

I/N News ... especially for you!

Now Is the Time to Learn to Play Bridge

It's easy to pick up the world's best card game at home on your own.

By Choire Sicha, excerpted from the New York Times

May 1, 2020

Bridge will reward you early on — but the first few hours are utterly disorienting. Using a combination of apps, books and computer players who won't berate you for mistakes is the easiest way to power through that vicious learning curve into the fun part.

There are three hilariously complex things to learn about bridge:

- It's a card-playing game where you and your partner, who sits opposite you, silently plot to take as many tricks as possible. Most 8-year-olds can handle this part.
- But it's also a bidding game where you and your partner conspire.
- It's also a game where scoring values dictate how much risk you should take. Worry about this part much later — or never.

First, learn any trick-taking card game.

The best way to master the card-playing part of bridge is to practice any four-person card game where each person plays a single card in turn and the best card wins. The most popular trick-taking game is Spades (a great game in itself). Nearly any of the Spades apps for iPhone or Android let you learn this kind of cardplay against computer opponents, where there's no one to shame you. TricksterCards.com is great too; you can play both Spades and Bridge without human opponents.

Now, the weird stuff.

You need to learn how to "bid." In bridge, the two partnerships compete to decide how many tricks the winning team will take, and what the trump suit will be. Do you know what kind of learner you are?

- If you do well by book-learnin', fire up Libby, the reading app that connects to your library card, and virtually check out "The ABCs of Bridge," "Bridge for Dummies," or, if you're feeling very lost, "Bridge For Children." The American Contract Bridge League site also has clear, brisk instructions.
- Some people learn best by making a mess and finding their way. The Funbridge app will let you play alone against software, and will give you descriptions of what specific bids might mean. After mucking about harmlessly, you can graduate to baffling real people later.

Competitive Bids and Strategies from A Teacher First

Abbreviations used: HCP = High Card Points, LHO = left-hand opponent,
RHO = right-hand opponent

What does an overcall show?

1. Definition: An overcall is simply a bid higher than the opponent's bid.
2. A 1-level overcall over 1-level bid generally shows 8-16 pts. With more than 16 pts, use a double.
3. An overcall at the 2 level over a 1 level bid by opponent shows 10+ pts and a good 5-card suit.
4. Because partner's overcall could be as low as 8 points, advancing the bidding by raising their suit to a higher level may require more than the minimum responding bid of 6 pts, especially if opponents keep bidding. Use your judgment.

Overcalling a 1NT opening bid and how to handle the interfering bid:

1. An overcall of an opening bid of 1NT shows 13+ pts and a strong 5-card or longer suit. The point count depends on a player's personal preference and their risk-taking tolerance.
2. An overcall over 1NT can make it more difficult for opponents to bid and can be lead-directing if the overcaller's partner is on lead. It can make it difficult for you if you are the responder to your partner's 1NT opening bid and you have now lost your opportunity to use Stayman or Jacoby transfers. However, there is a solution to that.
3. After partner opens 1NT and opponent overcalls in a suit, a double by responder means "stole my bid." The double shows that the bid that responder wanted to use was "stolen," taken by the opponent. The "stolen" bid is showing a suit or a convention when bid by opponent, but the same bid will mean Stayman or Jacoby transfer if responder had used it. For example, opponent overcalls 2♣, and responder wanted to bid Stayman. Responder can double to say "stole my bid." Or, opponent overcalls with 2♦ or 2♥ and responder wanted to use that same bid as a transfer to hearts or spades. Responder can double to say "stole my bid."
4. Important: Using a double to communicate the message, "stole my bid," is used only by responder after an interfering bid by opponent when partner opened 1NT. This is the only time when the double means "stole my bid." It is important to have a discussion with your partner and come to a partnership agreement on this so you both have a solid understanding of what the double means in this situation.

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A split is more!
A split is less!
I am taking
The finesse!

Take-out Double:

1. A double after opponent opens 1 of a suit means the player who doubles has:
(1) shortness in opponent's suit and good support for the three unbid suits,
(2) 4 cards in the unbid major, or (3) has 17+ pts (too strong for an overcall). Partner is forced to bid their best suit and the doubler will bid again if they have enough points to show that they have a stronger hand.

2. Occasionally, a double could be used to force partner to bid again in a situation when the doubler has enough points to bid higher, but is not yet sure of the suit or NT. In other words, the doubler just wants more information to make a decision. Trust your partner!

