

I/N News ... especially for you!

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Inside This Issue:

Why Play Bridge?

Researchers have found some very good reasons to play bridge:

♣ Those who play more frequently score higher on cognitive tests.

Why Play Bridge? 1

♦ Bridge games offer intellectual and social stimulation on a routine basis.

Starting the Game... Bidding and Playing 2

♥ An area in the brain used in playing bridge stimulates the immune system. Researchers suggest that is because players must use memory, visualization and sequencing.

Bidding Chart 5

♣ Any activity from which you derive pleasure prevents the onset of classic depression. Players are less likely to be depressed; hence, they sleep better, tend to exercise more and have a better life in general.
♣ Multiple changes in lifestyle (e.g. cognitive training and social activity, two of bridge's chief benefits)

Opening 1 Level in a Suit 6

♥ Can improve memory and thinking in those at risk for cognitive decline.

♦ Playing bridge can help older people retain their mental sharpness.

♣ The frequency of playing games is associated with greater brain volume in several regions that are affected by Alzheimer's disease.

Tournament Schedules 12

Warren Buffet and Bill Gates are considered to be two of the smartest entrepreneurs in America. Both are also very accomplished bridge players. Buffett once said that he wouldn't mind going to jail — but only if he had three cell mates who were capable bridge players.

"Bridge is more than just a card game. It's a cerebral sport. Bridge teaches you logic, reasoning, quick thinking, patience, concentration and partnership skills." Hall of Fame tennis star, Martina Navratilova.

Summarized from an article in the AARP Bulletin:

["A Bridge to Brain Power"](#) March 2015

Starting the Game – Bidding and Playing

From ateacherfirst.com

1. The Opening Bid

Once the deck of cards has been dealt (13 cards each), players pick up their cards, count them, and sort them into suits, highest to lowest.

Count points as follows: (HCP means High Card Points)

Hand Evaluation		
Ace	4 points	HCP
King	3 points	HCP
Queen	2 points	HCP
Jack	1 point	HCP
5 th card or more in one suit	1 point each	

Example:



The dealer is the first player who has the opportunity to make a call (pass or bid).

The bidding and playing of the game proceeds to the left (clockwise).

In order to start the bidding, a player should have 12+ points.

(There are some exceptions to this, but for now, it is a good rule to follow.)

If you do not have 12+ points, you should pass.



On rare occasions, all four players will pass in the first round and the game is "passed out."

Note: It is highly recommended to use bidding boxes. Players will learn faster. First, they can see all the bids available to them. Second, the bids are placed on the table in front of each player facing the center so all players can see all the bids throughout the bidding. No time is lost by verbally repeating the sequence of bidding and asking who bid what. There is much less confusion and more time is spent on learning the game of bridge.

Each game has only one **Opening Bid**.

The player who opens with the first bid (does not pass) is called the Opener.

The player who bids higher than the Opener is the Overcaller.

The player who responds to his partner (the Opener) is the Responder.

The player who responds to his partner (the Overcaller) is the Advancer.

Note: Sometimes the Overcaller may be in 4th seat after the Responder.



2. The Goal for Bidding

The final contract is established after 3 consecutive passes. The last bid becomes the contract.

The goal for you and your partner is to find the best contract, which is, in order of preference:

#1 - A major suit contract (with 8+ cards in either ♥ or ♠ between you and partner)

#2 - A NT contract (somewhat balanced hands with no 8-card fit in a major)

#3 - A minor suit contract is the least desirable option, but sometimes the only good option.

Important: A contract in ♠, ♥ or NT requires fewer tricks and gives a higher score, compared to a minor suit contract in ♣ or ♦. This is why it is more beneficial to find a major suit contract or a NT contract, whenever it is possible and meets the criteria.

Note: Refer to the **Bidding Chart** on this website for more details.

Suits are ranked from lowest to highest as follows:

Minor Suits (♣Clubs and ♦Diamonds), then Major Suits (♥Hearts and ♠Spades).

The highest bid available at each level is NT (No Trump).

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Take notice of the following information:

Bonus points are given for reaching game level and higher.

A game of 4♠ or 4♥ (Major Suit) requires 25+ points (10 tricks).

A game of 3NT requires 25+ points (9 tricks).

Fewer tricks are required for 3NT compared to 4♠ or 4♥, but 3NT can be more difficult to make.

A game 5♦ or 5♣ (Minor Suit) requires 29+ points (11 tricks).

A minor suit contract is less desirable than a major suit or NT contract.

The score is higher for bidding and making a NT or major suit contract, compared to a minor suit, and fewer tricks are required.

