

I/N News ... especially for you!

Volume 14, Issue 3
Fall, 2014

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John Goldstein, President
Carl Sharp, Vice President
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Inside This Issue:

Improve Your Game With Marty Bergen Tips for Better Play and Better Scores...

Two things to try to memorize: The opening lead and dummy's distribution and honor cards.

Bergen Tips 1

If RHO bids or doubles after partner's Jacoby transfer, you don't have to bid.

The 10 is an honor card. Make sure you treat it with respect. If you have two accompanied tens in suits that are at least 3 cards long, you should add a point to the value of the hand.

VuBridge Hand 108 4

If an opponent jumps to slam without bidding 4NT, he is likely to have a void.

Setting up 5-card suits is one of the keys to good declarer play.

Stars of Tomorrow Tournament 5

When declarer's second suit becomes trumps, a trump lead is often best for the defense.

In general, make aggressive leads against a slam contract in a suit.

Fifth Chair Lesson 1 Counting Points 6

Remember "The worst analysts and the biggest talkers are often the one and same."

It makes sense to me to agree that if RHO opens 1C, it is okay to overcall 1NT without a club stopper. No one rushes to lead clubs just because his partner opens 1C.

Fifth Chair Lesson 2 Bidding 7

At matchpoints, regardless of vulnerability, you don't need to be super-aggressive in bidding game.

The worst distributions are 5-3-3-2, 6-3-2-2, and 7-2-2-2.

Fifth Chair Three Important Questions 8

Bidding can be defined as an exchange of relevant information. You don't have to talk about every suit in your hand.

When on lead against a partscore in a suit contract, seriously consider leading trumps.

Tournament Winners 10

(Continued from page 1)

When playing matchpoints, overtricks can be crucial. This is especially true if you're in a normal contract that other players rate to reach. When the risk is minimal, declarer should even be willing to risk his contract in search of overtricks.

Strive to play slams in a suit contract.

When you have a sure trump trick, don't use it for ruffs.

The only time you can give a signal is when you're free to do so because you are not involved in competing for the trick.

The best time to preempt is when the opponents have the balance of power. When your RHO passes, the opponents are less likely to have the majority of the strength. In second seat, you should NOT preempt with a questionable hand.

5-3-3-2 hands are not worth much if your 5-card suit is trump. Having no long or short outside suits is a liability in a suit contract.

The fact that dummy still has the ace is not a valid reason to avoid returning partner's lead.

When dummy is known to have a short suit, it is usually best to lead a trump.

After a limit raise, opener should not consider slam without a singleton or void.

Never say anything to your partner unless you would want him to say the same to you. If you are unsure, don't.

Dummy has made a splinter bid. A trump lead may stop declarer from ruffing all of his losers in dummy's short suit.

Many players are so eager to win tricks that they forget that it's usually correct to "lose your losers early."

"One advantage of bad bidding is that you get practice at playing atrocious contracts." Alfred Sheinwold

Lead an honor for a finesse only if you are eager to see it covered.

Honors in partner's short suit(s) are usually not worth much.

Fourth hand should open if your high card points plus number of spades totals 15 or more.

Because of your limited resources, making a partscore can often be more difficult than bringing home game or slam.

Never signal with a card that might take a trick if you held on to it.

When partner opens 1NT and your RHO passes, it is correct to transfer to a minor less than 6 percent of the time.

You should not dream of opening a hand that has no quick tricks. Queens and jacks do not hold their own.

When all you need from your partner to make a game is a little help, don't be delicate – just bid it.

(Continued on page 3)

(Continued from page 2)

I have strong feelings about sequence leads. When I'm on lead and have a sequence, I think: "Thank you, Lord," for solving my potential opening lead dilemma.

"The penalty double is an integral part of the game. Without it, there would be no way of preventing rambunctious souls from bidding forever." –Anonymous.

The opponents end up in a partscore or game and partner doubles the final contract. He has great trumps or lot of general strength. Lead a trump.