3. When you double an opponent's suit and your partner responds at the lowest level available in their suit, you must assume they could have very few points and, therefore, you should pass if you have a minimum-strength hand. You have forced them to bid, remember! They are bidding their best suit even if they have no points. To show a hand of 9+ points, the partner of the doubler should jump a level. Example: LHO opens 1♦, partner doubles, RHO passes, then 1♥ shows 0-8 pts, 2♥ shows 9+ points.

Negative Double:

1. A negative double is useful to show 4 cards in the unbid major when partner opens the bidding in a minor suit, opponent bids a major suit and responder has 4 cards of the other major suit and enough pts to compete. It keeps the bidding lower and is forcing.

Example 1: Partner opens 1♦, RHO overcalls 1♠; you have 10+ pts — you should double to show 4 hearts or overcall 2♥ to show 5 hearts. A change of suit by partner in first round is forcing! Note: If you were a passed hand before partner opened 1♦, it is no longer the first round and partner can pass a 2♥ overcall.

Example 2: Partner bids 1♣, RHO bids 1♥; you should double to show 4 spades, but overcall 1♠ to show 5 spades. If you overcall in a suit, you should have five in that suit. That's why the double is important to show only 4 in the unbid major because an overcall shows 5 cards. This is a subtle difference that many beginners have difficulty with.

Example 3: Partner opens 1♣, opponent passes, you bid 1♠. Your 1♠ bid is NOT an overcall; it is a response to partner's opening bid. You are showing 4+ spades; you might have 5 spades or more, but you are guaranteeing only 4.

4. Remember: "A change of suit in the first round is forcing" so partner will bid again. If you have 10+ pts, you may have an opportunity to use "new minor forcing" to show 5 spades. *(will be explained in a later issue)*

2. Sometimes when responder has 5 cards in a suit which qualifies for an overcall, it may be better to use the negative double instead of bidding the suit. Judgment is required.

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Lead-directing double:

1. Lead-directing double: A double of opponent's artificial bid means that partner should lead that suit, when and if they get the lead. Because the opponent's artificial bid is not bidding their suit and because the artificial bid is almost always forcing, this double is not for take-out. Both partners must be aware of what this double means or should not use this bid. The lead directing double can also be used after Stayman ("Partner, lead me a club") or Jacoby transfers (to say, "Partner, lead me a diamond or a heart").

2. It is valuable to pay attention when opponents use a lead-directing double.

As Declarer, you can identify where a strong suit is (for finessing or ruffing). It is also important for Declarer to realize that this double is not necessarily showing a lot of points, so do not be deterred from reaching game or a slam if you think you have enough points to do so. You should know what your partner's bids mean and you should know what the opponents' bids mean.

The clues you get should help you play the hand more competitively.

The Rule of 20:

This rule is used to decide if you should open the bidding or not when you have fewer than 12 total points. Count high card points (HCP) plus number of cards in two longest suits. For example, a hand with 10 HCP, 5 clubs and 5 diamonds ($10 + 5 + 5 = 20$) qualifies to open 1♦. Open with 1 of a suit when the Rule of 20 applies.

With 6 cards in one suit, some may open a hand as a "weak two," but if it meets the "Rule of 20," it is considered too strong for a Weak 2 opening bid. Judgment is needed sometimes when hands can be opened two different ways to show weakness or strength.

The Law of Total Tricks (LOTT):

This "law" is usually used after partner opens with a weak or pre-emptive bid. It can also be considered when trying to decide whether to bid higher or stop when opponents are interfering in the bidding. The "Law of Total Tricks" means that you can bid to the level that matches the total number of cards in the trump suit in your hand and your partner's hand together (equated to tricks). For example, with 9 cards in a suit together, bid to the 3 level, expecting that you could take 9 tricks, even though you might not. With 10 cards together, bid to the 4 level. The number of cards is easy to count when one player opens with a pre-emptive hand (weak but showing the number of cards in one suit). Often, you will use the LOTT when your hand is also weak, so you know that the opponents have a good chance to bid and make game or even slam.

Vulnerability should also be considered since a pre-emptive bid is often used to prevent opponents from accurately assessing game level or slam level in their suit. The pre-emptive bid may result in your contract being defeated and receiving a negative score. It can be worth it if opponents could have made game or slam in their suit. One should also consider that the opponents can double for penalty. Something you should consider: Can you lose more points than they can make if they bid to game?