Most often, you will be able to reach only a Partscore (any contract below Game level).

The highest scores are obtained by bidding and making a Slam contract.

A Small Slam is reached by bidding and making a contract at the 6 Level (any suit or NT).

A Grand Slam is reached by bidding and making a contract at the 7 Level (any suit or NT).

Once three consecutive passes have occurred and the final contract is established, the bids are put back into the bidding box, and then the play of the hand begins.

3. Starting the Game – First Round

The player who first bid the strain of the contract (the suit or NT) becomes the Declarer.

The player immediately to the left of Declarer, Declarer's Left-Hand Opponent (abbrev. LHO), will make the "opening lead."

Errors are sometimes made as to which player makes the opening lead.

To prevent making the opening lead in error, here are the recommended steps to follow, in this order:

The player making the opening lead should decide on the suit and card to play based on the bidding.

Before selecting the card, the player may ask for a review of the bidding from one of the opponents.

The player should take his/her chosen card and place it face down on the table, still holding it.

The player should ask, "Is it my lead?" to ensure it is, in fact, his/her lead.

Another option is to say, "Any questions, Partner?"

- This allows any player an opportunity to stop the player from leading, if it is not his/her turn.
- If it is not this player's turn to lead, s/he can put the card back into his/her hand (no one has seen the card) and the situation has been corrected without any problem.
- If it is the player's turn to lead, then the card is turned over and the game begins. The player is not allowed to change his/her mind on which card to lead at this point.

As soon as the opening lead is made, the partner of the Declarer displays the dummy hand on the table, placing the trump suit on dummy's right (Declarer's left), towards Declarer. Other suits should be placed alternating red and black. When in a NT contract, usually the order of suits, from left to right (Declarer's viewpoint) is spades, hearts, clubs and diamonds, though it is not imperative. Sample dummy hand ↓

Players must "follow suit" unless they have no cards in the suit which was led.

Declarer will call for the card to be played from the dummy hand. The "dummy" will play the card as requested.

Each round that you play and win is called "taking a trick."

There are 13 rounds in each game (13 tricks).

A "book" is considered 6 tricks and is the basis on which to determine the number of tricks required to make your contract. (Book + contract level = number of tricks req'd.)



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E.g., To make a contract of 1♥, you must take 1 trick over book ($6 + 1 = 7$ tricks in total).

To make a contract of 4♥, you must take 4 tricks over book ($6 + 4 = 10$ tricks in total).

Refer to the Bidding Chart to see the number of tricks required to make each contract.

At the end of the first round, each player keeps his/her played card and places it face down at his/her own side of the table. Do not throw all 4 cards in the middle of the table.

The card is placed "straight up" (pointing towards the winner and partner) if winning the trick.

The card is placed "sideways" (pointing towards the opponents) if losing the trick.

Easy way to remember: "Stand up -- you win; lie down -- you lose." (See picture below.)

4. Continuing the Game (12 more rounds) and Finishing the Game

The player who won the first trick, now leads the first card for the next round.

This continues as each round is played.

Helpful Hint: If your partner does not follow suit, ask this question: "No more spades, partner?"

(naming whichever suit was led). If s/he has a card of that suit in his/her hand and fails to play it, this is called "reneging" or "revoking." If this mistake is caught immediately, the penalty is minimal.

If playing in a sanctioned game, it is best to call the Director.

If the mistake is not caught immediately, at the end of the game, a 1- or 2-trick penalty could be assessed on the offending side, depending on the situation.

When the game is finished, all players should count their tricks and verify that the count is correct and agreed to by all before moving their cards in any way.



This display shows how cards are placed in front of a player whose side won the first 4 tricks, lost the next 4 tricks, won the next 2, lost the next 2 and won the final trick. This player (and his partner) won 7 tricks.

Scores should be calculated and recorded.

If using prepared boards, players should put their cards back into the board from whence they came.

If playing "social bridge," cards are shuffled and the dealer distributes the hands for the next game.

Some common bridge terms you should know:

Void – no cards in that suit Doubleton – two cards in a suit

Singleton – one card in a suit, sometimes referred to as a "Stiff"

(e.g., a "Stiff Ace," means a singleton Ace.)

Balanced Hand – no voids, no singletons, maximum of one doubleton

Stoppers – a stopper in a suit is a high card that will stop the opponents from running their suit. An Ace is always considered to be a stopper. These are also considered to be stoppers: a King in a doubleton suit or longer, a Queen in a suit with 2+ other cards, a Jack in a suit with 3+ other cards.

