

I/N News ... especially for you!

Standard American Bidding (5-Card Major System) Guide for Beginners by Karen Walker

Point Count: Ace = 4 points King = 3 points Queen = 2 points Jack = 1 point Total points in the deck = 40

Suit Rank (lowest to highest): Minors: ♣ Clubs ♢ Diamonds Majors: ♥ Hearts ♠ Spades Notrump

A good trump suit: A "fit" of 8 or more cards in one suit, combined in your two hands in any way (4-4, 5-3, 6-2, etc.).

First choice: A major (hearts or spades) if you have at least an 8-card fit.

Second choice: Notrump if you have balanced strength and no fit in a major suit.

Third choice: A minor (clubs or diamonds) if you have at least an 8-card fit and unbalanced strength.

Contract requirements -- What you and your partner need in your two hands to make these contracts:

Suit partscore (bid of 1, 2 or 3 in any suit) -- 18-24 points and at least an 8-card trump fit.

Notrump partscore (bid of 1NT or 2NT) -- 20-24 points and preferably no 8-card major-suit fit.

Major-suit game (4H, 4S) -- 25+ points and at least an 8-card fit. (Game and slam contracts pay a scoring bonus.)

Minor-suit game (5C, 5D) -- 29+ points and at least an 8-card fit.

Notrump game (3NT) -- 25+ points and preferably no 8-card major-suit fit.

Small slam (any bid of 6) -- 33+ points

Grand slam (any bid of 7) -- 36+ points and all four aces.

These contract guidelines apply when you have relatively balanced hands. If you have a strong trump fit, long side suits and/or unusual distribution, you'll need fewer points to make these contracts.

Rules for Opener (the first player to make a bid other than Pass)

Your first bid: Always open the bidding at the 1-level if you have at least 13 points

You may open a hand of 11 or 12 points if you have a long suit, distributional strength and/or good quick tricks.

The meanings of your opening bids are:

1NT = Exactly 15-17 points and balanced distribution (at least 2-3 cards in every suit). Balanced distributions are 4-3-3-3, 4-4-3-2 and 5-3-3-2.

1H or 1S = 13-21 points and at least 5 cards in your suit.

1C or 1D = 13-21 points and at least 3 cards in your suit. Choose your longer minor. If you have two 3-card minors, open 1C to keep the bidding low.

This is called a convenient minor -- it tells partner you have opening points, but your hand doesn't meet the requirements for an opening bid of 1H, 1S or 1NT.

2NT = Exactly 20-22 points and balanced distribution.

2C = Artificial bid that starts the description of a very strong hand (22-23+ points). Partner must respond.

2D, 2H or 2S = A weak two-bid -- 5-9 points with a good 6-card suit.

3 of a suit = A weak hand (5-9 points) with a long, strong suit (7 cards).

If you have two 5-card suits, open the higher-ranking suit, then rebid the lower-ranking suit (if you have 5 clubs and 5 diamonds, open 1D and bid clubs at your next turn). This allows partner to choose between your two suits without raising the level of the bidding.

Your second bid (called a rebid), A rebid is made after partner responds to your opening bid.

A new suit (1C - 1H - 1S) -- At least 4 cards in the suit, 13+ points.

Simple rebid of your first suit (1C - 1H - 2C) -- Extra length (usually a 6+ cards) and a minimum (13-15 points). To show a stronger hand with a long suit, you can jump-rebid your suit -- 1C - 1H - 3C.

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Single raise of partner's suit (1C - 1H - 2H) -- 4 cards in the suit partner responded and a minimum (13-15 points). To show a stronger hand with a fit, you can jump-raise his suit -- 1C - 1H - 3H or 4H.

Beginning Bridge --

Notrump (1C - 1H - 1NT) -- A balanced minimum opener (13-14 points) WITHOUT 4 cards in partner's suit and without a new 4-card suit you could bid at the 1-level. To show a stronger balanced hand, you can open 1NT (with 15-17 points). To show a very strong balanced hand (19 points), open a suit bid and then jump in notrump -- 1C - 1H - 2NT.

