Suzi Subeck, Editor Tom Dressing, President Yvette Neary, Vice President John Pereles, Secretary Stan Subeck, Treasurer

I/N News ... especially for you!

Sample Lessons on the Web... More from Ateacherfirst.com

Bridge - Step 1 for Beginners

You can start playing bridge after just five lessons! Here are the basics — enough to get started but not so much to confuse the learner. The first four lessons cover the 20 opening bids and the fifth lesson will give you recommendations on which card to lead once the bidding has stopped and the play of the cards has started and some help on how high to bid. Five lessons and you're on your way!

Read the lesson, try the quiz and check the answers. You will soon see how well you understood the lesson so you can decide which bids you need to review. Readers love the quizzes!

These lessons are based on the idea that you have played a little bit of bridge or at least watched a few games to see how it goes. It is difficult to explain the mechanics of the game from a printed lesson. If you have a group that is starting out and someone in the group knows how the game is played, then you should be able to incorporate these lessons into your learning. Most card games can be learned quite quickly, but when beginning to play bridge, it's the bidding part that can stump new players. Before you can play, it is important to know something about how to bid! When our group first started, we played for several months without knowing any more than these five lessons. We progressed slowly as we learned together and we had lots of fun.

These lessons can be used as a supplement to what you already know. Some beginners learn the bidding rules much better after reading these lessons, even though they had been playing for awhile.

Before starting the lessons, it helps to know some basic bridge terminology and the strategy when bidding.

Starting the Game – Bidding and Playing

This handy bidding chart shows the progression of the bids from the lowest opening bid of 1 to the highest of 7NT, as well as the number of tricks required to make each contract, the points needed for game levels and some other info. It can be helpful for now as a reference as you read the lessons, but it is not important to memorize it. Eventually, you will get to be quite familiar with the point requirement for each level of bidding.

(Bidding Chart on Page 13)

Bidding Chart

Lessons 1 to 4 explain all the opening bids with simple responses. After reading each lesson, use the quiz to test your knowledge. Answers are given with explanations. Notice that the quizzes and examples show the card hands as a player would actually see them in his hand. Not only is this more realistic, but this makes it easier for visual learners, especially beginners, to visualize their cards and assess them more easily and quickly.

Turn the page for Lesson 1!

it useful and educational. And after each lesson, it is a good idea to grab your best partner and head to a club or an I/N tournament and practice what you've learned. You will make new friends and have a great time doing it!

We will be using material from Ateacherfirst.com in this and in the next three newsletters this year. We hope you find

(Continued on page 2)

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 should 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 $(1 \spadesuit \text{ or } 1 \clubsuit)$ 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 $1 \spadesuit$. With more clubs than diamonds, bid $1 \spadesuit$.

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

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

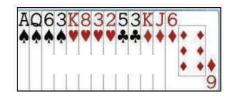
If you have 3 cards exactly of both diamonds and clubs, bid 1.

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

When you have more experience, you may prefer 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.

Here is one hand distribution (4 spades, 4 hearts, 3 diamonds and 2 clubs) which some players prefer to open with $1 \clubsuit$. You should open this hand with $1 \spadesuit$. Follow the simple rules. When you open 1 of any suit, you are promising at least 3 cards in that suit. Most of the time, when you open $1 \spadesuit$, you will have 4 or more, but you are guaranteeing only 3.



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 and this:			
14	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 equal number of both diamonds and clubs.]			
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.

(Continued on page 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.

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. If you think it is better to open 1♣ with the hand above, 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 it turns out that the trump suit does not have the highest cards, the Declarer may have to use a different strategy to play the hand, or the Declarer may have to accept s/he will lose tricks in the trump suit but take more tricks in the side suits. Don't be concerned about that now. Just concentrate on learning the bidding and bidding on "length, not strength." Bidding is just the first step in the game of bridge. The next step is playing the hand and requires another set of skills.

Contract Bridge requires quick thinking and decision making. What often appears obvious in hind sight, is not at all clear in the heat of the battle. Mistakes are therefore unavoidable and part of the game, even by the best players.