Judgment is needed to assess what you need to stop a suit safely, especially if opponents are bidding.

Honor cards – Ace, King, Queen, Jack

Spot cards - any card below an honor card (some consider the Ten to be an honor)

LHO – Left-hand opponent RHO – Right-hand opponent

Notations such as 3+ cards means 3 cards or more; 12+ points means 12 points or more.

Partnership Agreement – Many different bidding methods and philosophies are used in bridge. Whatever conventions and practices you and your partner agree to use is called "partnership agreement."

BIDDING CHART					Goal	Total Points Required*	Tricks Required to Make
Bids							
1♣	1♦	1♥	1♠	1NT			7
2♣	2♦	2♥	2♠	2NT			8
3♣	3♦	3♥	3♠	3NT	3 NT = Game Level	25 pts for 3NT	9
4♣	4♦	4♥	4♠	4NT	4♥ and 4♠ = Game Level	25 pts	10
5♣	5♦	5♥	5♠	5NT	5♣ or 5♦ = Game Level	29 pts	11
6♣	6♦	6♥	6♠	6NT	Small Slam	31+ pts	12
7♣	7♦	7♥	7♠	7NT	Grand Slam	34+ pts	13

* These are estimates. Distribution is a very important factor, also.

- Lowest bid/contract is 1♣. Highest possible bid/contract is 7NT.
- Players must bid higher than the last bid or pass. If a player bids anything below the last bid, it is called "insufficient." The opponent has the option to accept the insufficient bid. If s/he does not accept it, it must be changed.
- Once three consecutive players have passed, the last bid becomes the contract. If all four players pass in the first round, the hand is "passed out."
- There are 40 HCP in a deck. Count as follows:

Ace = 4	King = 3	Queen = 2	Jack = 1
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- Points are only a guideline. Distribution of cards is also a factor and can make a significant difference in trick-taking potential. Here is one way to compensate somewhat for distribution:
 - Player to first mention a suit counts HCP and adds points for length in a suit (1 pt for the 5th card, 1 pt for the 6th card, etc).
 - Player who responds to partner with support in that suit (3+ cards for a major, 5+ cards for a minor) counts Dummy Points (giving extra points to voids, singletons and doubletons in side suits). Do not allocate any extra points for shortness in a NT contract.
- Bonus points are awarded for bidding and making Game level (major suits and NT shaded yellow or minor suits shaded blue) or Slam Levels (shaded green).

Lesson 1 – Opening 1 Level in a Suit

In most cases, you should have at least 12 high card points (HCP) to start bidding (to open). As a beginner, it is best to adhere to this rule with some exceptions that will be covered in a future lesson. Please note that experienced players may evaluate their hands quite differently, using complicated methods. Simplicity and consistency can work well, too.

One very important phrase to remember about opening bids:

"Bid on length, not strength." First, **count your high card points** (HCP). If you have enough points (12+) to open the bidding, then you will bid. Next, look at the **length of your suits**. That will determine the suit you will bid. You must consider the total point count in your hand, not the point count in a particular suit. Count your total points first, then consider which suit to bid **based on length**.

BRIDGE IS A PARTNERSHIP GAME! Always consider that you are bidding and communicating with a partner. You may have low cards in a suit, but your partner may have the top cards in that suit. It's how your hands fit together, in combination with total high cards points that counts. "Fits take tricks!" You will do better at bridge if you can communicate and cooperate with your partner so that, together, you find the best contract.

If you have fewer than 12 HCP, for now, **Pass**.

If you have **12+ points**, **DO NOT PASS!** **With 12-21 points**, follow these steps. If you consistently think about these 3 logical steps when opening the bidding, you should soon become very confident at opening the bidding. It's a system of elimination. If Step 1 does not apply, go to Step 2. If Step 2 does not apply, go to Step 3.

Step 1: With 5 cards or more in a major suit, open 1♠ or 1♥ appropriately.

With 5 cards or more in both majors, bid the major with the most cards.

With 5 cards or more in both majors, and exactly the **same number** of cards in both majors, bid the higher-ranking major (1♠) to start. Hint: When having 5 cards in both major suits, remember "High Five!" Bid the higher-ranking suit.

Step 2: Skip this step for now. It will not apply for this lesson, but will apply after the next lesson, so you should know that this step exists. Here it is:

If you do not have a 5-card major, check to see if you have a balanced hand and 15-17 HCP (open **1NT**) or 20-21 HCP (open **2NT**).