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The best scenario for using the LOTT is when you are not vulnerable and they are, but this is where judgment and analysis comes into play.

Experienced and competitive players memorize this table which shows how many points they could lose if doubled. This helps them decide whether to bid higher or stop.

Contract doubled: Down 1 Down 2 Down 3
Not Vulnerable -100 -300 -500
Vulnerable -200 -500 -800

Another good way to learn this is through experience.

Rule of 17:

This rule can be applied when partner opens with a “Weak Two” bid and you have support for their suit and a good hand. Count HCP plus the number of cards in partner’s suit. If it adds up to 17, then bid to game. If not, then use the LOTT to decide how high to bid. If neither applies, then pass.

Example: Partner opens 2♥. You have 14 points and 3 hearts (14 + 3 = 17). Bid to game, 4♥. Using the LOTT, you would bid only 3♥, so consider both options before you bid. If you had 4 hearts, you would bid to game anyway (LOTT).

Fast Arrival:

An immediate jump to game in the first round is considered to be “fast arrival.” The message you are sending to your partner is that slam is probably not possible and, even at game level, you may go down, but it could be a good sacrifice.

“Fast Arrival” means that a jump to game is made to discourage partner from considering slam and to deter partner from considering NT as an option. With enough points to consider game or slam, try to bid slowly but ensure you use forcing bids when necessary so partner does not pass too soon.

Example 1: Partner opens 1♠, you have 3 spades and 13+ points. Bid another suit at the 2 level (forcing), then bid 4♠. This is not “fast arrival.”

Example 2: Partner opens 1♠, you jump to 4♠. This is “fast arrival.” You are showing a weak hand and five spades using the LOTT. Note: If one or both opponents interfere with the bidding, a jump to 4♠ may be necessary to deter them from finding their suit or their level and might not be “fast arrival.” This depends on what the opponents bid and requires judgment.

Michaels Cue Bid: Bidding the same suit as opponent is called a cue bid. Michaels cue bid is used after an opening bid by opponent and shows five cards in two suits. Suggested point ranges to use for Michaels: 8-11 HCP or 16+ HCP, but this varies.

Recommendation: Keep it simple and use it for 10+ pts. If opponent opened with 1 of a minor suit, your cue bid of the same suit at the 2 level shows five cards in both majors. If opponent opened with 1 of a major suit, your cue bid of their suit at the 2 level shows five cards in the unbid major and five cards in one of the minor suits.

Rating Your Online Skill at BBO (BridgeBaseOnline)

Good Advice on “Rating Your Online Play” for BridgeBaseOnline from Gavin Wolpert.

Gavin is an expert bridge player, a full-time professional, living in Florida with his wife, Jenny, also an expert player. Gavin posted this on BridgeWinners on August 26th, 2010 and it's still relevant today.

On BBO when you go to select your skill level they give you the following options:

Novice, Beginner, Intermediate, Advanced, Expert, World Class

Here is how I tend to define these categories.

First of all, to me Beginner should be the lowest rank, seems strange that it's the 2nd on the list.

Beginner: Someone who has just undertaken the overwhelming task of learning the game. Perhaps had 1 series of lessons or have read a book and have very little playing experience.

Novice: Has learned a few basic conventions, Stayman, Blackwood, Jacoby transfers. Still not comfortable taking tricks and has trouble knowing what a lot of basic bids mean.

Intermediate: Aware of a few more conventions, such as Jacoby 2NT, 4th suit forcing, new minor forcing. Can handle SAYC. Uses attitude signals on defense but only in basic situations. Has a grasp of when bids are forcing and when are not. Has a grasp on most common auctions but hasn't developed strategy beyond following the rules they know.

Advanced: Rarely makes errors with their conventions on the card. Completely understands most common conventions and why they are used. Able to develop a solid partnership which includes competent partnership defense. Plays 2/1 or at least understands it and its benefits. Starting to understand squeezes. At this level players should be starting to get some game theory, typically having a reason for most of their actions.

Expert: Becoming an expert in my opinion involves a certain level of consistency. At this stage players should understand most conventions and how to defend against them. They should have good judgment in low level competitive auctions and a good understanding of hand evaluation (above and beyond just counting points) Won't miss a normal squeeze or endplay. To call yourself an expert you should be competitive in almost every flight A regional you play in.

