I/N News ... especially for you!

Volume 16, Issue 1 Spring, 2016 Suzi Subeck, Editor John Goldstein, President Tom Dressing, Vice President John Pereles, Secretary Stan Subeck, Treasurer

Hand Evaluation Concepts by Shawn Stringer

Inside This		
Issue:		NOTE: Many novice players start out playing Standard American, but many play or switch to the Two Over One System. The concepts that follow are relevant regardless of the bidding system. Sometimes the strength required for a particular bid may vary depending on the system played. Such situations will be noted.
Hand Evaluation Concepts	I	Concept One: How to Count Support Points
From the Editor	8	When partner opens 1 of a Major, your first duty is to support partner if you can. Even though your hand appears to be weak, you may still have a good supporting hand.
Tournament Schedules		To determine if you should bid, first count your High Card Points (HCP.) Next, note the distribution (or shape) of your hand. Whether you are balanced or if you have a void, singleton or doubleton can affect the value of your hand to your partner. For purposes of this book, the combination of HCP and distribution points will be called "support points" and support points should be counted as follows:
Throughout		With 3 card trump support:
ACBL Hall of Fame Members	П	a. Count your HCP and add 3 points for a void b. Count your HCP and add 2 points for a singleton c. Count your HCP and add 1 point for a doubleton
		With 4+ card trump support, upgrade your hand by adding one more point to your support points.
		NOTE: You should downgrade for singleton or doubleton honors that are likely to be worthless.
		Partner opens 1S. Your Hand: Support Points: 1. J82/A752/J87/T82 6 - 6 HCP and no distribution points 2. QT5/6/AT643/J543 9 - 7 HCP and 2 distribution points 3. 9743/KQ864/5/Q63 10 - 7 HCP, 2 distribution points, and 1 point for 4th trump 4. 9743/KQ864/52/Q6 8 - 7 HCP, 2 distribution points, 1 point for 4th trump but discount doubleton Q 5. AT6/93/KQ92/AT97 14 - 13 HCP and 1 distribution point 6. T975/92/A9/K98642 10 - 7 HCP, 2 distribution points, and 1 point for 4th trump

7. AJ42/AJ86/62/KQ3 17 - 15 HCP, 1 distribution point, and 1 point for 4th trump
8. K82/K53/8642/T76 6 - 6 HCP, no distribution points
9. 6/T74/KT75/Q9543 5 - 5 HCP, no distribution points because no trump support
10. KT75/6/T74/Q9543 8 - 5 HCP, 2 distribution points, 1 point for 4th trump

NOTE: Hands 9 and 10 have the same cards but in different suits. Hand 10 is much more valuable after partner opens 1S.

Concept Two: What Constitutes a Single Raise of Partner's Major? (Playing Standard American)

A single raise of partner's major promises 6 to 10 support points and 3+ trump.

Remember that when you have a 4th trump, you can add one point in figuring your support points.

NOTE: If you are playing Two Over One, then a single raise generally promises 8-10 support points and 3+trump. With 6-7 support points, you bid 1NT (forcing) and then support the major.

Therefore, for a few of the hands that follow, those playing Two Over One would not support directly, but would go through 1NT first, and then support spades.

Partner opens 1S.

Your Hand: Your Bid:

- 1. K82/Q543/J8/8542 2S 6 or 7 support points (6HCP, 1 point for doubleton, J is questionable value)
- 2. K93/Q872/972/863 Pass 5 support points (5 HCP, no shape)
- 3. 852/AJ93/86/Q652 2S 8 support points (7HCP, 1 distribution point)
- 4. KQ7/5/T852/98765 2S 7 support points (5HCP, 2 points for singleton)
- 5. Q76/A62/K863/J76 2S 10 support points (10 HCP, no shape)
- 6. 873/A92/KQJ65/87 Make a Limit Raise 11 support points is too good to bid just 2S
- 7. J93/652/AK86/J63 2S 9 support points (9 HCP, no shape)