3NT is the final contract almost 20 percent of the time, and is the most popular contract. You can learn the best ways to play this contract in my booklet, "How to Play 3 Notrump."

If you have a choice of where to win the first trick, don't think: "Where do I want to be now?" Instead, think: "Where will I need to be later."

When playing IMPs, look for safety plays to guarantee your contract.

After your opponent's artificial bid, if you bid that same suit, it is NOT a cue bid; it is a natural overcall.

In third seat, you should be very eager to preempt, especially when not vulnerable. Not only can you preempt with some very weak hands, but it is also correct to preempt with some minimum opening bids.

If you'd like to bid after an opponent's three-level preempt, think 3 NT. It's very unlikely that the preemptor will ever get in to run his long suit.

The overcaller's options are far more limited than they are for the opening bidder, so all experts prefer a 4-point range for a 1NT overcall.

Because of your limited resources, making a partscore can often be more difficult than bringing home game or slam.

Any hand with 11 HCP that also has 3 quick tricks deserves to be upgraded.

Begin by counting losers. But if you think that counting winners will be more helpful, don't hesitate to do so.

If you need the rest of the tricks but have little hope, it's a great time to try for a squeeze.

Your side opens 1NT and you're on lead after a 2-suited auction, such as DON'T or Cappelletti. The overcaller has a distributional hand. He wants to do some ruffing, so lead trumps early and often.

Marty Bergen is a great writer and teacher of bridge. He offers bridge tips (like these and others you have seen in previous I/N Newsletters) frequently. His tips are not only useful to new players but to experienced players too. If you are looking for a good read, pick up one of Marty's books. You will be glad you did.

Marty also offers on-line bridge lessons and teaches some on bridge cruises. For more information on lessons or cruises, contact Marty at mbergen@mindspring.com.

From VuBridge ...

VuBridge is the all-new, electronic Autobridge revival!

With [Vu-Bridge Player](#) you can play **Series of prepared hands** as if you were at the table!

A sample lesson hand:

North

♠ J10954

♥ 86

♦ A

♣ Q8653

West

♠ K6

♥ 753

♦ Q985

♣ K1042

East

♠ AQ2

♥ A94

♦ KJ1062

♣ J7

South

♠ 873

♥ KQJ102

♦ 743

♣ A9

Facing pushy opponents...

East opens 1NT (15-17) and West pushes to 3NT.

Sitting South you lead the ♥K, partner plays the 8 and East the 4.

You are in pairs. Carefully consider the situation and play a smart card... Just to tell West he mustn't under-estimate your team on the next boards...

The correct card to play is the ♥10!

Counting points you find that your partner can have from 5 to 7. Therefore he may well have an Ace and chances are he'll take the lead in spades or diamonds later on. When you play the 10, partner will see that East only has the Ace in hearts.

By playing the 10 instead of the Queen, you're indicating that your entry is in the lowest of the remaining suits: asking for a club switch! Down 2 is your just reward.

To try VuBridge on your own, go to <http://vubridge.com/Playhomeif.aspx>. There are 10 free lessons for total beginners.

The Chicago Contract Bridge Association (Unit 123 of District 13) runs two Stars of Tomorrow Tournaments a Year: one in Glenview, IL in May and one in Darien, IL in September. The tournaments are for YOU and YOU ALONE! You compete against only your peers: those with 299 points or less!! It is a great introduction to the tournament scene. We recommend you attend. See below for more information:

Stars of Tomorrow

299ers Silver Point Sectional

Darien Sportsplex, 451 Plainfield Road, Darien, IL

Saturday, September 27, 2014

9:30 Stratified 299er Pairs

(0-100, 100-200, 200-300)

2:00 Stratified 299er Pairs

(0-100, 100-200, 200-300)

Sunday, September 28, 2014

10:00 Stratified Swiss Teams

(0-100, 100-200, 200-300)