World Class: To me this means you are among the best of the best. You are consistently competitive in national events. The level of consistency required to be world class is comparable to that of any sport. I'd say top 200 bridge players in the world deserve this title.

Each of these levels is exponentially better than the one below it. When you have moved up from one level to the next, you will be able to look back and remember the days when you were at that lower level and smile.

On BBO it's been my experience that most people rank themselves at a higher level than they actually play. In some cases it is ego that causes this, in others, it is people wanting to play with better players.

Battling your ego in bridge is another story all together. I always say bridge is a game of keeping your ego in check and your confidence up.

Give Me a Hand!

Dealer East. E-W Vul.

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

West	North	East	South
—	—	1♥	1♠
2♥	4♠	Pass	Pass
Pass			

As West had supported on a three-card suit, he led a top-of-nothing nine of hearts against South's spade game. East took this with the ace and shifted to a low club. After winning the ace of clubs, declarer paused to consider the future play. Clearly, as East was highly likely to hold the ace of diamonds, he saw that it would be folly to lead a diamond to the king. Instead, declarer aimed to endplay East on the fourth round of hearts.

After crossing to dummy with the king of trumps, declarer ruffed a heart. (If trumps had broken 2-0, he would have drawn the last trump at this point. A club ruff, another heart ruff and a second club ruff eliminated the suit and left declarer in dummy to a lead fourth round of hearts. When East followed with the jack of hearts, declarer discarded a diamond from hand, as planned. This left East on lead and he had the unhappy choice of leading a diamond, which would see dummy's king make a trick, or conceding a ruff-and-discard. Either way, declarer would have his ten tricks.

(see hand diagram at top of next column please)

West led the king of hearts against what seemed to be a routine spade game. Declarer took the ace and drew two rounds of trumps. Obviously, drawing all the trumps would have been a mistake; declarer would have only one trump left and would lose control of the trumps and fail by one trick. Instead, as he had nine tricks, declarer set about establishing his tenth trick in clubs by leading a low club.

Dealer South. E-W Vul.

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

West	North	East	South
—	—	—	1♠
2♥	2♠	Pass	4♠
Pass	Pass	Pass	

East took the first club with the king and played a second round of hearts. Declarer ruffed low and played a second club to West's ace. After ruffing the third round of hearts, reducing himself to just the jack in trumps compared to East's ten-nine there, declarer played his good queen of clubs.

What could East do? If he discarded, declarer would play his minor suits winners until East ruffed in. So, East ruffed with the nine of trumps and played a fourth heart. Declarer discarded a club from hand and ruffed it with dummy's eight of trumps. After returning to hand with a diamond, he drew East's remaining trump and cashed his two remaining diamond winners; he made five trumps, a heart, three diamonds and a ruff in dummy.

Dealer East. E-W Vul.

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

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West	North	East	South
—	—	2♥	3♥
5♥	Pass	Pass	5♠
Pass	6♠	Pass	Pass
Pass	Pass		

The cue bid of three hearts promised a big hand and when South bid five spades, North had an easy raise to slam; perhaps he should even have cue bid five hearts.

West led the two of hearts, which was taken by dummy's ace. After ruffing a heart, which is nearly always good technique, declarer played the ace of trumps, getting the bad news that the contract was in trouble.

Declarer continued by cashing the queen of clubs followed by the ace and king of diamonds. When a thoughtless East ruffed the latter he found himself endplayed and had to exit with the jack of clubs to dummy's king. When dummy's ace of clubs was played to the next trick, East had to ruff. However, declarer overruffed, drew the last trump and organised a diamond ruff on table for his twelfth trick.

East should discard the jack of clubs on the second diamond winner. Then he ruffs the queen of diamonds and exits with a heart. The best declarer can do is to discard a diamond from hand, ruff in dummy and advance the ace of clubs. However, when East ruffs this with the nine of trumps declarer has no answer; either West makes a diamond trick or, after declarer's last diamond is ruffed with dummy's ten of trumps, East makes the jack of trumps. Consequently, declarer would have finished one trick short of his contract.

Dealer South. E-W Vul.

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

West	North	East	South
—	—	—	1♠
2♣	Double	Pass	4♦
Pass	4♠	Pass	Pass
Pass			

What started as a simple auction for North, using a negative double of two clubs to promise four or more hearts, steeped into the uncomfortable zone when South leapt to four diamonds. Really, all North could do was to give preference to spades and hope for the best.