8. A94/96/Q975/Q852 2S – 9 support points (8 HCP, 1 distribution point)

9. 8543/KJ98/A72/93 2S – 10 support points (very close to a Limit Raise) (8 HCP, 1 point for doubleton, 1 point for 4th trump)

10. K82/8542/K63/976 2S - 6 support points (6 HCP, no shape) minimum hand for single raise

Concept Three: When Opener Should Invite and Bid Game after Partner's Single Raise of Opener's Major (playing Standard American)

The primary factors that affect your decision to invite or bid game are your High Card Points and your shape. The more distributional your hand, the fewer HCP you need to take a second bid, whether your second bid is an invitation or a game bid.

Following are various distributions you may have, and the corresponding HCP guidelines, for your second bid:

a) 5-4-3-1 shape: with 15-16 HCP, invite game with good 17+, bid game

- b) 5-4-2-2 shape: treat like 5431 try to have no wastage (such as Qx)
- c) 5-5 shapes: with good 13-14 HCP, invite game (or 6-4 shapes) with 15+ HCP, bid game
- d) 6-3-2-2 shape: with 15-16 HCP, invite game with 17+ HCP, bid game

e) 6-3-3-1 shape: with 14-15 HCP, invite game with 16+ HCP, bid game

f) 5-3-3-2 shape: with 14-15 HCP, pass with 16-17, invite (or open 1N) with 18-19 HCP, bid 3N or 4M

NOTE: If playing the Two Over One System, a single raise of partner's 1H or 1S opener promises 8-10 support points. Therefore, the opener can invite or bid game with somewhat less strength than indicated in the above guidelines.

(Continued from page 2)

You open 1S and partner bids 2S: Your Hand: Invite or Bid Game: 1. AKxxx/KJxx/Axx/x Invite 2. AKxxx/KQxx/Axx/x Bid Game

KQJxx/Kx/AQJx/xx Invite
 KQJxx/Kx/AKJx/xx Bid Game
 AQT9x/AKxxx/xx/x Invite
 AKJxx/AKxxx/xx/x Bid Game
 AKxxxx/Qxx/Kx/Ax Invite
 AKxxxx/Kxx/Kx/Ax Bid Game
 AQJxxx/Kxx/x/Ax Bid Game
 AKxxxx/KQxx/x/Ax Bid Game
 AKxxx/KQxx/x/Ax Bid Game
 AQJxx/KQx/KJx/xx Invite
 AQJxx/KQx/KJx/xx Invite (or open 1NT)
 AQxx/AJx/KJx/Kx Bid Game

76th Annual!!! Friendly Northwoods Tournament

Minocqua-Lakeland Bridge Sectional Woodruff Town Hall Hwy 47 (1418 - 1st Avenue), Woodruff, WI 54568

Oldest Sectional in North America

Thursday, June 9 1:30 and 7:00 Stratified 299er Pairs

Friday, June 10 9:00 and 1:30 Stratified 299er Pairs

Saturday, June 11 9:00, 1:30 and 7:00 Stratified 299er Pairs

For more information: Chair: Lee Schultz • lschultzupnorth@gmail.com • (715) 356-4143 Partnerships: JoAnne Zickert (715) 356-6303



Concept Four: What Constitutes a Limit Raise of Partner's Major

It is critical that an advancing bridge player fully understand the elements of a Limit Raise. A limit raise describes a hand that 1) has 3+ card support for partner's suit; 2) is limited in strength to an invitation to game (not forcing to game); and 3) suggests that if partner holds a maximum for his bid, he should bid game.

Whatever bidding system you use to show a Limit Raise, the hand should have 11 support points. With 3-card trump support, the following combinations of HCP and distributions points constitute a Limit Raise:

-11 HCP and 4333 shape

-10 HCP with 4333 shape ONLY if your 10 HCP consist of two Aces and a Q (Aces are known as "prime" cards)

-10 HCP and a doubleton

- 9 HCP and a singleton

- 8 HCP and a singleton, but only if the 8 HCP consist of two Aces (remember, Aces are "prime")

If you have 4+ card trump support, you can add one point to your hand because the fourth trump is very valuable. In other words, you can decrease the required point counts listed above by one point if you have that fourth trump.