As Opener, if you have fewer than 16 points, DON'T go to the 2-level unless:

- 1 - You're raising partner's suit (to confirm a trump fit (1D - 1S - 2S); or
- 2 - You're rebidding your own extra-long suit (1D - 1S - 2D); or
- 3 - You're showing a second suit (4 cards or longer) that is lower in rank than your first suit (1D - 1S - 2C).

Rules for Responder (after your partner opens the bidding):

Respond to partner's opening bid if you have 6 points or more.

If partner opens 1H or 1S and you have 3-card support -- Always raise to confirm the 8-card trump fit.

If partner opens 1C or 1D and you have a 4+-card major -- Always respond 1 of your major.

If you have two 4-card majors, respond the cheaper major to keep the bidding low.

If you have fewer than 10 points, DON'T go to the 2-level unless you're raising partner's suit (to confirm a trump fit) or rebidding your own extra-long suit.

With some unbalanced hands, you'll have to respond 1NT to keep the bidding low.

Your first response (after partner opens one of a suit):

1 of a new suit (1C by partner - 1H by you) = At least 4 cards in your suit and at least 6 points.

2 of a new minor (non-jump) (1H - 2D) = A 4+-card suit and at least 10-11 points.

2 of a new major (non-jump: the auction 1S - 2H) = A 5+-card suit and at least 10-11 points.

Single raise of partner's major (1S - 2S) = At least 3 cards in partner's suit and 6-10 playing points To show a stronger hand with support, make a jump-raise -- 1S - 3S or 1S - 4S.

Single raise of partner's minor (1D - 2D) = At least 4-5 cards in partner's suit, 6-10 points and no 4+-card major suit. To show a stronger hand with support, make a jump-raise -- 1D - 3D.

Notrump (1S - 1NT) = Weak (6-10 points) with no support for partner's suit and no suit you can bid at the 1-level. To show a stronger balanced hand, jump in notrump -- 1S - 2NT or 1S - 3NT.

Jump in a new suit (1S - 3C) = Very strong (18-19+ points) and a long, strong suit. This is a jump-shift.

As Opener OR Responder, you are showing your point-count range any time you:

1 - Open or rebid notrump -- 1C - 1NT 1C - 1S - 1NT 1S - 2H - 2NT

2 - Raise partner's suit (to confirm that you have an 8-card fit) -- 1H - 2H 1C - 1H - 2H 1C - 1H - 1S - 2S

3 - Rebid your own long suit -- 1D - 1S - 2D 1H - 1S - 1NT - 3S

The level you choose for these bids shows whether you have a minimum, invitational or forcing point-count range.

Rules for Overcaller (after an opponent opens the bidding)

1-level suit overcall (1H by left-hand opponent - 1S by you) = 10+ points with a good 5+-card suit.

2-level, non-jump suit overcall (1H - 2D) = 12+ points with a strong suit

Jump overcall (1H - 3C) = Weak hand (5-9 points) with a long, strong suit (6+ cards).

1NT (1H - 1NT) = 15-17 points (some play 15-18) with balanced distribution and stoppers in the opponent's suit.

Double (1H - DBL) = 12+ points, shortness in the opponent's suit, 3+ cards in all unbid suits. This is called a takeout double because it asks partner to take it out of the auction by bidding his longest suit.



If you have
The cards in hand,
Feel free
To bid the GRAND!

Learning Bridge: "On-your-own" activities to build your skills

If you've decided to take up the game of bridge, you're about to discover the world's most popular and challenging card game. You're also beginning a learning experience that can truly last a lifetime, and any extra effort you can put into it now will make it even more enjoyable in the years to come.

Whether you've chosen group lessons, self-teaching and one-on-one instruction from a friend or relative, you'll learn the game faster -- and enjoy it more -- if you take an active role in your bridge education. It's difficult to become a good bridge player if all you do is listen passively to your weekly lesson and hope it will "soak in". Instead, make a commitment do some outside homework and practice. Try to devote at least a few minutes every day to some bridge-related activity, and make your learning process a "multimedia" one by taking advantage of lots of different resources. Here are some suggestions for learning activities you can pursue on your own:

Read, read, read

If you're taking a group class, your instructor has probably given you a textbook or lesson handouts. Most beginning bridge textbooks aren't intended to be light reading, so don't be discouraged if you don't understand the material at first. Keep your book handy (out on your desk, next to your favorite easy chair) and plan to read and study each chapter several times between classes.