West led the king of clubs and declarer paused to make a plan. His principal worry was that of losing control when West started with four trumps to the queen; if East had such a trump holding then the deal would hold together fairly well.

On the above deal, if he took the trump finesse, West would win the queen of trumps and play a high club, reducing declarer to four trumps. Then when West won the ace of diamonds a third high club would cede trump control to West and the contract would fail.

Instead, declarer cashed the ace and king of trumps and led a low diamond. West won his bare ace and played a high club. Declarer ruffed and played a second low diamond. West could make his two trumps whenever he wished but declarer would take five trumps, two hearts, two diamonds and a club for his contract.

The play would be much the same if East turned up with four trumps to the queen or if trumps were 3-3; the defenders would make only a diamond and two trumps on most layouts.

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

"Life is like a game of cards. The hand you are dealt is determinism; the way you play it is free will." - Jawaharlal Nehru

"We cannot change the cards we are dealt, just how we play the game." - Randy Pausch

"Life is not a matter of holding good cards, but sometimes, playing a poor hand well." - Jack London

"Just because Fate doesn't deal you the right cards, it doesn't mean you should give up. It just means you have to play the cards you get to their maximum potential." - Les Brown

"Has fortune dealt you some bad cards? Then let wisdom make you a good gamester." - Francis Quarles

"Each player must accept the cards life deals him or her; but once they are in hand, he or she alone must decide how to play the cards in order to win the game." - Voltaire

"Destiny plays its cards in a way that no one can comprehend." - Anurag Shourie

"Just when you think you're playing your cards right, God shuffles the deck." - Mark Sheppard

"One should always play fairly when one has the winning cards." - Oscar Wilde

"In order to win you must be prepared to lose sometime. And leave one or two cards showing." - Van Morrison

"A good lawyer, just like a good poker player, must always keep his cards close to his chest." - Mallika Nawal

"The cards always look different when it's your turn to play them; loaded with subtly different possibilities." - Alastair Reynolds

"If you are going to build something in the air it is always better to build castles than houses of cards." - Georg C. Lichtenberg

"No one knows what is on the other side of a playing card." - Jose Hernandez

"Everyone should be able to do one card trick, tell two jokes, and recite three poems, in case they are ever trapped in an elevator." - Daniel Handler

"A pack of cards is a pile of 52 pieces of cardboard that can be bent, stacked, and stuck together in a seemingly endless array of variations." - Jay Sankey

"When I look at playing cards, I see limitless potential. When these simple symbols are shuffled, fortunes are won, the future is foretold, or magic is unleashed." - Joshua Jay

"Playing cards have the ability to cloud men's minds, or to dominate them." - Ricky Jay

"Cards are power; learn to harness that power, and you will be forever rewarded." - James Swain

"Cards are like living, breathing beings and should be treated as such." - Dai Vernon

Calling Card

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(Calling Card, continued from page 9)

"Cards are one means of bridging differences in age and habits, drawing children and parents, old and new friends together in fair and friendly competition." - Florence Osborn

"Rummy is deservedly popular because it is easy to learn, fast to play, suitable for all ages, playable by any number, and as suitable for gamblers as for missionaries – though perhaps not both at once." - David Parlett

"Cards are war, in disguise of a sport." - Charles Lamb

"There are no friends at cards or world politics." - Finley Peter Dunne

"Trust everybody, but always cut the cards." - Finley Peter Dunne

"Playing cards is addictive. So are the playing cards themselves. My habit has me up to two packs a day." - Joshua Jay

"For a professional magician, a stack of playing cards is as good as a stack of money." - Amit Kalantri

"A magician may step out without a purse, but he should never step out without a pack of playing cards." - Amit Kalantri

"All the magicians have 52 mutual friends." - Amit Kalantri

"I stayed up one night playing poker with tarot cards. I got a full house and four people died." - Steven Wright

"Those bellhops in Miami are tip-happy. I ordered a deck of playing cards and the bellboy made fifty-two trips to my room." - Henny Youngman

"Men are like a deck of cards. You'll find the occasional king, but most are jacks." - Laura Swenson

"Love is like a card trick. After you know how it works, it's no fun any more." - Fanny Brice

"Marriage is a lot like playing cards. In the beginning, all you need is two hearts and a diamond. By the end, you'll wish you had a club and a spade." - Unknown

So next time someone complains that playing cards is just for kids or speaks condescendingly about your deck collection or frowns at your love for playing card games or performing card magic, just whip out some of these verbal gems, and silence their criticism with philosophy, wit, and humor!