At all times be nice to your Partner.

When your Partner makes a mistake he/she will suffer and fret over it much more than you do. It usually also will affect his play negatively for the next few games. Therefore don't rub it in, but immediately put a positive spin on the mishap and try to erase it from Partner's mind.

This will help Partner enormously to get back on a positive track.

Furthermore he/she will be more likely to treat you in the same way, the next time you make a mistake!

In general be graceful in defeat and humble after your victories.

This will enhance the atmosphere at your table enormously. Contract Bridge may be a fiercely competitive sport, but this does not mean it can't still be played as a **gentleman's game!**

(Continued on page 5)





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 $1 \spadesuit$ or $1 \clubsuit$, 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 $1 - \frac{1}{2}$ because, with exactly 3 of each minor, open $1 - \frac{1}{2}$.

Before you continue, you may wish to try Quiz #1 and check your answers to see if you have understood this lesson so far.

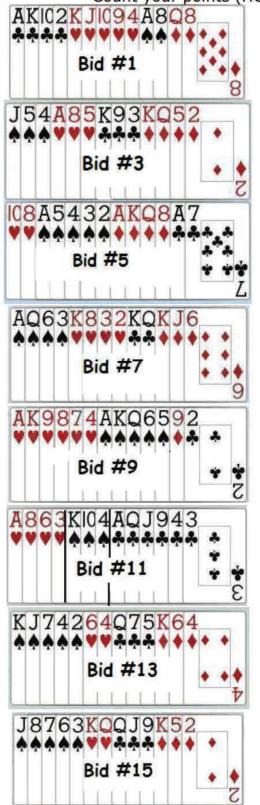
(continued on page 8)

Turn the page and try the quiz from this lesson...

Quiz #1 - Opening Bids - Bidding 1 of a Suit

You have been dealt each of these hands for 16 different games. You are the dealer in each game (first one to bid).

Count your points (HCP + length). What will you bid?





Count HCP (High Card Points – Ace = 4, King = 3, Queen =2, Jack = 1) plus points for length (+1 pt for 5^{th} card in a suit, +1 for 6^{th} card, etc.)

Bid	Bid	Points	Analysis			
		17 HCP +1 for				
#1	1♥	length =18 pts	Bid your 5-card major.			
#2	1♣	12 HCP	No 5-card major — open in a minor. Bid longer minor,			
	1 🛣		but with exactly 3 cards in each minor, bid 1♣.			
#3	1•	13 HCP	No 5-card major — open in a minor. More diamonds			
	.3. 🔻		than clubs, so bid 1♦.			
#4	1♣	14 HCP	No 5-card major — open in a minor. More clubs than			
-	•	17 UCD 11 f	diamonds, so bid 1♣.			
#5	14	17 HCP +1 for length = 18 pts	Bid your 5-card major. Bid on length, not strength.			
#6	1.	14 HCP	No 5-card major — open in a minor. Bid longer minor			
#0			but with exactly 4 cards in each, bid $1 \spadesuit$.			
		18 HCP	No 5-card major — open in a minor. Bid longer minor,			
#7	1♦		which is 1♦. (You should have 3 of a suit to open the bidding with that suit. Be aware that some players may open this hand with 1♣ [the "short club"] which must be alerted. Opening 1♣ with this hand is not recommended.)			
DANGER	136	16 HCP + 2 for length = 18 pts	Bid your 5-card major. With equal length in both			
#8	1 🕏		majors, bid higher-ranking major, bid 1♠.			
S			"High five!"			
#9	1	16 HCP +3 for length =19 pts	With two 5+-card majors, bid the longer one. Bid 1 If both majors were equal length, bid the higher-ranking one, but in this hand, hearts are the longer suit.			
#10	1♥	16 HCP + 1 for length = 17 pts	Even though hearts are not strong, it's important to show length in opening bids; you are bidding a 5-card major. Bid on length, not strength.			
#11	1♣	14 HCP + 2 for length = 16 pts	No 5-card major — open in a minor. Bid longer minor,			
77.4.4	1		in this case, your only minor, so bid 1♣. Easy one!			
			No 5-card major — open in a minor. Bid longer minor.			
#12	1♦	14 HCP	With exactly 4 cards in both minors, bid 1♦, even though clubs are stronger. Some may prefer to bid			
			the better minor, $1\frac{1}{2}$, because the clubs are considerably stronger than the diamonds. For a			
			beginner, it is better to follow the basic rules for now.			
#13	Pass	9 HCP + 1 for length = 10 pts 12 HCP	Not enough points to open the bidding. Note: In 3 rd			
ā ,			seat, after two passes, this hand may be opened 1♠. No 5-card major — open in a minor. With more clubs			
#14	1♣		than diamonds, bid $1\frac{4}{3}$.			
#15	1\$	12 HCP + 1 for	Bid your 5-card major. It's not a great-looking suit,			
	1.7	length = 13 pts	but you do have 5 of them. No 5-card major — open in a minor. Bid longer minor.			
#16	1.	14 HCP + 2 for	With more than 4 and exactly the same number of			
		length = 16 pts	each, bid higher-ranking minor. Bid 1♦. "High five!"			
<u> </u>		ı				