Playthrough



**Free
Lunch
Saturday
And
Sunday**

Questions? Call or write:

**Chairman: Mike Cochran at 847.846.8025
cochram1@yahoo.com**

**Partnerships: Angie Clark at 847.764.1060
angieclark@comcast.net**

www.bridgeinchicago.com

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



Point Count and Suit Length

Well, you've just received 13 cards. You can see all of them, can tell how good your suits (spades, hearts, diamonds, and clubs) are. But your partner holds the other 13 cards that your partnership has. You'd like to know what cards she holds so that you'd know just how good your partnership's cards are. But, unlike Go Fish, you can't say, "Got any kings?" You have to tell partner about your hand using bids (next lesson). Partner will tell you about her hand using bids.

The key is to learn as much about partner's hand AND tell partner as much as you can about your hand using these bids so that one of you knows enough to decide, "Where to play the hand?" (What suit will be trumps?) and "How high should we be playing?" (How many tricks can we take?).

But before you can start bidding (describing your hand to your partner), you have to be able to determine (analyze the hand) what, if anything, to say about it (or bid).

In each suit, there are 13 cards. The highest card is the Ace (A) and the lowest card is the 2. The entire order from highest to lowest is: A K Q J T 9 8 7 6 5 4 3 2. Therefore, the most important cards are the A, K, Q, and J. That's not to say the other cards are unimportant. But they're less important. The more AKQJs you hold, the more tricks you will be able to take.

Since you can't tell partner, "I hold two kings, two queens and one jack," a method of describing how good your cards are has been developed. Most bridge players use the "Milton Work Point Count" system to come up with a general NUMERICAL description of how good a hand is.

In this point-counting method, EACH Ace is worth four points, EACH King is worth 3 points, EACH Queen is worth 2 points, and EACH Jack is worth 1 point. The higher the total point count, the more tricks you're LIKELY to be able to take. For most players, this is the first step in hand analysis.

So, your first step is to total up the "high card points" (HCP) you have. For example:

Hand #1		Hand #2		Hand #3	
♠AJ73	4+1	♠T987	0	♠AKQT987	4+3+2
♥KT98	3	♥AKQ	4+3+2	♥	0
♦J32	1	♦5432	0	♦5432	0
♠Q5	2 = 11 HCP	♠T9	0 = 9 HCP	♠T9	0 = 9 HCP

Since there are four of each (AKQJ) in the deck of cards, there are 40 HCP TOTAL in the deck. On an average hand, you'll hold 10 points. If you hold 11, you hold just a bit more than average.

Looking at hands #2 and #3, there are a lot more spades in #3. The smaller cards in this suit may win tricks because your opponents may not have any left after they follow suit to the A, K, and Q (the hand has "length in the suit").

So, a modification to the point count is used to add points for long suits, because they have more trick-taking potential. Thus, for each card more than four in any suit, you can add ONE (1) point to the total HCP you just calculated. Example #1 has only four, or fewer, card suits so 0 (zero) length points are added. The same is true for the second example.

However, #3 has a seven card spade suit (three more than the basic four), so the point total is modified to 9 HCP + 3 points (length in spades) for a total of 12 points.

More From Fifth Chair ... Lesson 2:

Bidding

Now that you can count the total points your hand is worth (and therefore, have an idea of how many tricks you might be able to take), you need to tell partner about your points and the suits you like, and you want to hear what partner has to say about hers. This is done using bids. This is the only way bridge players talk about their hands. The bidding starts with the person who dealt the cards (dealer) and continues in a clockwise rotation. Every person must make a bid when it is their turn until the bidding is over.

One bid is "**PASS**." It tells everyone (including partner) that you didn't have enough points to be able to afford a different bid in that particular situation. The number of points you need to bid in various situations will be discussed in later lessons. A pass can be made anytime it's your turn to bid. The bidding ends when either all players have passed on their first bid, or three consecutive players have passed.