Kings to remember: Spades, Hearts,
Diamond, Clubs, and, of late... Charles!

Winter Wonder Sectional

December 2,3,4, 2022

Bridge Club of Madison | 2818 Todd Drive

Friday December 2

10:00 499er Pair/Team Game
Open Pair/Team Game
2:00 499er Pair/Team Game
Open Pair/Team Game

Saturday December 3

10:00 499er Pair/Team Game
Open Pair/Team Game
2:00 499er Pair/Team Game
Open Pair/Team Game

Sunday December 4

10:00 Open Swiss Team Game
499er Swiss Team Game
TBA Open Swiss Team Game
499er Swiss Team Game



Stratifications by Director
Pair Team entries may be purchased
Lunches available for order \$7 Fri, Sat, Sun
Entry Fees
\$9 per session Fri & Sat
\$19 for Swiss Team event Sunday

ACBL WUMBA SECTIONAL

We will follow ACBL guidelines for proof of vaccination.
No fee for ACBL members with less than 5 master points!

CO-CHAIRS

Diane Vaughan vaughandiane@hotmail.com (608) 238-0851
Glenna Shannahan gkshannahan@gmail.com

PARTNERSHIP Partners guaranteed up to 30 min before game time.
Bill Higbee whigbee@uwalumni.com (608) 233-1635

HOST HOTEL: WYNDHAM GARDEN HOTEL

608-274-7200 | 2969 Cahill Main, Madison, WI 53711
Ask for Bridge Tournament rate \$109

- Free breakfast and high speed internet
- Fitness center, pool, whirlpool
- \$5 coupon for Thirsty Goat

WUMBA WINTER BRIDGE SECTIONAL

Ripon, WI
February 3 – 5, 2023
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, February 3	1:30 PM	Stratified Pair/Team (Single Session) 499er Pairs – Non-Lifemaster
	6:30 PM	Stratified Pair/Team (Single Session) 499er Pairs – Non-Lifemaster
Saturday, February 4	9:00 AM	Stratified Pair/Team (Single Session) 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, February 5	9:00 AM	Stratified Swiss (Two Separate Events) 499er NLM Swiss (3 Team Minimum)

ACBL COVID PROTOCOLS APPLY – PROOF OF VACCINATION REQUIRED!

Fish & Chicken Buffet Served at Royal Ridges between Sessions on Friday

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 ALL Pair-Teams Friday & Saturday!
Entry Fees \$10 Per Session **ACBL Members with 0 – 5 Masterpoints Play for Free!**

499er/Non-LifeMaster Events: Stratified by the Director
Sanction Number – 2302334

TOURNAMENT CONTACTS

Title	Name	Telephone	Email
Co-Chairperson:	Rob Webster	(920) 748-4114	rwebster@webstersunited.com
Co-Chairperson:	Lee Prellwitz	(920) 748-2536	Lee.A.Prellwitz@gmail.com
Partnership:	Chuck Dahlke	(920) 385-8839	cmd724@icloud.com
WUMBA (Unit #149) website: www.acbl-wumba.org			

Milwaukee Holiday

Sectional
December 27 ~ 30, 2022



GOOD HOPE SCHOOL – ROOM #26
(FOLLOW SIGNS TO 4 ACES BRIDGE CLUB)
2315 W. GOOD HOPE ROAD – GLENDALE WI

DIRECTIONS

FROM I-43: EXIT #80 GOOD HOPE ROAD WEST FOR 1 1/4 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



WE WILL FOLLOW ACBL AND LOCAL REGULATIONS REGARDING COVID PROTOCOLS

TUESDAY, DECEMBER 27

10:00 AM Single Stratified Pair/Teams
Stratified 299er Pairs (1 session)
2:30 PM Single Stratified Pair/Teams
Stratified 299er Pairs (1 session)

WEDNESDAY, DECEMBER 28

10:00 AM Single Stratified Pair/Teams
Stratified 299er Pairs
2:30 PM Single Stratified Pair/Teams
Stratified 299er Pairs (1 session)

THURSDAY, DECEMBER 29

10:00 AM Single Stratified Pair/Teams
Stratified 299er Pairs (1 session)
2:30 PM Single Stratified Pair/Teams
Stratified 299er Pairs (1 session)