Answers

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 $(1 \spadesuit, 1 \heartsuit, 1 \spadesuit, 1 \spadesuit)$:

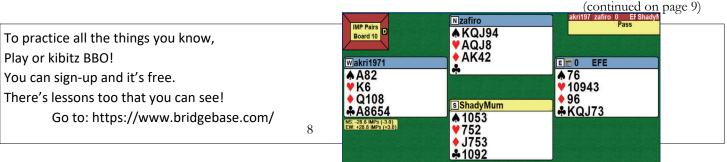
If you have fewer than 6 points, **Pass**, for now.

With 6-9 points, you should 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. Be aware that your partner could have 4 of a major when opening with 1 of a minor. With 4 spades or 4 hearts (or more), respond by bidding your major suit at the 1 Level. A bid by you (Responder) of 1♠ or 1♥ promises 4 cards minimum (possibly
 - Level. A bid by you (Responder) of 1♠ or 1♥ promises 4 cards minimum (possibly more than 4) in that suit and 6+ points.
 - If you do not have a 4-card major, but you have 5 cards in the same minor suit your partner bid, respond 2♦ or 2♣ to support.
 - Otherwise, bid 1NT.
- 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, whenever you can do so at the 1 level. 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.



This is what it looks like!

Here are some important points to remember:

Please be careful to understand this terminology: One player opens the bidding and is the Opener. The partner of the Opener is the Responder.

#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.

#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 higherranking 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 respond with 1. you are telling your partner that you may also have 4 spades. If you respond 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.

You should have 25+ points together to bid to Game level (4♥ or 4♠) in a major suit. When you or your partner play the hand, you will need to take 10 tricks. This is a reasonable guideline and will help you assess how high to bid so you can make your contract.

As Responder, apply the following guidelines when your partner opens the bidding with 1 of 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, you know you have game level together. However, bid another 4+-card suit first (forcing to partner), then jump to game level, 4♥ or 4♠, in the next round. This shows that you have 13+ pts. (You will learn more about this later.)

Clubs, Sectionals, Regionals, Nationals, **United States Bridge Federation,** North American Bridge Federation, **World Bridge Federation**



Unit 222

FEBRUARY 5 - 8, 2020

THE GOOD HOPE SCHOOL (4 ACES BRIDGE CLUB) - ROOM #26

2315 W. Good Hope Road - Glendale WI (The school is not visible from Good Hope Road) From I-43: Exit #80 Good Hope Road West for 14 miles Turn left just before the tennis courts on the south side From I-41: Exit # 47 Good Hope Road East for 5.5 miles Turn right just after the tennis courts on the south side

The drive will take you to the school. Enter through the main door (#1) and follow the signs to the Club.