Partner Opens 1S. Your Hand: Single Raise (SR) or Limit Raise (LR)

1. Axx/x/KT9xx/xxxx SR - only 9 support points

- 2. Axx/x/QT9xx/Qxxx SR with only 8 HCP, need 2 Aces
- 3. Axx/x/KQT9x/xxxx LR 9 HCP, singleton, nice second suit
- 4. Kxx/xx/KQJxx/xxx SR 9 HCP, no singleton
- 5. xxx/AQxx/Axx/xxx LR only 10 HCP, but they are prime

6. xxx/AJxx/Qxx/Kxx SR – 10 HCP, no shape, not prime cards

7. QJx/AT9/xxx/AT9x LR - 11 HCP, even without spade J, this would be LR because prime cards and excellent spot cards

8. Kxxx/Axxx/x/xxxx LR - only 7 HCP, but you have singleton, Prime cards, and 4th trump

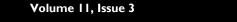
9. xxxx/Axx/Kxx/Kxx LR - only 10 HCP, no distribution BUT you have 4th trump

10. Qxx/Kxx/Axx/Jxxx SR - 10 HCP, no distribution points

11. Qxxx/Kxx/Axx/Qxx LR – not much better than above hand, but 11 HCP and 4th trump

12. xxxx/KQx/KQxxx/x LR - 10 HCP, singleton, 4th trump

(Continued on page 4)



Concept Five: When to Bid 4 of a Major over 1 of a Major (whether partner opened or overcalled)

Regardless of your bidding system, jumping to 4 of the Major after partner opens or overcalls that Major is considered preemptive. In reality, by following these guidelines, many of these hands have a good chance of making the contract. Other benefits of jumping to 4M are that you may keep the opponents out of their game; you make the opponents guess whether to bid at the five level; and, even if doubled, the opponents may score less than their game or part score.

The strength of the hand should be limited to 9 HCP, because with more than that you are too strong to jump to 4M. The shape of the hand also affects the decision to jump or not. The basic strengths and shapes to think about are below:

a) 5 trump and a singleton or void (5431, 5530, 5440 shapes): with all of these shapes and 3-9 HCP, bid 4M ("Ten Trump Rule" – with 10 trump, and a singleton or void, bid game)

b) 4 trump and a void (4540 shapes): with 3-9 HCP, bid 4M

c) 5 trump and two doubletons (5422 shapes): with 3-9 HCP, and concentration of points in long suits, bid 4M

d) 6 trump and two doubletons (6322 shapes): with 3-9 HCP, bid 4M

e) 4 trump and 6 card side suit (4126 shapes): with 3-9 HCP, bid 4M

f) Do NOT bid 4M with 5332 shapes unless all points are in the major and the vulnerability is favorable

Partner opens or overcalls 1S. Your Hand: Your bid:

1. xxxxx/Axx/Qxxx/x 4S (5 trump and singleton)

- 2. xxxx/Axxx/Qxxxx/--- 4S (4 trump and void)
- 3. KJxxx/Axxx/xx/xx 4S (5 trump, points in long suits)
- 4. Jxxxxx/Qxx/Kx/xx 4S (6 trump, 2 doubletons)

5. Qxxx/x/Axxxxx/xx 4S (4 trump, singleton, points in long suits, 4162 shape)

6. Qxxxx/Kxx/xxx/Qx Do not bid game (5332 shape, scattered values)

7. QJxxx/xx/Qxx/Kx Do not bid game – this is worth repeating: With 5332 shape and scattered values, do not jump to 4S

Concept Six: What is the Minimum Hand for a Simple One Level Overcall?