Step 3: If you do not have a 5-card major (ignore Step 2), then your last option is to open with one of your minor suits (1♦ or 1♣) even though that minor suit may or may not be strong. When you open in a minor suit, you are giving two important messages to your partner: "I have opening points. I do not have a 5-card major." You are not bragging about your minor suit! You and your partner are putting clues together, slowly.

With more diamonds than clubs, bid 1♦. With more clubs than diamonds, bid 1♣.

If you have 4 cards exactly of both diamonds and clubs, bid 1♦.

Hint: A diamond has 4 points, so when you have 4-4 in the minors, bid 1♦.

If you have 3 cards exactly of both diamonds and clubs, bid 1♣.

Hint: A club has 3 petals, so when you have 3-3 in the minors, bid 1♣.

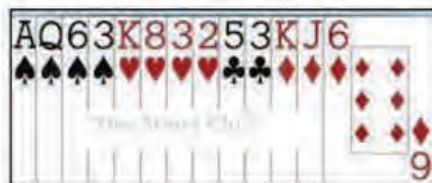
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The trend now is to open with your better minor, the one that has substantially more high-point cards, when you have 4-4 of both minors. Beginners generally find it easier to have a rule to follow, so for now, use the above rule. It may be less confusing to stick to the rule to bid 1♦ with 4-4 of each minor and 1♣ with 3-3 of each. In the opening bid, the minor suit has more significance for what it is denying, rather than for what it is bidding. What you are emphasizing to your partner is that you do not have a 5-card major, but you have at least 3 in the minor suit and you have opening points. With 5 cards or more in a minor, you may choose to rebid it at the 2 level if you get that chance.

When opening the bidding, with 5 cards in both minors (and no 5-card major), think: "High Five!" That means bid the higher-ranking minor suit when you have 5 of each.

When you open in a minor suit, you are promising 3 cards minimum in that suit. There is one particular bridge hand which should be noted, in case you encounter it. Some will bid it as the "short club" and has this distribution: 4-4-3-2 (4 spades, 4 hearts, 3 diamonds and 2 clubs). You don't have a 5-card major so cannot open in a major. Your diamonds are longer than your clubs but you do not have 4 of them. Some bridge players insist that you must have 4 diamonds to open 1♦, so you may be obligated to open this hand with 1♣. If you do, it must be alerted and your partner will say, "Maybe short." As a beginner, you



should open this hand 1♦, following the rule: "Open with your longer minor suit." Your partner should know that you might have only 3 diamonds, but over 90% of the time, you will have 4, as this distribution does not occur very often. When you open 1♣, you should promise 3 clubs minimum, never only just 2 clubs. Don't bid a 2-card suit! Many experienced players keep to those rules, too, but there are still some who will insist that you should always have 4 diamonds if you open 1♦ and you might not be able to convince them otherwise, so just "go with the flow."

When you open by bidding 1♣ or 1♦, Partner knows you do not have a 5-card major but you have enough points to open (12-21 pts). That's important information to know. Don't ever feel bad that you don't have a good minor suit. You have opening points!

Bridge is a partnership game! Much of your success in bridge will depend on your ability to communicate accurately. You will be a better bridge player if you can convey clear messages to your partner and can understand what your partner is telling you.

Your opening bid:	This is the message you are sending to your partner: In all 1-level opening suit bids, you are promising 12-21 points.
1♠	I have at least 5 spades, maybe more. I may have equal number of hearts. I am promising 5 spades minimum.
1♥	I have at least 5 hearts, maybe more. I have more hearts than spades. I am promising 5 hearts minimum.
1♦	I do not have a 5-card major. I have at least 3 diamonds. I have more diamonds than clubs or I could have 4-4 of each minor suit.
1♣	I do not have a 5-card major. I have at least 3 clubs. I have more clubs than diamonds or I could have 3-3 of each minor suit.

You cannot tell your partner everything with your first bid. As the bidding continues, both partners should be analyzing the messages and trying to find the best suit and the best level.

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Examples - Opening 1 of a Major Suit (12-21 points):

When you have opening points and a 5-card major, you can stop at Step 1. You have found your opening bid!



14 HCP + 1 for length. Open 1♥.



15 HCP + 1 for length. Open 1♠.



15 HCP + 2 for length. Open 1♠.



19 HCP + 2 for length. Open 1♠.

With exactly 5 cards in both majors, bid the higher-ranking major first. "High Five!"