Another bid consists of two parts: a number ranging from 1 to 7 (the level of the bid), and a suit (clubs, diamonds, hearts, spades, or no-trump). The level refers to the number of tricks, over six tricks (which is book), your side can take. The suits are given a ranking (from lowest to highest) of Clubs, Diamonds, Hearts, Spades, and No-Trump. Thus, 1♠ is suggesting that your side can take seven (6+1) tricks with spades as the trump suit. (Trumps and taking tricks are a later lesson.)

There are some limitations on when you can bid with these bids though. If you want to make a bid at the same level as the last non-pass, non-double, or non-redouble bid, you must bid it in a higher ranking suit. That is, if someone has already bid 1♦, you can bid 1♥ or 1♠ or 1NT, but NOT 1♣. Clubs is a lower suit than diamonds. If you want to bid a lower ranking suit, you have to bid it at a higher level. Thus, if someone has already bid 1♦, you CAN bid 2♣. (Same level requires a higher ranking suit. Higher level can be in any suit.) The highest 1-level bid is 1NT. Therefore, the highest bid anyone can make is 7NT (highest level, highest ranking suit).

The other two bids are double ("**X**" will be used for double in these lessons) and redouble ("**XX**" will be used for this.) Double can be used after your *opponents* have made the highest bid with any number of intervening passes. Thus, if the opponent sitting on your left (left-hand opponent: LHO) bids 1♦, your partner passes, and the opponent sitting on your right (right-hand opponent: RHO) passes, (which might be represented 1♦-P-P-? where the ? refers to your bid), it is possible to double. If your partner bid 1♦, and the opponent sitting on your right passes, you CANNOT double. The last bid made was by YOUR partnership.

If your opponents have doubled and there have been no passes or passes up to you, you can make the bid **XX**. Just as with **X**, you cannot **XX** if your side was the last one to bid the double.

Fifth Chair... Three Important Questions

Three Important Questions

"Do partner and I have enough points for slam?"

"Do partner and I have eight or more cards in one of the major suits?"

"Where should we play this hand?"

Planning Ahead

In the first lesson, we talked about counting the points in your hand. We'll learn how to use different bids (second lesson) to tell partner about the number of points we hold. There are a LOT of ways. Partner will also be using bids to tell us about the number of points she holds (and something about what suits she likes and dislikes.) Thus, we'll KNOW how many points WE hold, and will have a fairly good idea of how many points partner holds after some bidding.

Question #1: "Do partner and I have enough points for slam? Do we hold enough points for game?"

As a "rule of thumb," if the partnership holds a total of 37 points, they have enough high cards to bid a grand slam. [This is pretty rare.]

If the partnership holds a total of 33 points, they have enough high cards to bid a small slam. [This is still rare, but more common than grand slams.]

If you and partner hold a TOTAL of 29 points, then you both should make sure that a game contract is reached. What are the minimum game contracts? In No trump, 3N just makes game (100 points below the line.) In a major suit contract (either hearts or spades,) four of that suit scores game (120 points below the line.) In a minor suit contract (either clubs or diamonds,) five of that suit just scores game (100 points below the line.) Note that it takes eleven tricks to score a minor suit game, 10 tricks for a major suit game, and 9 tricks for a no trump game.

Because major suit games and no trump games require fewer tricks, they can usually be made with only 26 points total between the hands. Because the total is most often near this number, it is an important one to remember!

Question #2: "Do partner and I have eight or more cards in one of the major suits?"

If we hold at least 26 points total, we should try to find out if we have the cards in suits to play in either no trump or a major trump suit. [If we do not, then we can try to find out if we have a suit for a minor suit game.]

Usually, no trump contracts require that we can control all the suits (since we can't trump a suit that opponents lead.) Playing the hand in trump suits can be a little easier, if we have enough trumps between our two hands.