There are several good reasons to make a one level overcall of the opponent's opening bid. Here are the reasons, in order of priority:

- a. Your side wants to compete safely for a part score.
- b. You want to take up some of the opponent's bidding space.

c. Despite the opponent's opening bid, you may be able to make a game.

d. You want to get partner off to the best lead if the opponent's win the bid.

In deciding whether to overcall, first look at your suit length. You should have five or more cards in your suit. Then look at your High Card Points and where those HCP are located. A general rule is that the fewer your High Card Points, the more those HCP must be in your suit. Take these guidelines into account:

With less than 8 HCP, you must have a very good suit. It is acceptable to overcall with AKxxx/xxx/xx/xx (7 HCP), but not with Jxxxx/Kxxx/Qx/Qx (8 HCP).

With 8 to 10 HCP, whether or not to overcall is a matter of style.

With good to medium suit quality, look for reasons to bid.

With medium to poor suit quality, overcall only if you have shortness, especially a singleton or void.

With 11 or more HCP, overcall at the one level regardless of suit quality. Overcall 1S with Jxxxx/KJT/AQx/ xx. Even though the spade suit is weak, your have enough strength to overcall at the one level.

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Right Hand Opponent (RHO) opens 1C. What do you bid with these hands? Your Hand: Your bid:

1. xxx/AKxxx/xxx/xx Overcall 1H. You have a good suit that you want partner to lead. You may keep the opponents from finding their best contract.

2. Kxx/Jxxxx/Kxx/xx Pass. You do not want hearts led. Your HCP are not in your suit.

3. KQx/Jxxxx/Axx/Kx Overcall 1H. Your suit is not good but you have an opening hand and want to compete.

4. KJx/KQxxx/xxxx/x Overcall 1H. You have a good quality suit and shortness in opponent's suit

Guidelines for Bidding after Partner's One Level Overcall:

a. New Suit - You need a five+ card suit and 8 to 15 HCP to bid a new suit.

- b. One No Trump 9 to12 HCP
- c. Two No Trump 13 to 15 HCP
- d. Supporting Partner -make a single raise of partner's suit with 6 to 10 support points and 3+ trumps Example: (1C) - 1S - (P) - 2S = single raise - with a Limit Raise (11+ support points) and 3+ trumps, cue bid the opponent's suit.

Example: (1C) - 1S - (P) - 2C = Limit Raise

e. Preemptive Raise -jump to 3S with less than 6 support points and 4 trump

f. Bid 4 of the Major as detailed in Concept Five.

Concept Seven: What is the Minimum Hand for a Simple Two Level Overcall?

Overcall at the Two Level for the same reasons listed above that you would overcall at the one level.

These are the guidelines for a two-level overcall:

a. With a 6-card suit:

- ---10+ HCP and at least a medium quality suit
- --- a good "weak two" bid is sufficient
- b. With 5-4-3-1 shape:

---12+ HCP and a good suit

- c. With 5-3-3-2 shape:
- ---13+ HCP and a good suit

RHO opens 1S. What do you bid with these hands? Your Hand: Your bid:

1. xx/AKxxx/Kxxx/Kx Overcall 2H. Good suit, good hand

2. Qx/AJxxx/Kxx/Qxx Pass. Wasted spade Q; 5332 shape is a drawback

3. Jx/Axxxx/KQx/Qxx Pass. Poor suit quality and bad shape

4. x/AKxxxx/Axxx/Xx Overcall 2H. You have only 11HCP but you have a good suit and prime cards and a second 4 card suit

5. x/AQJxxx/Kxx/xxx Overcall 2H. You have a good weak 2 hand, and you have good shape with singleton in their suit

Guidelines for Bidding after Partner's Two Level Overcall:

a. Balanced hand without support:

2NT = 10 - 12 HCP, stopper in opponent's suit

3NT = 13+ HCP, stopper in opponent's suit

b. Support for partner's suit:

Single Raise = 8 - 10 support points and 3+ trump

(Continued on page 6)



I/N News ... especially for you!