12 HCP + 1 for length. Open 1♠. "Bid on length, not strength."

Focus on this: Your first goal is to find an 8-card fit in a major suit. In case you consider opening 1♣ with this hand, this is why you shouldn't. If you open 1♣, you are telling your partner you do not have a 5-card major. Your partner could have the Ace/King/Queen of spades! If you deny having a 5-card major and your partner has 3 spades, you will not find your 8-card fit in a major which is your first goal! If the Declarer sees the dummy hand and concludes that the opponents have the top spades, then the Declarer may have to consider different strategies when playing the hand. Try to find an 8-card fit in a major when you are bidding. If you do, but the trump suit does not have the best cards, that's the Declarer's problem when s/he sees the dummy hand. The points are in the hand somewhere - how the cards are played is the next step and another skill to learn.

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Examples - Opening 1 of a Minor Suit (12-21 points):

Do not open 1♠ or 1♥ unless you have 5 cards in that major suit.

When you open 1♦ or 1♣, you are saying this and nothing more: "I do not have a 5-card major. I have opening pts. I have at least 3 cards in the minor suit which I bid."



14 HCP + 1 for length. No 5-card major. Open 1♦ because you have more diamonds than clubs.



12 HCP. No 5-card major. Open 1♣ because you have more clubs than diamonds.



13 HCP. No 5-card major. Open 1♦ because you have more diamonds than clubs.



13 HCP + 1 for length. No 5-card major. Open 1♣ because you have more clubs than diamonds.



13 HCP. No 5-card major. Open 1♦ because you have more diamonds than clubs.



12 HCP. No 5-card major. Open 1♦ because, with exactly 4 of each minor, open 1♦.



14 HCP. No 5-card major. Open 1♣ because, with exactly 3 of each minor, open 1♣.

Please note: The following responses have been simplified to enable a beginner to continue with the bidding with minimum complexity. The next bids apply when the responder has 6-9 points. If the responder has more points, the bids may be different. These guidelines are for beginners and may change somewhat as you learn more and gain more experience.

The Pocket Guide for Beginner Bridge has a brief summary of opening bids that can be used as a quick reference, but these more detailed lessons help you understand the reasons for choosing a particular suit. If you follow the rules consistently, you and your partner can rely on each other and, eventually, you will see how it all fits together.

Responding to Partner's opening bid of 1 of a suit (1♠, 1♥, 1♦, 1♣):

If you have fewer than 6 points, **Pass**, for now.

With 6-9 points, you are expected to respond, as follows:

- Partner opens **1♠**:
With 3 or more spades to support, you have found an 8-card fit for trump (5+3=8).
-- Bid **2♠** to show Partner that you have support for spades.
With fewer than 3 spades, bid **1NT**.
- Partner opens **1♥**:
With 3 or more hearts to support, you have found an 8-card fit for trump.
-- Bid **2♥** to show Partner that you have support.
With fewer than 3 hearts, but having 4 spades or more, bid **1♠** to tell Partner you have 6+ points and 4+ spades. Otherwise, bid **1NT**.
- Partner opens **1♦ or 1♣**:
Important: First priority is to investigate whether you have an 8-card fit in a major. You know that your partner could have 4 of a major when opening with 1 of a minor. With 4 spades or 4 hearts (or more), bid your major suit at the 1 Level. A bid by you (Responder) of **1♠** or **1♥** promises 4 cards minimum (but not necessarily 5 cards) in that suit and 6+ points.
If you do not have a 4-card major, but you have 5 cards to support the minor suit bid by your partner, bid **2♦ or 2♣** to support.
- Partner opens **1♣** and you do not have 4 cards in either spades or hearts, nor do you have 5 cards in clubs to support, but you have 4+ cards in diamonds, bid **1♦**.
Otherwise, bid **1NT**.

Summary: With 6-9 points, as responder, your first goal is to support your partner's major suit if you have 3+ cards in his/her suit. Your next goal is to bid your 4-card major suit, if partner opened with a minor suit. If partner opened in a minor suit and you do not have a 4-card major, but you have 5 cards to support the minor, bid the minor suit at the 2 level. With no other options, bid 1NT.

Warning: If you bid a new suit at the 2 level, you are promising 10+ pts.

Here are some important points to remember:

#1: A change in suit by Responder in the first round of bidding is considered forcing! Opener must bid again. That means Responder also gets a chance to bid again.

#2: When you have support for your partner's opening bid in a major, you can re-evaluate your hand and count Dummy Points. (More info on this in another lesson.) If you take more tricks than expected, this could be why.

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#3: If you have fewer than 10 points, you should not raise the bidding above the 1 Level unless you have support for Partner's suit. Support means 3 cards in partner's major or 5-card support for a minor. Your fall-back bid is 1NT.

#4: If this is your first lesson ever, you may not figure out how to reach Game level yet, but you will start to learn the steps to find the best suit or NT contract — that is the main goal for now. It's difficult to learn everything at once! It takes time.