You'll also benefit from "extra-curricular" reading. There are dozens of good bridge books written just for beginners, and you might be surprised to find that they're entertaining as well as educational. When I learned to play, I read every book I could get my hands on, but I found these three to be invaluable:

Five Weeks to Winning Bridge by Alfred Sheinwold. This classic has taught millions to play, and it's the very first bridge book I ever read. It's organized in 35 one-day lessons, but I read it in one weekend -- and then reread it several times. Sheinwold uses a 4-card-major bidding system, but you can easily adapt his principles to 5-card majors or any system.

Classic Book on the Play of the Hand by Louis Watson. This is the oldest and most comprehensive guide to understanding the cards, with a wealth of information on suit combinations, basic strategies and other principles of declarer play. You won't be able to read it in a weekend, or even a month, so plan to take it slow and study each chapter carefully.

Bid Better, Play Better by Dorothy Hayden (Truscott). One of the greatest bridge books of all time, this book focuses on teaching you how to think like a bridge player. Much of the material is aimed toward advanced beginners and intermediates, but even learners will benefit from Hayden's clear approach and practical advice.

There are a number of other excellent books for beginners and learners. A listing of recommended titles -- with short reviews and links for purchase from Amazon.com -- is available in the Bridge Bookstore on this site.

Read actively.

You may find it helpful to keep a notebook and a deck of cards with your class textbook and any other bridge books you're reading. Use the notebook to outline major points, create bidding diagrams or jot down questions for your instructor. The deck of cards is a great way to translate a textbook diagram into a "real" bridge hand. Deal out the cards to match the example in the book and play it out on a tabletop next to the open book. This exercise is especially beneficial if you're studying suit combinations from a book like Watson's *Play of the Hand*.

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Play and learn on your computer.

Start with ACBL's **Learn to Play Bridge I & II**. These are free programs you can download and use to teach yourself how to play. The lessons emphasize card play, but you'll find a good introduction to basic bidding here, too. There are also a wide range of bid-and-play software packages that simulate a "real" game. Although no program bids or plays like an expert, the programs are fun and they can be great teaching resources. They give you the chance to practice bidding and play -- with no time constraints, no limit to how often you can rebid and replay a hand, and no worry about disappointing a human partner. Some programs also have built-in lessons that you can use to teach yourself, even if you know absolutely nothing about bridge when you start.

Take advantage of Internet resources.

You'll find a wealth of instructional material on the web, ready to download or print. Many of these sites present lessons in interesting formats, including interactive quizzes, Javascript play and email lessons. You can find links to some of the best in the Recommended websites for beginners listing on this site.

Watch bridge videos.

Bridge instruction is also available in videos on YouTube and other sites. Several teachers offer a continuing series of free video lessons.

Develop your "card sense."

Many people believe that an aptitude for card games is an inborn trait -- you either have it, or you don't. While this may be true to some extent, any motivated, intelligent learner can develop these abilities. The article Developing Your Card Sense on this site will give you some suggestions for mental exercises and other activities you can do to increase your facility with the cards -- and be on your way to becoming a skilled bridge player.



Karen Walker is a National Champion who lives in Champaign, Illinois. She is the editor of the D8 newsletter and the chairman of the annual Champaign Regional. Karen serves on the ACBL Disciplinary Committee, writes a regular column for the ACBL monthly bulletin, and is a great volunteer in the organization.

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.**

Tips for declarers

Always pause at least 10 seconds before calling a card from dummy. This gives you time to think and it gives RHO time to decide on his play.

Suit: Count losers, then count winners. Identify which tricks in which suits you plan to take.

Focus on one hand as the “master hand” for counting tricks.

☐ In a 5-3 or 6-2 fit, it's usually the long-trump hand.

☐ In a 4-4 fit, choose one hand -- usually the stronger hand **or** the hand that won't ruff.

