether to open light hands. Add HCP to combined length of 2 longest suits. Always open if total is 22 or more. Never open with 19 or fewer. Open with 20 or 21 if the hand has two defensive tricks. (See Klinger's Rule of 21.)

Rule of 29
If you see you and partner have 29 HCP , play in 3NT.

Rule of 30
When partner reveals a void, and there is a strong trump fit, there are only 30 relevant points. A small slam can be bid on around 23-24 points, a grand slam is feasible around 26 points.

Rule of 500
Sometimes used by bridge writers. See "Rule of 2 and 3."

Rule of N-Minus-One*
A rule for squeezes published by Ely Culbertson in his Red Book on Play. Concerns busy cards and idle cards, and rectifying the count. See Red Book for complete explanation.

Rule of X-Plus-One*
Devised by Ely Culbertson for planning the play at No Trump. If it is desired to establish a long suit, estimate the number of losing tricks in the suit before it can be established ( x ) and add one to this number. This is the number of stoppers in opponents' long suit needed to be able to cash the long cards.

## Improve Your Game with Marty Bergen!!

After a negative double, opener's jump in a new suit is NOT a game-forcing jump-shift.

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Tournament Results:

| MPs | 3 | 2 |  | 1 | Names Tuesday AM 299er Pairs - 6.0 Tables |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 2.26 | 1 | 1 |  | 1 | Paul Stecko, Lake Forest IL; Donald Grenesko, Winnetka IL | $65.76 \%$ |
| 1.70 | 2 | 2 |  | 2 | Edward Gordon, Fox Lake IL; Paul Howard, Lake Villa IL | 59.51\% |
| 1.27 | 3 | 3 |  |  | Ann House, Eden Prairie MN; Nita Fronk, Minneapolis MN | 55.73\% |
| 0.95 | 4 |  |  |  | Patricia Anderson - Connie Weed, Fargo ND | 55.38\% |
| 0.90 |  | 4 |  |  | Barbara Nuckles, Machesney Park IL; Joyce Nimocks, Rockford IL | 51.88\% |
| 0.94 |  |  |  | 3 | Sandra Prather - Barbara Ellingson, Rockford IL | 45.63\% |
|  |  |  |  |  | Tuesday AFT 299er Pairs - 8.0 Tables |  |
| MPs |  | 3 | 2 | 1 | Names Score |  |
| 2.54 |  | 1 | 1 |  | Dennis Price - Steve Spitzer, Burlington WI 61.83\% |  |
| 1.91 |  | 2 | 2 | 1 | Paul Stecko, Lake Forest IL; Donald Grenesko, Winnetka IL | $60.25 \%$ |
| 1.43 |  | 3 | 3 | 2 | Stephen Chesek, Algonquin IL; Michael Reedy, Stoughton WI | 59.13\% |
| 1.07 |  | 4 | 4 |  | Marcia Levine, Highland Park IL; Jane Gidwitz, Northbrook | 59.00\% |
| 1.01 |  | 5 | 5 | 3 | Sherilyn Sorem, Inverness IL; Chris Gardner, Palatine IL | 53.50\% |
| 0.76 |  |  |  | 4 | Harold Stein, Oakbrook IL; Charlotte Stein, Oak Brook IL | 51.17\% |
|  |  |  |  |  | Wednesday AFT 299er Pairs - 3.5 Tables |  |
| MPs | A | B |  | C | Names Score |  |
| 1.98 | 1 | 1 |  | 1 | Joyce Dalal, Menomonee Falls WI; Bhadra Chheda, New Berlin WI | 63.54\% |
| 1.49 | 2 |  |  |  | Lois Simms, Lincolnshire IL; Elizabeth Smith, Ogdensburg NY | 55.21\% |
| 1.30 | 3 | 2 |  | 2 | Elaine Cousins, Bloomington IL; Steve Green, Goodfield IL | 50.00\% |



LaCrosse Sectional, LaCrosse, WI, November, 2011

## The District 13 I/N Newsletter, Winter, 2011

## Suzi Subeck, Editor

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Upcoming Tournaments (advertised within)
Milwaukee Sectional, Milwaukee, WI, December 27-29
WinterFest Sectional, Wheeling, IL, January 27-29, 2012
Ripon Sectional, Ripon, WI, January 27-29, 2012
WUMBA Sectional, Madison, WI, March 9-11, 2012
Appleton Sectional, Appleton, WI, March 30-April 1, 2012
Christmas in February Regional, Lake Geneva, WI, February 20-26, 2012
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