#5: When you have opening points with two suits, exactly 5 cards in each, bid the higher-ranking suit. Remember: "High five!" (This also applies with 6-6 in two suits.)

#6: When responding with exactly 4 cards in two suits, bid the lower-ranking suit.

Example: Your partner opens 1♦ or 1♣. You have 6+ points and exactly 4 cards in each major. Bid the lower-ranking one first, 1♥. If you responded with 1♥, you are telling your partner that you may also have 4 spades. If you responded with 1♠, you are denying having 4 hearts because you skipped hearts.

For now, you may not find the best level of your final contract. If you can identify an 8-card fit in a major suit and end up in that major suit contract, that's a good start!

In a future lesson, you will learn more about how high to bid. If you have found your 8-card fit in a major suit, you can use the following guidelines to bid higher for now.

Apply the following when your partner opens the bidding with a major: 1♥ or 1♠ and you have found an 8-card fit (you have 3 or more cards in your partner's major suit to support:

With 6-9 points, bid 2♥ or 2♠.

With 10-12 points, bid 3♥ or 3♠.

With 13+ points, bid another suit first* (forcing to partner), then jump to game level, 4♥ or 4♠, in the next round.

*Experienced players will not immediately jump to game at the 4 level unless they have weak points or the opponents get into the bidding. Bid slowly when you are strong — jump when you are weak. By using an intermediate bid (no fear of your partner passing because a change of suit in the first round is forcing), you are showing a strong hand and will get the chance to jump to 4 of the major in the next round. With 25+ points total between you and partner and an 8-card fit in a major suit, you should estimate that you can take at least 10 tricks and make game level of 4♥ or 4♠.

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.



New Playing Site!
Eagles Banquet Hall and Conference Center
 2588 Hwy 53, Lake Hallie WI
 (See back side of flyer for map)



REGIONAL CHAMPIONSHIP EVENTS SHOWN IN BLOCKED CAPS

Monday, 8/21	Friday, 8/25
7:00 PM KO A, #1/3 Charity Pairs	9:30 AM FRI A/X & GOLD RUSH PAIRS, #1/2 KO B, #2/3 Side Pairs, Series B
Tuesday, 8/22	2:00 PM FRI A/X & GOLD RUSH PAIRS, #2/2 KO B, #3/3 Side Pairs, Series C
9:30 AM TUES OPEN PAIRS, #1/2 KO A, #2/3 Side Pairs, Series A	7:00 PM "Dr. Walt Klein" 8-Is-Enough Swiss Side Pairs, Series C
2:00 PM TUES OPEN PAIRS, #2/2 KO A, #3/3 Side Pairs, Series A	Saturday, 8/26
7:00 PM Tues Side Swiss Side Pairs, Series A	9:30 AM COMPACT KO's (qualifying matches) Side Pairs, Series C 299er Morning Swiss
Wednesday, 8/23	2:00 PM COMPACT KO's (semifinals & finals) SAT OPEN PAIRS, #1/2 Side Pairs, Series C 299er Afternoon Pairs
9:30 AM WED A/X & GOLD RUSH PAIRS, #1/2 Side Pairs, Series A	7:00 PM SAT OPEN PAIRS, #2/2 Side Pairs, Series C 299er Evening Pairs
2:00 PM WED A/X & GOLD RUSH PAIRS, #2/2 Side Pairs, Series A	Sunday, 8/27
7:00 PM Wed Side Swiss Side Pairs, Series B	9:30 AM & TBA SUNDAY OPEN SWISS (two sessions) (Complementary buffet lunch included with Sunday entry)
Thursday, 8/24	Sanction #1708098, Flyer Version 3.1 Session fees \$13, with these exceptions: * ACBL youth entries \$7 with a valid student ID * Sat 299er entries \$10, with ACBL 0-5ers playing free! † Non & Unpaid ACBL members add \$4/event surcharge
9:30 AM THUR OPEN SWISS, #1/2 Side Pairs, Series B	
2:00 PM THUR OPEN SWISS, #2/2 Side Pairs, Series B	
7:00 PM KO B, #1/3 Side Pairs, Series B	

NOTES:

1. KOs may be bracketed or handicapped at director's discretion.
 2. Stratification based on pair/team masterpoint averages, as follows:
 A-X PAIRS : A 5000+ / X 2000+ to 5000 / Y 0-2000
 GOLD RUSH EVENTS : A 500+ to 750 / B 200+ to 500 / C 0 to 200
 CHARITY PAIRS, OPEN PAIRS, SIDE PAIRS, OPEN SWISS, SIDE SWISS : A 3000+ / B 1000+ to 3000 / C 0 to 1000
 SATURDAY 299er STRATIFICATION AT DIRECTOR'S DISCRETION
 *WALT KLEIN 8-IS-ENOUGH SWISS FORMS TEAMS OF 8 OR LESS: 3000+ being "3s", 1000-3000 "2s", and 0-1000 "1s"
 3. Open Side Pairs events pay gold points to strat winners entering two or more events within a named side series.
 4. ACBL General Convention Chart is in force, with this exception: Midchart Conventions are allowable in bracketed Flight A KO's, provided midchart pairs carry two copies of ACBL-approved written defenses to their table for opponents' reference.
 5. Partnership desk will open 45 minutes prior to game times; pairings will continue until 10 minutes prior to game times.
- For best partnership assistance email audelaire.chair@gmail.com a minimum of 4 hrs prior to game time, indicating needs.

\$99.95 Holiday Inn Express rooms (w/ breakfast) available through July 21 -- phone 715-723-4854 to ask @ "bridge rate".
 Holiday Inn Express address: 12858 26th Ave, Chippewa Falls, WI 54729 (3 blocks from playing site).

Cow-a-WUMBA



MADISON'S ORIGINAL

299er Sectional

Sept 22-24, 2017 | Madison, WI

SCHEDULE

FRIDAY, SEPT 22

9:30am Single Session
Stratified Pairs

2:30pm Single Session
Stratified Pairs

SATURDAY, SEPT 23

9:30am Single Session
Stratified Pairs

2:30pm Single Session
Stratified Pairs

SUNDAY, SEPT 24

9:30am Single Session
Swiss Teams

2:30pm Single Session
Swiss Teams

HOSPITALITY

- Novices with 0-5 points play free!
- Guest speakers Fri and Sat at 2pm
- Beverages and snacks available all day
- Bridge Club phone: 608.442.0644

LOCATION

Bridge Club of Madison
 2818 Todd Drive, Madison WI
 parking is limited I please carpool

HOTEL SUGGESTION

Super 8 Hotel
 1602 W Beltline Hwy, Madison WI
 Say "Cow-a-WUMBA" for \$85 rate available until Aug 22
 Includes pool, high speed internet, breakfast

TOURNAMENT CHAIRS

Glenna Shannahan 608.347.5827 gkshannahan@gmail.com	Chuck Vierthaler 608.328.4355 chaslaur@gmail.com
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PARTNERSHIP

Partners guaranteed up to 30 min before pair games	Chuck Vierthaler 608.328.4355 chaslaur@gmail.com
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STRATIFICATIONS

0-99, 0-199, 0-299 stratifications and pair/team games at director discretion

ENTRY FEE \$8/session



Milwaukee Summer Fun Regional

August 22 – 27, 2017

CROWNE PLAZA HOTEL: 6401 South 13th Street – Milwaukee WI
Directions: I-94 to Exit 319 (College Avenue)
 East one block to 13th Street - Then south one block to hotel
Room Rate: \$103 if reservation made by July 22, 2017
Phone: 414-764-5300 - BE SURE TO ASK FOR THE BRIDGE RATE