Look at each suit and count potential losers, then see if dummy can cover any of them.

If you have more losers than winners, it's often a sign you'll need ruffing tricks. Delay drawing trump.

Suit: If you need more than one ruff in a 4-4 fit:

Plan your entries so you're ruffing in just one hand. Avoid taking ruffs in both hands unless you're setting up a full cross-ruff where you don't plan to draw trumps.

If you must lose a trick to set up a ruff, expect the defenders to lead trumps. Count your tricks after that.

Suit: If you plan a cross-ruff:

Cash side-suit winners early so opponents cannot discard those suits as you're ruffing other suits.

Suit: To deal with a bad trump break:

Stop drawing trumps and work on setting up tricks in other suits. Try to leave at least one high trump in each hand.

If you have an outside trick to lose, lose it now.

If you have solid tricks in an outside suit, run it and let the opponent trump.

Suit: To deal with a forcing defense that shortens your trumps:

Try not to let the opponents reduce your trumps to a length shorter than theirs.

Consider using one or more of these strategies to maintain control:

Refuse to trump. Discard a loser instead.

Stop drawing trump and set up your side suit. Try to leave at least one trump in each hand.

Regain control by using a “forcing offense” – force them to ruff and shorten their trumps.

Notrump: Count winners and potential winners, then possible losers.

How many tricks can the opponents cash when they get the lead?

Predict which suit the opponents will lead when they get in.

Notrump: If you're short of winners and have too many possible losers:

Good things often happen when you run your long suit first. Watch their discards.

If possible, make your discards in the suit you want them to discard. Try to make it appear that you aren't looking for extra tricks in that suit.

Pay special attention to the defenders' spot cards on the first few tricks – the opening leader's card and his partner's if he wins the lead and returns the suit.

Create a mental picture of the layout of that suit – length and honor holdings in each hand.

Identify the “danger hand” if there is one -- the defender whom you want to keep from gaining the lead.

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Always look for information from “the count”.

Watch the defenders' plays and try to count how many high-card points each hand has and the number cards they have in the suits you plan to lead.

Use the principle of “empty spaces” to make inferences about suit lengths and honor locations.

Use discovery plays to learn more about the defenders' distribution and high-card points.

If possible, delay a critical decision until you can get a better picture of the layout of that suit.

Think like a defender.

Based on the bidding and the play so far, what do they know about your hand? What do they know about each other's hands?

What suit are they likely to discard or lead if they get the opportunity?

Try to interfere with the defenders' communication.

1 - Signal the same way they do. If they play standard signals and:

- ☐ You want them to stop leading that suit – follow with your lowest card. You want the leader to think his partner has played his lowest card, so don't conceal your low spots.
- ☐ You want them to continue leading that suit – follow with the highest spot card you can afford. You want the leader to think his partner has lower cards and is signaling for a continuation.

2 - When discarding, try to show a lack of interest in the suit where you hope to establish extra tricks.

Discard the suit you want the opponents to discard.

3 - If possible, conceal low spot cards when you're winning a trick.

Example: LHO leads the 3 and you have **AK5** in dummy, **Q62** in your hand. You win dummy's ace and RHO follows with the 4. **Drop the 6 from your hand.**

By concealing your 2, your RHO won't know if his partner has led from a 4-card or 5-card suit **and** your LHO won't know if his partner's 4 is an encouraging signal.

4 - On a defender's lead, if you have a choice of cards that will win the trick:

- ☐ If you want to encourage them to lead that suit again, play the card you're known to hold.
- ☐ If you want to discourage them from leading that suit again, win cheaply.

Example: After LHO leads the 2 and RHO plays the Queen (**2, 3, Q**):

If you hold **AK10**, win the **Ace** (the card you're known to hold, as RHO would win the Ace if he had it). You want LHO to lead the suit again. Give him a reason to believe his partner might have the King **or** the 10.

If you hold **AKx**, win the **King**. You want them to know you have AK. If LHO started with Jxxxx, he'll be hesitant to lead the suit again because he doesn't know who holds the 10.