(Continued from page 5)

Limit Raise = 11 – 12 support points. Show this hand by cue bidding opponent's suit Bid Game with 13 support points after partner's major suit overcall

Bidding has gone (1S) – 2H – (P). What is your bid? Your Hand: Your Bid:

- 1. KJxx/xx/Kxx/QJxx 2NT balanced hand, stopper(s) in opponent's suit, no 3 card support for partner
- 2. KJx/Qx/AJxx/QJxx 3NT as above, but extra strength
- 3. xx/QTx/AJxx/Qxxx 3H 10 support points and 3 card trump support
- 4. xx/KTx/AJxx/QJxx 2S cue bid to show 12 support points and 3 trump
- 5. x/KTxx/QJxx/AJxx 4H with support points, bid game

Concept Eight: After the 4-4 Fit, What's Next?

Much bidding in bridge revolves around finding a 4-4 major suit fit.

Once that fit is found, they next step is for opener to describe his or her hand as accurately as possible to get to the best contract.

Assume that the opponents are silent. You open 1C (or 1D), and partner responds 1S. You have four spades, so you have found at least a 4-4 major suit fit. Here are the guidelines for your next bid:

a. 2S = 11-13 HCP, singleton or void, 4 spades or 12-14 balanced, 4 spades

- b. 3S = 13-15 HCP, singleton or void, 4 spades
- c. 4S = 18-19 HCP, balanced, 4 spades
- d. 4C/4D/4H 16+ HCP, singleton in that suit, 4 spades

After the bidding goes 1D - P - 1S - P, what is your next bid? Your Hand: Your bid:

1. KQxx/AQxx/KJxx/x Bid 3S. You have 15 HCP and a singleton

2. KJxx/x/KQJxx/AKx Bid 4H. A splinter bid here shows 16+ HCP and a singleton heart

3. Qxxx/Kxxx/KJx/Kx 2S. You have minimum opener

4. KJxx/Kx/KQxx/AQx 4S. This hand is similar to example 2, but this hand is balanced (no singleton or void)

5. Kxxx/J/AQJxxx/Kx 3S. This hand is worth a jump even with the wasted J of hearts – the shape (singleton) makes the hand more valuable

Concept Nine: Playing the Odds

Bridge is a game of percentages. One way to improve your Declarer Play is to become familiar with the likelihood of getting a favorable or unfavorable break in a suit. At the same time, you will learn to determine whether a particular card is more likely to be in one hand or the other.

Sometimes, as declarer, you have what seems like too many options and that results in uncertainty at the table. Learning the odds in the following chart is an important step toward choosing the better line of play – with knowledge and confidence.

How suits break - What is the chance that a suit will break in a particular way?

Number of Cards Missing	Possible Breaks	Odds (%)	
2	1-1	52	
	2-0	48	
3	2-1	78	
0	3-0	22	
4	2-2	40	
	3-1 4-0	50 10	
5	3-2 4-1	68 28	
	5-0	4	
6	3-3	36	
	4-2	48	
	5-1 6-0	15 1	
_			
1	4-3 5-2	62 31	
	6-1	6	
	7-0	1	

Concept Ten: How Individual Bids Fit into a System: Balanced Hands

Bidding (like other language) is more easily learned within a context and not as random individual pieces. The more you understand and visualize bids as connected to each other and as parts of a system, the easier it is to remember the parts.

The following chart is a framework for bidding almost every balanced hand that you will encounter as opener. Cover the right hand column and see if you don't already know most of these bids.

Bidding Balanced Hands Containing 12-27 HCP

HCP Range	Bidding Sequences (Opponents don't bid)
12 - 14	1C – 1S
	1N
15 - 17	1N
18 - 19	1C – 1S
	2N
20 - 21	2N
22 - 24	2C – 2D
	2N
25 - 27	2C – 2D
	3N

Sometimes new bridge players know more about bidding than they realize – they just haven't learned to see the bids they know within an overall framework. Whenever you and your partner decide it is time to learn a new bid, make sure to think about how that bid fits with the rest of the bidding system you have already mastered.