TUES - 22nd	9:30 AM	2:00 PM	7:30PM
Choice Stratiflighted Pairs A/X/Y	Choice Stratiflighted Pairs A/X/Y	Choice Stratiflighted Pairs A/X/Y	Choice Stratiflighted Pairs A/X/Y
Choice Gold Rush Pairs	Choice Gold Rush Pairs	Choice Gold Rush Pairs	Choice Gold Rush Pairs
ABC Side Pairs 1/6	ABC Side Pairs 2/6	ABC Side Pairs 3/6	ABC Side Pairs 4/6
	KO A 1/4	KO A 2/4	KO A 2/4
WED - 23rd	9:30 AM	2:00PM	7:30 PM
Choice Stratiflighted Pairs A/X/Y	Choice Stratiflighted Pairs A/X/Y	Choice Stratiflighted Pairs A/X/Y	Choice Stratiflighted Pairs A/X/Y
Choice Gold Rush Pairs	Choice Gold Rush Pairs	Choice Gold Rush Pairs	Choice Gold Rush Pairs
ABC Side Pairs 4/6	ABC Side Pairs 5/6	ABC Side Pairs 6/6	ABC Side Pairs 6/6
	KO A 3/4	KO A 4/4	KO A 4/4
THURS - 24th	9:30 AM	2:00 PM	7:30 PM
Stratiflighted Swiss Teams 1/2	Stratiflighted Swiss Teams 2/2	Stratiflighted Swiss Teams 3/2	Stratiflighted Swiss Teams 4/2
Gold Rush Swiss Teams 1/2	Gold Rush Swiss Teams 2/2	Gold Rush Swiss Teams 3/2	Gold Rush Swiss Teams 4/2
DEF Side Pairs 1/6	DEF Side Pairs 2/6	DEF Side Pairs 3/6	DEF Side Pairs 4/6
FRI - 25th	9:30 AM	2:00 PM	7:30 PM
Choice Stratiflighted Pairs A/X/Y	Choice Stratiflighted Pairs A/X/Y	Choice Stratiflighted Pairs A/X/Y	Choice Stratiflighted Pairs A/X/Y
Choice Gold Rush Pairs	Choice Gold Rush Pairs	Choice Gold Rush Pairs	Choice Gold Rush Pairs
DEF Side Pairs 4/6	DEF Side Pairs 5/6	DEF Side Pairs 6/6	DEF Side Pairs 6/6
SAT - 26th	9:30 AM	2:00 PM	7:30 PM
Choice Stratiflighted Pairs A/X/Y	Choice Stratiflighted Pairs A/X/Y	Choice Stratiflighted Pairs A/X/Y	Choice Stratiflighted Pairs A/X/Y
Choice Gold Rush Pairs	Choice Gold Rush Pairs	Choice Gold Rush Pairs	Choice Gold Rush Pairs
GHI Side Pairs 1/3	GHI Side Pairs 2/3	GHI Side Pairs 3/3	GHI Side Pairs 3/3
SUN - 27th	10 AM		

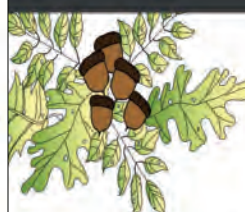
Stratiflighted Swiss Teams Two Session Playthrough (LUNCH AVAILABLE TO PURCHASE)
 A: 2500+; B: 1000-2500; C: 0-1000

ACBL MEMBERS WITH 0-5 MASTERPOINTS PLAY FREE

GREAT HOSPITALITY: FREE COFFEE AND TREATS EVERY MORNING AND AFTERNOON

Tournament Chair:
 Yvette Neary - 414-526-9035
 Email: yneary@gmail.com
Partnership: Mard Mattison - 262-518-0037
 Email: mmattison@wi.rr.com
IN Chair: Judy Burzynski - 262-542-7529
 Email: burzynski@dcim.com
 Bob Steuer - 414-378-2817
 Email: bob@rksteuer.com

Stratiflighted Open Events - A: 3000+; X: 1500-3000; Y: 0-1500
 Gold Rush Events - 0-150; 150-300; 300-750
 Choice Events - Players choose 2 sessions to be eligible for overalls
 Stratified Side Games - A: 2500+; B: 1000-2500; C: 0-1000
 Masterpoint averaging is in effect for all Pair Game & Swiss Team Events
 KO events with only one Bracket will be handicapped



Milwaukee Fallfest Sectional

October 5 - 8, 2017

Cardinal Stritch University
 Bonaventure Hall Conference Center
 6801 Yates Road – Milwaukee WI

9:30 AM
 Stratified Pair/Teams
 Stratified 299er Pairs

1:30PM
 Stratified Pair/Teams
 Stratified 299er Pairs

Thursday, October 5

9:30 AM
 Stratified Pair/Teams
 Stratified 299er Pairs

1:30 PM
 Stratified Pair/Teams
 Stratified 299er Pairs

Friday, October 6

9:30 AM
 Gary Williams Memorial Swiss Teams - Two Sessions

1:30 PM

Saturday, October 7

9:30 AM
 Stratified Pair/Teams
 Stratified 299er Pairs

1:30 PM
 Stratified Pair/Teams
 Stratified 299er Pairs

Sunday, October 8

Strata for all Open events: 0-750/750-2500/2500+
 Strata for 299er Events: 0-50/50-100/100-300
 Strata may be adjusted as attendance warrants

Tournament Chair: Yvette Neary
 Phone: 414-526-9035
 Email: yneary@gmail.com

Partnership Chair: Meredith Mattison
 Phone: 262-518-0037
 Email: mmattison@wi.rr.com

IN Co-Chairs:
 Judy Burzynski - 414-228-3470
 Bob Steuer - 414-378-2817

DIRECTIONS: Hwy 43 to Exit 80 - Good Hope Rd
 East to Port Washington Road
 Turn right (south) 1/2 mile to entrance on left