Give Me a Hand!

Dealer South. E-W Vul.

♠ A K 8	
♥ 5	
♦ K 9 6 4	
♣ A Q J 10 5	
♠ Q 5 3 2	♠ 4
♥ K Q J 9	♥ 10 7 6 4 2
♦ J 5 3	♦ Q 8 2
♣ 9 4	♣ 8 7 3 2
♠ J 10 9 7 6	
♥ A 8 3	
♦ A 10 7	
♣ K 6	

West	North	East	South
—	—	—	1 ♠
Pass	2 ♣	Pass	2 ♠
Pass	4 NT	Pass	5 ♥
Pass	6 ♠	Pass	Pass
Pass			

The declarer did not do well here. He took the king of hearts lead with the ace and ran the jack of trumps, feeling rather proud of himself when it held. Next, a trump to the ace revealed a problem.

Hoping for the best, declarer drew a third round of trumps with dummy's king and played on clubs. However, West ruffed the third round of clubs and cashed a heart to defeat the contract by a trick.

It would have done declarer no good to switch to clubs after the second round of trumps. West would ruff the third club low and play a high heart, thereby promoting his queen of trumps into a trick.

The correct line was to ruff a heart at trick two with dummy's ace. After returning to hand in a minor suit, declarer ruffs his last heart with dummy's king. Next, the eight of trumps is led to the jack. What can West do? He can score the queen of trumps but declarer will be able to get back to hand and draw trumps before discarding his diamond loser on a club winner.

Dealer South. Neither Vul. (See next column.)

West led the jack of diamonds. Declarer took this in hand with the king, drew trumps and ran the jack of clubs. West took this with the queen and exited with a

diamond to dummy's ace. When the second club finesse lost to West's king, declarer conceded two hearts for one down.

♠ A 10 6 3	
♥ 9 8 7 3	
♦ A 4	
♣ J 10 5	
♠ 9 7	♠ 8 4
♥ K 6 2	♥ Q J 4
♦ J 10 9 7	♦ 8 6 5 3 2
♣ K Q 7 3	♣ 8 6 4
♠ K Q J 5 2	
♥ A 10 5	
♦ K Q	
♣ A 9 2	

West	North	East	South
—	—	—	1 ♠
Pass	3 ♠	Pass	4 ♠
Pass	Pass	Pass	

"You should have played on hearts before clubs," advised North. "Draw trumps and, once they are 2-2, cash the king of diamonds and lead the three of hearts. If East plays an honour, win the ace and play the ten of hearts. No matter how the hearts lie, East will not be able to lead clubs twice before a heart winner is established."

"If East follows with a low card, play the ten of hearts. West will win and not be able to attack clubs or hearts without setting up your tenth trick. His alternative of a diamond sees you ruff in dummy and discard a heart from hand; then you can amuse yourself trying for an overtrick.

Dealer South. N-S Vul.

♠ K J 3 2	
♥ A 8 3	
♦ A K 3	
♣ A 9 7	
♠ 8 7 6	♠ Q 10 5 4
♥ Q 10 7 6	♥ J 4
♦ J 10 9 7 2	♦ 6 5
♣ 5	♣ 10 8 6 4 3
♠ A 9	
♥ K 9 5 2	
♦ Q 8 4	
♣ K Q J 2	

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West	North	East	South
—	—	—	1 NT
Pass	6 NT	Pass	Pass
Pass			

West led the jack of diamonds and declarer took this with dummy's ace. Declarer counted eleven top tricks and decided to combine his chances in the majors. At trick two he played the ace of hearts and then ducked a heart to East's jack. After winning the diamond return, declarer cashed the ace and king of clubs, followed by the king of hearts. After East discarded a club, declarer relied on a successful finesse of the jack of spades. When East produced the queen of spades, declarer claimed his original eleven top tricks.

While this offers around 69% chance of success, a better plan at trick two is to lead a low spade from dummy with the intention of finessing the nine. Whenever East holds the ten of spades this will produce an extra trick straightaway. Should the nine lose to West's ten, declarer tests the spades, hoping that the queen falls on the second or third round. This would establish dummy's jack as the twelfth trick.