Wednesday - 2/5: 9:30 a.m. Pair/Team Game & 299er Pair Game 2:00 p.m. Pair/Team Game &299er Pair Game

Thursday - 2/6: 9:30 a.m. Pair/Team Game & 299er Pair Game 2:00 p.m. Pair/Team Game & 299er Pair Game

Friday - 2/7: 9:30 a.m. Pair/Team Game & 299er Pair Game 2:00 p.m. Pair/Team Game & 299er Pair Game

Saturday - 2/8: 9:30 a.m. & 2:00 p.m. BRUCE BROWN CUP OPEN PAIRS 9:30 a.m. & 2:00 p.m. - 299er Pair Game (Single Sessions)

*WONDERFUL HOSPITALITY EVERY SESSION

TOURNAMENT CHAIR:

John Pereles (414-559-3463) jrpereles@gmail.com

ACBL Sanction #1902102

PARTNERSHIP CHAIR: Yvette Neary (414-526-9035) yneary@gmail.com IN CHAIR: Judy Burzynski (262-391-0970)

> Strata for all open games: 0-750, 750-2500, 2500+ Strata for 299er games: 0-50, 50-100, 100-300 (Strats may be adjusted as attendance warrants)



Just a thought... You'll be less nervous. And it will Improve our service! Need a game? Let's be fair. Call ahead To Partner Chair! If you wait, It's on the fly, He may not find The perfect guy!

District 13 Spring Regional, April 13 - April 19, 2020 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

Monday, April 13

1:30, 7:00 Two Session Stratified Open Pairs to benefit the Grass Roots Fund

Tuesday, April 14

10:00 & 3:00 Open Pairs (0-1500; 1500-3000; 3000+)

10:00 & 3:00 Gold Rush Pairs (0-100; 100-300; 300-750)

Wednesday, April 15

10:00 & 3:00 Open Pairs (0-1500; 1500-3000; 3000+)

10:00 & 3:00 Gold Rush Pairs (0-100; 100-300; 300-750)

Thursday, April 16

10:00~&~3:00 Stratified Single Session Side Games to benefit the Grass Roots Fund

10:00 & 3:00 Open Swiss Team ((0-1500; 1500-3000; 3000+)

10:00 & 3:00 Gold Rush Teams (0-100; 100-300; 300-750)

Friday, April 17

10:00 & 3:00 Open Pairs (0-1500; 1500-3000; 3000+)

10:00 & 3:00 Gold Rush Pairs (0-100; 100-300; 300-750)

Saturday, April 18

10:00 & 3:00 Bracketed Swiss Teams

10:00 & 3:00 Open Pairs (0-1500; 1500-3000; 3000+)

10:00 & 3:00 Gold Rush Pairs (0-100; 100-300; 300-750)

Sunday, April 19

10:00 Stratiflighted Swiss Teams Playthrough ... Lunch Included

Flight A/X/Y

B/C/D Stratified

Tournament Chairman: Suzi Subeck

847-509-0311

Email: stansubeck@prodigy.net

Fresh Fruit

Hospitality Suite!!!

Candy

Daily Bulletins

Students play for half price with valid student ID card!

Kibitzers: Golf, Tennis, Spa

Free Lunch with Entry on Wednesday and Sunday

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District 13 2019/2020 Grand National Teams

Saturday, February 22, 2020, 11:00 and TBA & Sunday, February 23, 2020, 11:00 and TBA

Hilton Northbrook, 2855 North Milwaukee Avenue, Northbrook, IL Telephone: (847) 480-7500 Bridge Rate: \$89+tax by January 31, 2020

The Championship Flight, Flight A, and Flight B events will take place over four sessions and will be concluded in a single weekend.

Flight C will be a two-session Swiss Team event played to conclusion on Sunday only.

There will be no competition among flights. Players must choose the flight in which they plan to play.

Flight	Masterpoints	Club Qualifying	
Championship	Unlimited	Determined by Unit	
Flight A	Fewer than 6000 points	Determined by Unit	
Flight B	Fewer than 2500 points	Determined by Unit	
Flight C	Non Life Master and fewer than 500 points	Determined by Unit	

Flight eligibility is established by ACBL's September 2019 masterpoint cycle. This information was produced on August 6, 2019 in Horn Lake, MS. Masterpoints won after this cycle will not impact flight eligibility for these events.