Ed. Note: The article you have just read was written in 2010 by Shawn Stringer, a very fine player and teacher and I/N co-ordinator in District 6 (Washington DC/Maryland/Virginia).)

It is comprehensive, well-worth reading and sharing!



From the Editor:

Every year in the spring issue of the newsletter, I invite readers to send in questions on bidding, play and defense... as well as general queries regarding the ACBL, masterpoints and more.

I am happy to answer these questions, and, if I cannot, I have great sources upon whom I rely.

> My email address is: stansubeck@prodigy.net

I look forward to your emails.

Suzi

WinterFest Chicago Sectional Wyndham Glenview Suites 1400 N. Milwaukee, Glenview

Events for I/N Players (0-500 Masterpoints Non-Life Master) Stratification: 0-100, 100-300, 300-500

THURSDAY, January 28



9:30 Stratified Silver Strike Pairs 2:00 Stratified Silver Strike Swiss Teams FRIDAY, January 29 9:30 Stratified Pairs 2:00 Stratified Silver Strike Swiss Teams 7:30 Stratified Pairs SATURDAY, January 30 9:30 Stratified Pairs (0-300 only) 2:00 Stratified Pairs 8:00 Stratified Pairs SUNDAY, January 31



10:00 Stratified Swiss Teams (2 sessions) More chances for Silver Pts)

Tournament Chair: Tom Dressing 847-215-0310 tom@dressing.org Partnerships: Sharon Pobloske 630-650-4444 spobloske@aol.com



Appleton Spring Sectional Holiday Inn, 150 S. Nicolet Road, Appleton, WI

Friday, April 1, 2016



1:30 P.M. Stratified 299er Pairs 7:00 P.M. Stratified 299er Pairs **Saturday, April 2, 2016** 9:00 A.M. Stratified 299er Pairs 1:30 P.M. Stratified 299er Pairs 5:00 P.M. Annual WUMBA Board Meeting (meal will be provided) 7:00 P.M. Stratified 299er Pairs **Sunday, April 3, 2016** 9:00 A.M. Annual Membership Meeting



Chairman: Mary Ann Romberg 920-982-5539 (home) mromberg@charter.net 920-841-5747 (cell) Partnerships: Jeri Nelson 920-751-0743 (home) wjo-nelson@new.rr.com 920-540-1796 (cell)

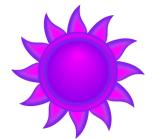
Summer Madness WUMBA Sectional



Friday July 8 9:00 299er Pair/Team Game 1:30 299er Pair/Team Game 6:30 299er Pair Game

Saturday July 9 9:30 299er Pair/Team Game 2:00 299er Pair/Team Game Open Pair/Team Game

> **Sunday July 10** 9:30 299er Swiss Teams* Lunch Served



Three Lakes

Stratification by Director **Free 299er lessons Friday & Saturday Partners guaranteed up to 1/2 hour before game time Free play for ACBL members with less than 5 masterpoints Chair: Glenna Shannahan: <u>gkshannahan@gmail.com</u> Chuck Vierthaler: chaslaur@gmail.com Partnership: David Raitt david.raitt1@gmail.com 608-257-0909

Wyndham Garden Hotel - 2969 Cahill Main, Madison, WI

Three Lakes Fall Colors Sectional Three Lakes, WI Reiter Center - 1858 S Michigan Three Lakes, WI 715.546.2552



Schedule of Events **Friday, Sept 16** 1:30 PM 299er Pairs (Stratified) 7:00 PM 299er Pairs (Stratified) **Saturday, Sept 17** 9:00 AM 299er Pairs (Stratified) 1:30 PM 299er Pairs (Stratified) 4:30 PM Wine & Cheese Social

0-5 ACBL Members play free all games

Chair Terry McCloskey 715.546.8306 capt.mccloskey@gmail.com Partnerships Kaye McCardle 715.479.8963 <u>kfmac2557@gmail.com</u> Hospitality Mary Ann McCloskey 715.546.8306 maryann.mccloskey@gmail.com

Note: We are no longer snail mailing any issues of this newsletter.