If the queen of spades failed to appear, declarer cashes his minor suit winners ending in dummy. In the three-card ending, the defender who holds the queen of spades won't feel too comfortable if he began with four or more hearts. He will have to shed either the queen of spades or come down to two hearts. No matter what such an unfortunate defender discards, declarer makes twelve tricks.

Overall the second plan has close to a 75% chance of succeeding.

Dealer South. E-W Vul.

	♠ 8 4 2	
	♥ Q 4	
	♦ 8 6 5	
	♣ Q 10 9 4 2	
♠ Q 10 9 7		♠ —
♥ 8 6 3 2		♥ 9 7 5
♦ Q J 10		♦ 9 4 3 2
♣ K 6		♣ A J 8 7 5 3
	♠ A K J 6 5 3	
	♥ A K J 10	
	♦ A K 7	
	♣ —	

West	North	East	South
—	—	—	2 ♣
Pass	2 ♦	Pass	2 ♠
Pass	4 ♠	Pass	6 ♠
Pass	Pass	Pass	

North's raise to game promised trump support and some scattered points, with no ace or king, so South just bid the slam. West led the queen of diamonds. Declarer took this with the king and cashed the ace of

trumps. East's club discard was a shock. Now declarer needed some luck to bring home his slam. He decided that the best chance was for West to have begun with a 4=4=3=2 distribution.

Declarer continued by playing three heart winners, discarding a diamond from dummy. After cashing the ace of diamonds and ruffing a diamond, declarer ruffed a club and played his last heart winner. When West followed, he ruffed it in dummy and ruffed another club. Declarer's remaining cards were the king-jack-six of spades and he placed the six of trumps on the table. West had to win and lead a trump back into the king-jack.

Notice that if West had started with a 4=4=2=3 shape, the slam could be made by ruffing three clubs low in hand, using heart ruffs as entries to dummy. However, this was much less likely after the lead of the queen of diamonds. (In fact, if you assume that West has the jack of diamonds, a 4=4=3=2 was a 5 to 2 favourite over a 4=4=2=3 shape.)

Waukesha Unit 222 Summerfest Sectional



July 27th – July 30th

Wed 7/27	9:30am Pair/Team & 299er Pair Games 2:00 pm Pair/Team & 299er Pair Games
Thur 7/28	9:30am Pair/Team & 299er Pair Games 2:00 pm Pair/Team & 299er Pair Games
Friday 7/29	9:30am Pair/Team & 299er Pair Games 2:00 pm Pair/Team & 299er Pair Games
Sat 7/30	9:30 am Stratified Swiss Team Game (2 Session play through) Team Averaging

Paula Slesar 262.695.2585
Tournament Chair

Strata for all pair/team games
0-1000, 1000-3000, 3000+

Hospitality Chair
Judy Burzynski 262.391.0970

Strata for all 299 Events
0-50, 50-100, 100-300

Partnership Chair
Barb Keehn 414.861.0703

Strats may be adjusted as attendance
warrants

St John Neumann's Parish Hall
2400 W State Road 59
Waukesha WI
(enter rear lower level)



We will follow ACBL and local regulations regarding Covid Protocols




W O R D

S E A R C H F O R

B R I D G E

 F A N S 





J	S	Z	Y	G	J	N	D	I	L	B	U	O	B	O
U	N	W	E	B	B	S	J	F	J	E	R	Y	A	P
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C	D	D	M	A	P	D	E	A	L	X	D	N	X	I
U	S	T	L	Y	R	E	D	O	U	B	L	E	P	U

Aggressive
 Baron
 Blackwood
 Ceiling

Count
 Deal
 Duck
 Dummy

Gambling
 Kibitzer
 Mess
 Opener

Redouble
 Side
 Stayman
 Trump



 If you are playing online bridge, you probably play on BBO (Bridge Base Online). FunBridge is an affiliate of BBO.


FUNBRIDGE.com

DON STACK'S IMP STRATEGY.