Eight cards means that we hold more than half of the trump cards. With 8 cards between us, the opponents have only five trumps, and we definitely have the advantage. If we hold seven of them, then we also hold more than half. But then the opponents would hold six of them, and we'd have only a slight advantage.

So, if we know by our bids that we hold 26 points and at least 8 hearts in the two hands, we should bid AT LEAST four hearts (game in hearts.) If we have learned that we hold 25 points and at least 8 hearts, we should probably stop

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before getting to 4♥ (probably 3♥.)

Question #3 is actually a combination of questions #1 and #2:

Question #3: "Where should we play this hand?"

"Where" means, at what level and in what strain.

We should always be trying to tell partner about how many points we have and should always be listening to partner's bids to see how many she has. Once we have an idea, we should be able to estimate the total, and then decide "How High" we should be bidding. With enough for grand slam (37 total), we can bid to the 7-level. With enough for small slam (33 total), we can bid to the 6-level. With enough for game (29 points), we should end up in some kind of game. With 26 total, we should try to determine if we can play in game in a major suit or no trump. With less than 26 total points, we should NOT be bidding game [without a really good reason.]

With 26 points total, if we know that we hold eight major suit cards or more, we know the strain for the game. If we determine that we don't hold eight cards in a major suit, but we can (hopefully) keep the opponents from taking at least one trick in every suit, we can try a no trump game. If we can't prevent opponents from taking tricks in a suit (or even two,) we should probably not bid any game, even though we hold 26 points.

With less than 26 points, the important thing is to try to end the bidding as low as possible BUT, with a decent trump suit, IF POSSIBLE. As we will see, this may not always be possible, but it should be one of our goals.

Planning Ahead

We'll be getting to telling our partner about our hand pretty soon. There's just a couple more things that will be helpful before then. We'll introduce planning ahead here, and a few more concepts in the next lesson. Understanding these will make bidding a little bit easier.

If you decide not to pass (make a bid,) you should try to think ahead. We'll be helping you with this idea as we introduce various kinds of bidding. But what this means is that you should try to decide what you will bid if partner makes a low-level bid.

Thus, if you bid 1♣, you should already have planned what you will bid if partner bids either 1♦, or 1♥, or 1♠, or maybe even 1NT! MAYBE EVEN 2♣! Partner is likely to bid one of these, so your planning won't be worthless. On the few occasions that partner makes a different bid, YOUR second bid will be easier.

But sometimes that planning will make a difference between being able to tell your partner the MOST about your hand and telling your partner a bunch of "white lies."

To repeat this again, if you decide not to pass, try to anticipate what you will bid if partner makes a low-level response.

(For more on Fifth Chair, go to fifthchair.org/school)

FYI: To read the I/N Newsletters, archived back to 2001, go to:
<http://acbl-district13.org/ArticlesAndNewsletters.htm>

We will be mailing TWO issues a year: Spring and Fall and posting the Winter and Summer issues as on-line only.

SummerFest Regional, Northbrook, IL ... July

Education 299er Pairs - 16.0 Tables

MPs	A	B	C	Names
3.67	1	1		Henri Lewin, Bolingbrook IL; Barry Berk, Wilmette IL
2.75	2	2		Janet Tainty, Santa Cruz CA; Linda Hanson, Capitola CA
2.38	3	3	1	Joe Zaksas, Lake Barrington IL; Mary Jo Zaksas, Sarasota FL
1.55	4	4		Bobbi Gordon, Skokie IL; Richard Pleniewicz, Byron IL
1.16	5			Wilma Tunick, Highland Park IL; Frieda Brown, Glenview IL
1.29	6	5		Carolyn Parmelee, Northbrook IL; Helen Harrow, Glencoe IL
1.79		6	2	Bonnie Phemister - Ronald Phemister, Northfield IL
1.34		3		Jack Turner - Ellen Hollowick, Chicago IL
1.00		4		Barbara Gomberg, Highland Park IL; Sherry Goldberg, Riverwoods IL
0.75		5		Eric McKee, Naperville IL; Colleen Kelley, Highland Park IL
0.56		6		Patrice Princehorn, Homewood IL; Caron Espinosa, Orland Park IL