Players must reside in District 13. Each member of the team must be a paid member in good standing with the ACBL. Club qualifying games are permitted at Unit discretion but are not required at any level of competition. A Flight B or C team may qualify under the rules of any Unit where a plurality of team members reside.

In addition, players who are currently, or have ever been in the past, members of another bridge organization, whether domestic (e.g., American Bridge Association) or foreign (e.g., Polski Zwiazek Brydza Sportowego), must submit information on their past and/or current ranking in that organization. Submissions must be in writing (email is fine) and must be received by the District GNT Coordinator or District 13 Director at the time of registration for the event. The information submitted may be used to assign a conversion to ACBL masterpoints for purposes of verifying flight eligibility.

An entry in the CHAMPIONSHIP Flight is a commitment to play in the National Final. Entries in lower flights may play to conclusion before declaring intent. We understand your reluctance to commit in advance.

GNT Coordinator:

Stan Subeck 847-509-0311

stansubeck@prodigy.net

One team will qualify in Championship and FI. A
In the event that there are 8 or more teams in the
District Final of Flight B &/or C, that flight or flights
will qualify the 2 top teams.

Any teams representing D13 at the National Event will receive a stipend paid at the NABC.



Registration:

PRE-REGISTRATION IS REQUIRED FOR THIS EVENT.

All teams wishing to enter must provide notification by noon on February 17, 2020 by contacting:

Suzi Subeck, District 13 Director, (847)-509-0311 Home, (708) 927-6819 Cell, stansubeck@prodigy.net, or by registering on line at *http://bridgeinchicago.com* when it is available

Entering teams must have a written confirmation either by email or letter. No team without such a written confirmation should assume that entry has been verified. It is important to know in advance the teams entered. Captains should bring the confirmation with them to the site and be prepared to present it when purchasing an entry.

For more complete information,

please consult your conditions of contest on the District 13 website at http://acbl-district13.org/



WinterFest

Chicago Sectional

January 23 - 26, 2020

Chevy Chase Country Club

1000 N. Milwaukee Avenue, Wheeling, IL



WUMBA WINTER BRIDGE SECTIONAL

Ripon, WI January 24 – 26, 2020

ROYAL RIDGES

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

SCHEDULE OF EVENTS

DATE	TIME	EVENT(S)
Friday, January 24	1:30 PM	Stratified Pair/Team (Single Session)
3800		499er Pairs - Non-Lifemaster
	6:30 PM	Stratified Pair/Team (Single Session)
		499er Pairs - Non-Lifemaster
Saturday, January 25	9:00 AM	Stratified Pair/Team (Single Session)
LANGE ATT		499er Pairs - Non-Lifemaster
	1:30 PM	Stratified Pair/Team (Single Session)
		499er Pairs - Non-Lifemaster
	7:00 PM	Short Match Swiss (Single Session)
Sunday, January 26	9:00 AM	Stratified Swiss (Two Separate Events)
		499er NLM Swiss (3 Team Minimum)

Fish & Chicken Buffet Served at Royal Ridges between Sessions Friday (Separate Purchase - \$10.00 which includes tax)

Famous Prime Rib Buffet Served Following First Session of Swiss on Sunday

Stratified Pairs: 3000+/1000 - 3000/0 - 1000

Pairs Select Their Own Teammates for <u>ALL</u> Pair-Teams Friday & Saturday! ACBL Members with 0 – 5 Masterpoints Play for Free!