1. Aggressive approach to game bidding. Non vul = 45% and Vul = 38%.
 2. Slam bidding is rewarded equitably according to the chance the slam will make.
 3. Assess the quality of your opponents - if you have the best team then tighten up a bit.
 4. Compete aggressively for part scores but stop when you feel that you can defeat the opponents. Don't go for the biggest plus score.
 5. Be disciplined. Don't do anything rash. Don't try and create swings out of thin air. Overbid or underbid a little but don't try and kill the opponents on every hand.
 6. No speculative doubles.
 7. No silly slams.
 8. The state of the match is where you think you are in the match, either plus or minusimps.
- Don't swing unless you are sure the match may be lost. A bad result may be duplicated at the other table.
- Don't do anything silly because of one or two bad results. More bad results can bury the team.
- Give your partners a chance to have a good game.

The BIG TWO things that Don Stack believes are the most important qualities that a good bridge player possesses are:

- a. **CONCENTRATION:** Focus on the business at hand, don't be distracted, remember the bidding, remember cards played, remember opponents body language, gather all possible information.
- b. **JUDGEMENT:** After gathering all the information you must judge what to bid or play, sometimes dozens of times in one hand.



Milwaukee Summer Fun Regional

August 23 – 28, 2022

FOUR POINTS BY SHERATON

5311 S. Howell Ave. - Milwaukee, Wisconsin

Directions: I-94 to Airport Spur (WI-199)

East to Howell Ave. Exit – Go left on Howell

Go left at the first light to W. Grange. Ave. Hotel is on the right

Follow signs to Convention Center and park in the West lot

Room rate is \$89+ tax if reservation is made by July 22, 2022

Phone: 414-481-2400 – Ask for the Milwaukee Bridge Association Rate

Gold Rush Pairs : August 23, 24, 26, 27 at 10 & 3

Gold Rush Teams: August 26 at 10 & 3

Tournament & Partnership Chair:

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

ACBL Members with 0-5 MasterPoints play free

ACBL and local government Covid protocols will be observed

2020 WUMBA Bridge Wausau Sectional, 9/15,16,17
Covenant Community Presbyterian Church
1806 Weston Avenue, Schofield, WI

499er Pairs:

Thurs at 1:30 and 6:30

Fri lat 9, 1:30 & 7

9.00/per session for ACBL members

4.00 additional for unpaid ACBL members

TITLE	NAME	TELEPHONE	EMAIL
Co-Chairperson	Emalyn Nikstad	(715) 845-2012	emnikstad@gmail.com
Co-Chairperson	Terry Byrne	(608) 630-4280	jcbryne@gmail.com
Partnership	Bonnie Mealy	(561) 302-6403	bmealybug@charter.net
Refreshments	Jean Burgener	(715) 571-4914	

Lodging Suggestions

Best Western Plus, 803 W. Industrial Park Avenue
 Rothschild, WI 54474 (715) 355-8900

Special Bridge Rate \$89.00/room includes breakfast

SUPERIORLAND BRIDGE CLUB Sectional Bridge Tournament

Marquette Township Community Center

October 13-15, 2022

1000 Commerce Drive, Marquette, MI

499er Pair Teams

Thurs at 1:30 and 7pm

Fri at 9am, 1:30

499er Short match Swiss at 7pm

Stratified 499er Swiss

Sat at 9am

Chairpersons:

Duane Fowler 906-225-1907

Paul Bonetti 906-485-4844

Partnerships

Cerona Stevens 906-249-3529

906-361-1324

Schedule:

Tuesday, August 2

10:00 am and 3:00 pm

2 Session Open Pair

2 Session Gold Rush Pair

Wednesday, August 3

10:00am and 3:00pm

2 Session Open Pair

2 Session Gold Rush Pair

Thursday, August 4

10:00am and 3:00pm

2 Session Open Swiss Teams

2 Session Gold Rush Swiss Teams

Friday, August 5

10:00am and 3:00pm

2 Session Open Pair

2 Session Gold Rush Pair

Saturday, August 6

10:00am and 3:00pm

2 Session Open Pair

2 Session Gold Rush Pair

Sunday, August 7

10:00am Playthru events:

Open Swiss Teams

Gold Rush Swiss Teams

Stratification: A:3000+; B: 1500-3000; C:0-1500

Masterpoint averaging when permitted in all events.