Snail mail has become cost prohibitive. The newsletters are available online only at the District 13 website.

To access the site and find the newsletters, go to:

http://acbl-district13.org/ArticlesAndNewsletters.htm

Newsletters at this address go back to 2001. You can read them, print them, and enjoy them from there.



Bruce Brown Valentine Sectional * Zoofari Conference Center Milwaukee, WI Feb 10 - Feb 13, 2016

> Spring Fling * Crowne Plaza Hotel Milwaukee, WI Apr 8 - Apr 10, 2016



Waukesha Summer Sectional * St. John Newmann Church Waukesha, WI June 16 - June 19, 2016

Summer Fun Split Regional * Crowne Plaza Milwaukee Airport Hotel Milwaukee, WI Aug 23 - Aug 28, 2016

Fallfest Sectional * Cardinal Stritch University/Bonaventure Hall Conference Center Milwaukee, WI Oct 6 - Oct 9, 2016

GMBA

Tournament Schedule 2016

The ACBL Hall of Fame ... (in alphabetical order)

Arnold, Russ Baron, Hermine Baze, Grant Becker, B. Jay Becker, Michael Berkowitz, David Blackwood, Easley Bluhm, Lou Bruce, David Churchill, S. Garton Corn Jr., Ira G. Crane, Barry Crawford, John Culbertson, Ely Culbertson, Josephine Eisenberg, William (Billy) Farell, Mary Jane Fishbein, Harry Francis, Henry Freeman, Richard Freilich, Edith Frey, Richard Fry Jr., Sam Gerber, John Goldberg, Richard Goldman, Robert (Bobby) Gordon, Agnes Goren, Charles Gottlieb, Michael

Grant, Audrey Greenberg, Gail Hamilton, Fred Hamman, Robert Hardy, Max Harkavy, Harry Hawes, Emma Jean Hazen, Lee Hodge, Paul Jacoby, James (Jim) Jacoby, Oswald Kantar, Edwin Kaplan, Edgar Kay, Norman Kearse, Amalya Kehela, Sami Kennedy, Betty Kokish, Eric Lair. Mark Landy, Alvin Larsen, Kyle Lazard, Sidney Lenz, Sidney Leventritt, Peter Lightner, Theodore Machlin, Jerome S. Mahmood, Zia Maier, Merwyn Manfield, Edward

Martel, Chip Martel, Jan Mathe. Lewis Meyers, Jill Miles, Marshall Mitchell, Jacqui Mitchell, Victor (Vic) Morehead, Albert Moyse, Alphonse Murray, Eric Nail, G. Robert Nickell, Nick Osofsky, Aileen Passell, Mike Pender, Peter Rapee, George Robinson, Steve Root, William Rosen, Billy Rosenberg, Michael Rosenkranz, George Ross, Hugh Roth, Alvin Rubens, Jeff Rubin, Ira Sanborn, Kerri Sanders, Carol Sanders, Thomas Schenken, Howard

Schleifer, Meyer Sheardown, Percy Sheinwold, Alfred Silodor, Sidney Sims, P. Hal Sobel, Alexander (Al) Sobel-Smith. Helen Solomon, Charles Soloway, Paul Sontag, Alan Stansby, Lew Stayman, Samuel Stoddard, Tom Stone, Tobias Sutherlin, Peggy Treadwell, David Truscott, Alan Truscott, Dorothy Vanderbilt, Harold Von Zedtwitz, Waldemar Wagar, Margaret Wei-Sender, Katherine Weichsel, Peter Wolff. Robert Woolsey, Kit Work, Milton Young, Sally

District 13 Spring Regional

April 25-May 1, 2016 Grand Geneva Resort and Spa, Lake Geneva, WI

On Route 50, 1/2 mile East of Route 12

Call 262-248-8811/800-558-3417 on or before March 30th to insure the Bridge Rate!