499er/Non-Lifemaster Events: <u>Stratified by the Director</u> Sanction Number – 2001362

TOURNAMENT CONTACTS

Title	Name	Telephone	Email
Co-Chairperson:	Lee Prellwitz	(920) 748-2536	Lee.A.Prellwitz@gmail.com
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WUMBA (Unit #14	49) website: <u>www.acbl-w</u>	vumba.org	

Events for I/N Players

(0-500 Masterpoints Non-Life Master) Stratification: 0-100, 100-300,300-500

THURSDAY, January 23

9:30 Stratified Pairs 2:00 Stratified Pairs

FRIDAY, January 24

9:30 Stratified Pairs 2:00 Stratified Pairs

SATURDAY, January 25

9:30 Stratified Pairs 2:00 Stratified Pairs

SUNDAY, January 26

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

Tournament Chair: Joe Connelly 847-271-1666 madbridge16@gmail.com Partnership Chair: Tom Dressing 847-323-4602

tom@dressing.org

Join us January 25 at 5:30 p.m. for the Annual CCBA Dinner and Meeting. Cost: \$15.00 (CCBA subsidized)

Send Reservations and Checks payable to the CCBA to Judy Riehs 847-215-7695 731 Hapsfield Lane, Buffalo Grove, IL 60089 Judymriehs@yahoo.com

Tables of 8 may be reserved if prepaid by January 13

Reserved tickets are available for pick up beginning Friday evening at the tournament site.

	BIDDING CHART ATeacherFirst.com						
Final Contracts					Goal	Total Points Required*	Tricks Required to Make
1♣	1•	1♥	1.	1NT			7
2♣	2•	2🕶	2♠	2NT			8
3♣	3♦	3♥	3♠	3NT	3NT = Game Level	25 pts for 3NT	9
4.	4•	4v	4♠	4NT	4♥ and 4♠ = Game Level	25 pts	10
5 ♣	5•	5Y	5♠	5NT	5♣ or 5♦ = Game Level	29 pts	11
6♣	6•	6 v	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

- 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).

A Bridge Story... The Bennett Murder! Bridge: A Killer Game

The Bennett Murder was a headline 1929 killing of John G. Bennett by his wife Myrtle Adkins Bennett in Kansas City, Missouri. It occurred during a game of bridge hosted by the Bennetts with their friends Charles and Mayme Hoffman.

On the evening of Sunday, September 29, 1929, the Bennetts were losing to the Hoffmans late in the evening. The breaking point occurred when John declared 4 and failed by two tricks. Myrtle chastised her husband for being a "bum bridge player." This caused John to slap her several times and announce his intention to leave town. Myrtle began to cry, saying "Nobody but a bum would hit a woman."

While John packed, Myrtle grabbed his .32 Colt automatic from a bedroom dresser and fired four shots, killing him. The subsequent investigation led to a charge of first-degree murder.

The trial made national headlines. Bridge was a sensation at the time, and the beautiful young housewife was an incredible scandal. Myrtle and her prominent attorney James A. Reed both wept dramatically while addressing the judge and jury. The defense argued that the shooting was an accident, that the couple struggled over the gun before it discharged.

After 8 hours of deliberation, the jury declared Myrtle Bennett innocent of murder. It has been argued that Myrtle's good looks and tearful state swayed the jury into making a serious mistake. It probably did not help public opinion that Myrtle thereafter qualified for a \$30,000 life insurance payout.

In later years Myrtle continued to play bridge, without any further notable incidents. She passed away in 1992 at the age of 97.

John Bennett's 4♠ contract was widely analyzed by bridge experts of the time, including Ely Culbertson. It should be noted, however, that the reconstructed deal is generally acknowledged as a fabrication.

Myrtle Bennett **♠**AT63 **♥**T85 Charles Hoffman **♦**4 Mayme Hoffman ♣A9842 **♠**Q72 **4** ♥AJ3 **Q94** ◆AQT92 John Bennett **♦**KJ763 **∳**J6 **♠**KJ985 **♣**Q753 **♥**K762 **+**85 ₩KT

As the story goes, John Bennett opened 1 - 4, Charles Hoffman overcalled 2 - 4, and Myrtle ended the auction by leaping to 4 - 4.

Charles Hoffman began by leading the ◆A. At trick two, he continued with the ♣J. The contract could be made if the trump queen was guessed correctly and dummy's long clubs were established. However, John supposedly misquessed the queen and lost three heart tricks to doom himself both figuratively and literally.