In Gold Rush Pairs and Teams, no player may have more than 750 masterpoints.

Convenient parking across from playing site. Get discounted parking sticker at game desk.

Single Session Entries will be accepted in all Pair Events!



Intermediate/Newcomer

Tuesday, Wednesday,

Friday, Saturday

Gold Rush Pairs

Stratification:

0-100; 100-300; 300-750

Thursday, Sunday

Gold Rush Swiss Teams

Stratification

**Great Playing
Venue...**

**Near CTA Blue
Line!**

**ACBL and Local
Covid Protocols
Apply**

**Vaccinations
Required**

Tournament Committee:

Co-Chairs: Bob Young

847-280-1118

by8888@hotmail.com

Text or email preferred

Loring Knoblauch

312-280-6250

Loring.knoblauch@me.com

Partnership Chair: Guy Franklin

773-412-4882

guyfranklinchicago@gmail.com

For more information:

bridgeinchicago.com

Unit 123 Windy City Regional
August 2-7, 2022
University of Illinois at Chicago
Student Center East, 750 S. Halsted St.



Eeny, Meanie,
Miny, Mo
Which card is the
One to throw?

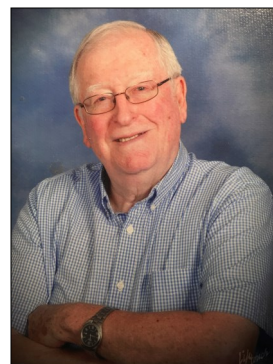
Is it diamond?
Spade or heart?
I used to think
That I was smart!!!



We've eaten all the goodies & discussed everyone we know... We might as well make this the last hand.

Here are some common sense bridge tips by Don Stack.

1. Don't forget the reasons that we play bridge.
 - a. It's fun - when it ceases to be fun then try another game and never detract from another person's fun.
 - b. The social aspects of bridge - being with people and making friendships.
 - c. Mental challenge - intellectually exercises the mind and keeps us young.
 - d. Competative challenge - every hand whether pairs or teams.
 - e. Achievements - become better player, masterpoints, section tops, life master, overalls etc.
 - f. Very goal oriented - easy and fun to set goals and try to achieve them.
2. Set goals for yourself that are achievable, then work to accomplish that goal. After you attain your goal then set higher goals. Examples of goals are:
 - a. Improve an area of your game such as bidding, declarer play, or defense by reading a book, interactive software, lessons etc.
 - b. Evaluate your results and try and eliminate one mistake each session.
3. Build partnerships - play with someone who is a friend and has similiar goals. Have partnership notes. Review every area of convention card so there are no misunderstandings.
4. Review results to see what you could have done better.
5. Measure your progress - its never a straight line up.
6. Deal with the frustration of losing, bad plays, bad results. They are going to happen. NO one wins all the time or makes the right play all the time.
7. Show no emotion when dummy appears.
8. Detach emotions from previous hands, its over lets go on.
9. Think about and plan the play at trick one as declarer.
10. Bid and play in an even tempo.
11. Don't let the opponnets see your cards.
12. Don't be intimidated.
13. Be a tough competator - act decisively - achieve a reputation.
14. Adhere to your system - no free lancing that partner will not understand.
15. Don't lose interest when holding a bad hand.
16. Do not teach or preach to partner or opponnets during the session.
17. Develop a positive mental attitude and a killer instinct.
18. Never let the opponnets know that you are in trouble
19. Draw inferences from cards played and from the bidding. Build a picture of partners hand and declarers hand when defending. Build a picture of the opponnets' hands when playing the hand.



Don Stack:

Retired in 2002 after working as Quality Control Chemist at Kansas City Power and Light. Bridge professional with 55 years experience playing bridge. Member of ACBL with over 33,000 master points. Grand Life Master, National Champion after winning Chicago Mixed BAM in Nashville 2007. Winner of more than 605 regionals (Blue Ribbon Qualifications), in the top 50 (34rd) of all time masterpoint winners.