Monday, April 25

7:30 KO Teams I: Session 1 7:30 Single Session Stratified Pairs Side Game to benefit the Grass Roots Fund

Tuesday, April 26

9:30, 2:00, 7:30 Side Game Series I: Sessions 1, 2, 3 (single sessions)
9:30, 2:00, 7:30 Player's Choice* Pairs (Stratified)
9:30, 2:00 299er Pairs (single sessions)
9:30, 2:00, 7:30 KO Teams I: Sessions 2, 3, 4
2:00, 7:30 KO II: Sessions 1 & 2
7:30 Evening Swiss Teams

Wednesday, April 27

9:30 Compact KO: Sessions 1 & 2 (to conclude on Thursday morning)
9:30, 2:00, 7:30 Side Game Series I: Sessions 4, 5, 6 (single sessions)
9:30, 2:00, 7:30 Player's Choice* Pairs (Stratified)
9:30, 2:00 299er Pairs (single sessions)
2:00, 7:30 KO II: Sessions 3 & 4
2:00, 7:30 KO III: Sessions 1 & 2
7:30 Evening Swiss Teams

Thursday, April 28

9:30 Compact KO: Sessions 3 & 4
9:30, 2:00 299er Pairs (single sessions)
9:30, 2:00, 7:30 Side Game Series II: Sessions 1, 2, 3 (single sessions)
9:30 & 2:00 Stratified Daylight Senior Pairs
2:00 & 7:30 KO III: Sessions 3 & 4
2:00 & 7:30 Stratified Swiss Team
7:30 Evening Swiss Teams

Friday, April 29

9:30 Swiss Teams: Session 1 (to conclude on Saturday morning)
9:30, 2:00, 7:30 Side Game Series II: Sessions 4, 5, 6 (single sessions)
2:00 & 7:30 KO IV: Session 1 & 2
9:30, 2:00 & 7:30 Player's Choice Stratiflighted Pairs (0-1500; 1500-3000; 3000+)
9:30, 2:00 & 7:30 Player's Choice Gold Rush Pairs (0-100; 100-300; 300-750)
7:30 Evening Swiss Teams

Saturday, April 30

9:30 Swiss Teams: Session 2 9:30, 2:00, 7:30 Side Game Series III: Sessions 1, 2, 3 (single sessions) 2:00 & 7:30 KO IV: Session 3 & 4 2:00 & 7:30 CKO 9:30, 2:00 & 7:30 Player's Choice Stratiflighted Pairs (0-1500; 1500-3000; 3000+) 9:30, 2:00 & 7:30 Player's Choice Gold Rush Pairs (0-100; 100-300; 300-750) 7:30 Evening Swiss Teams

Sunday, May 1

10:00 Stratiflighted Swiss Teams (7 rounds) Flight A and AX B/C/D Stratified

* Player specifies which 2 sessions when purchasing entry



Tournament Chairs: Suzi Subeck

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Fresh Fruit

Hospitality Suite!!!

Daily Bulletins

Students play for half price with valid student ID card!

Intermediate & Newcomer Events 0-299er Masterpoints

0-5 ACBL members play FREE all week I/N events... ONLY \$7.00/session!!

> **Tuesday - Thursday** Single Session Games at 9:30, 2:00 Stratified 299er Pairs

We adhere to ACBL default handicapping. We handicap KO's when there is only a single bracket.

Mid-Chart for Flight A Events & Top Bracket of the KO's

Stratified Games: A: 2000+; B: 750-2000; C: 0-750 Stratiflighted Teams: A: 3000+ AX: 0-3000; B: 750-1500; C: 300-750; D: 0-300 Stratiflighted Pairs: 0-1500; 1500-3000; 3000+ Gold Rush Pairs: 0-100; 100-300; 300-750