Thursday Aft 299er Pairs - 8.0 Tables

MPs	A	B	C	Names
2.54	1	1	1	Robert Polsky - Marilyn Polsky, Glenview IL
1.91	2			Barbara Field, Highland Park IL; Shelley Goldman
1.70	3	2	2	Noreen Ishak - Virginia Hanson, Barrington IL
1.27	4	3	3	Carol Swartz - Joan Klapper, Libertyville IL
0.95	5	4	4	Jan Summers, Wheaton IL; Jeanne Kowalski
0.72		5		Ruta Smulkstys - Louis Smulkstys, Lemont IL

Fitchburg, WI Sectional ... July

Fri Mor 299er Pairs - 10.5 Tables

MPs	A	B	C	Names
2.12	1	1	1	Barbara Drabek Doyle, Gurnee IL; Robert Wiersma, Estro FL
1.59	2	2		Lois Bartels - Judy Wenger, Madison WI
1.19	3	3		Nancy Spencer, Madison WI; Beice Rongstad, Middleton WI
0.89	4			Rita Hampton, McFarland WI; Barbara Voigt, Middleton WI
0.85	5	4	2	Hope Christmann, Naples FL; Patricia Thomas, Fitchburg WI
0.51	6	5		Barbara Hospel, Cottage Grove WI; Charles Vierthaler, Monroe WI
0.64			3	Judith King - Vera King, Waunakee WI
0.48			4	James Huffer - Leonette Huffer, Madison WI

Fri Aft 299er Pairs - 10.5 Tables

MPs	A	B	C	Names
2.12	1			Patricia Bruden - Eleanor Germanson, Madison WI
1.59	2	1	1	Philip Klein - Errol Hartman, Madison WI
1.19	3			Rita Hampton, McFarland WI; Barbara Voigt, Middleton WI
0.89	4			Sue Koob, Watertown SD; Patricia Unterholzner, McFarland WI
1.15	5	2		Jeannine Muschinski - Cindy Alvarez, Madison WI
0.86	6	3	2	James Huffer - Leonette Huffer, Madison WI
0.65		4	3	Loretta Snee - Jack Zirngible, Madison WI
0.54		5		Priscilla Jacobs - Judy Kvalheim, Madison WI

Sat Mor 299er Pairs - 8.0 Tables

MPs	A	B	C	Names
1.82	1			Rita Hampton, McFarland WI; Barbara Voigt
1.62	2	1	1	Barbara Drabek Doyle, Gurnee IL; Robert Wiersma
1.22	3	2	2	Nancy Spencer, Madison WI; Beice Rongstad
0.77	4			Michael Reedy, Stoughton WI; Charles Shoham
0.91	5	3		Robert Breun, Verona WI; Tony Blasczyk, Madison WI
	4	3		Jeannine Muschinski - Cindy Alvarez, Madison WI
0.57		5/6	4	Margaret Meyer, Madison WI; Charles Vierthaler
0.45		5/6		Tim Burgess - Margie Burgess, Winfield IL

Sat Aft 299er Pairs - 10.5 Tables

MPs	A	B	C	Names
2.12	1			Patricia Bruden - Eleanor Germanson, Madison WI
1.59	2			Sandra Zimmerman, Verona WI; Barbara Voigt, Middleton WI
1.19	3			Tim Burgess - Margie Burgess, Winfield IL
0.89	4			Michael Reedy, Stoughton WI; Charles Shoham, Madison WI
1.53	5	1	1	Patricia Thomas, Fitchburg WI; Hope Christmann, Naples FL
1.15	6	2	2	Judith King, Waunakee WI; Shirley Buss, Madison WI
0.86	3	3		Phyllis Kenseth, Madison WI; Caitilin Williams Stolle, Brooklyn WI
0.65	4			Marie Peterson, Mount Horeb WI; Ethel Furry, Cross Plains WI
0.48	5			Beice Rongstad, Middleton WI; Nancy Spencer, Madison WI
0.48	4			Margaret Meyer, Madison WI; Charles Vierthaler, Monroe WI

Sunday Mor 299er Swiss - 5 Tables

MPs	A	B	Names
1.51	1		Michael Reedy; Charles Shoham; Rita Hampton; Barbara Voigt, Middleton WI
1.13	2	1	Judith -Vera King; Linda Frentzel, Monona WI; Jane Leahy, Madison WI

Sun Aft 299er Swiss - 5 Tables

MPs	A	B	Names
1.51	1		Michael Reedy, Stoughton WI; Charles Shoham, Madison WI; Rita Hampton; Barbara Voigt
1.13	2	1	Seth Hillebrand - Robert Rose Sr, Fort Atkinson WI; Robert Rose Jr - Jeffrey Ottesen

0-300 "I/N" Schedule

Friday, November 7

9:30 a.m. I/N Stratified Pairs
2:00 p.m. I/N Stratified Pairs
7:30 p.m. I/N Stratified Pairs

Saturday, November 8

2:00 p.m. I/N Stratified Pairs
7:30 p.m. I/N Stratified Pairs

Sunday, November 9

10:00 a.m. 299er Stratified Swiss Teams
0-100, 100-200, 200-300



FallFest Silver Point Sectional

Lindner Conference Center
660 E. Butterfield Road, Lombard, IL
(On the campus of Northern Baptist Theological Seminary,
E. of Yorktown Mall at traffic light)

Tournament Chairperson: Sharon Pobloske
630-650-4444
spobloske@aol.com

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Intermediate/Novice Events

Monday 7:30 pm

I/N Stratified Charity Pairs
Stratified Pairs 0-100, 100-200, 200-300

Thursday 9:30, 2:00 & 7:30 pm

Single Sessions
I/N Stratified Pairs 0-100, 100-200, 200-300

Player's Choice Gold Rush: Tuesday, Wednesday, Friday, Saturday

**Free Intermediate/Novice Dinner
(Thursday between sessions)**

**Daily Speakers
Registration Gifts**



Tournament Committee

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The District 13 I/N Newsletter, Fall, 2014

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Upcoming Tournaments (advertised within)

Labor Day Sectional, Skokie, IL, August 29-September 1

Stars of Tomorrow Sectional, Darien, IL, September 27-28

Central States Regional, Lake Geneva, WI, October 20-26

FallFest Sectional, Lombard, IL, November 7-9

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Milwaukee FallFest Sectional
Cardinal Stritch University
Milwaukee, WI

October 9-11

299er Games: 9:30am and 2:00pm

Tournament Chair: Yvette Neary – 414-526-9035 Email: yneary@gmail.com
Partnership: Meredith Mattison – 262-518-0037 Email: mmattison@wi.rr.com

Intermediate/Novice Schedule

0-100, 100-200, 200-300

Friday, August 29

10:00 "I/N" Stratified Pairs

2:30 "I/N" Stratified Pairs

7:30 "I/N" Stratified Pairs

Saturday, August 30

9:30 "I/N" Stratified Pairs

2:00 "I/N" Stratified Pairs

7:30 "I/N" Stratified Pairs

Sunday, August 31

9:30 "I/N" Stratified Pairs

2:00 "I/N" Stratified Pairs

7:30 "I/N" Stratified Pairs

Monday, September 1

10:00 299er Stratified Swiss Teams

(Stratified 0-100/100-200/200-300)

Play-through with 2 single sessions

All Intermediate/Novice Games are single session events

**Labor Day Silver Point Sectional
Weber Leisure Center
9300 Weber Park Place, Skokie, IL
August 29-September 1, 2014**



Chairman:
Les Kent

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