FRIDAY, DECEMBER 30

10:00 AM Single Stratified Pair/Teams
Stratified 299er Pairs
2:30 PM Single Stratified Pair/Team
Stratified 299er Pairs (1 session)

TOURNAMENT CHAIR: Yvette Neary

PARTNERSHIPS: Yvette Neary (414-526-9035)
EMAIL: yneary@gmail.com

IN CHAIR: Judy Burzynski (262-391-0970)

Strata: Open Games: 0/750/750-2500/2500+
299er Games: 0/50/50—100/100-300



Bridge is timed.
I have to play.
East or West?
Finesse which way?

Whichever is the one
I choose...
Will be the way
That it will lose!



Rake in the Gold!

Unit 123 Four Day Regional

November 7-10, 2022

Temple Jeremiah

937 Happ Road

Northfield, IL



Don't "leave" without your points!

Monday, November 7

10:00 a.m. and 2:30 p.m.

2-Session Open Pairs

2-Session Gold Rush Pairs

2-Single Session 0-5 Pairs

Knockout - Sessions 1 and 2 (if sufficient number of teams)

Tuesday, November 8

10:00 a.m. and 2:30 p.m.

2-Session Open Pairs

2-Session Gold Rush Pairs

2-Single Session 0-5 Pairs

Knockout - Sessions 3 and 4

Wednesday, November 9

10:00 a.m. and 2:30 p.m.

2-Session Open Pairs

2-Session Gold Rush Pairs

2-Single Session 0-5 Pairs

Thursday, November 10

10:00 a.m. and 2:30 p.m.

2-Session Open Swiss Team Game

2-Session Gold Rush Swiss Team Game

2-Single Session 0-5 Swiss Team Game*

*If insufficient number of teams, games will be combined with the Gold Rush Swiss

Masterpoint Averaging when possible
Stratification: A:3000+; B: 1500-3000; C: 0-1500
Gold Rush Stratification: 0-100; 100-300; 300-750
Single session entries accepted for pair events

Tournament Chair: Mark Stein
marksstein@sbcglobal.net
847-778-0145

Partnership Chair: Joe Connelly
Madbridge16@gmail.com
847-271-1666

We adhere to ACBL Handicapping Policy.
ACBL Covid Practices will be strictly enforced.

If you are missing 4 cards:

4 cards will be divided 2-2 40% of the time

4 cards will be divided 3-1 50% of the time

4 cards will be divided 4-0 10% of the time

If you are missing 5 cards:

5 cards will split 3-2 68% of the time

5 cards will split 4-1 28% of the time

5 cards will split 5-0 4% of the time

If you are missing 6 cards:

6 cards will split 3-3 36% of the time

6 cards will split 4-2 48% of the time

6 cards will split 5-1 15% of the time

6 cards will split 6-0 1% of the time

If you are missing 7 cards:

7 cards will split 4-3 62% of the time

7 cards will split 5-2 31% of the time

7 cards will split 6-1 or 7-0 7% of the time

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.

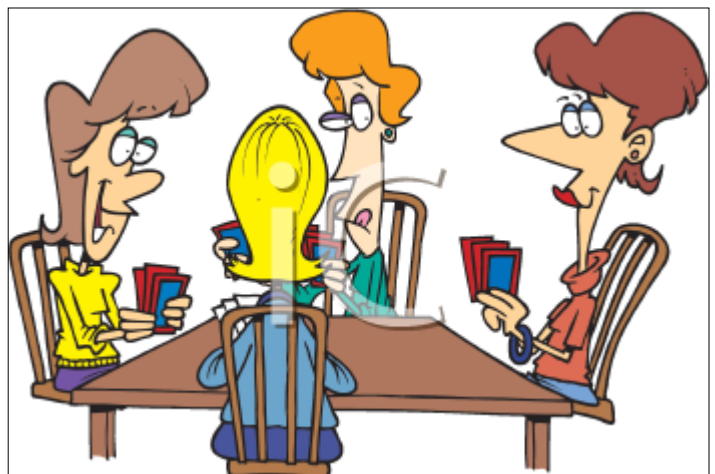
To access the site and find the newsletters, go to:

[http://acbl-](http://acbl-district13.org/ArticlesAndNewsletters.htm)

[district13.org/ArticlesAndNewsletters.htm](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.



I save calories playing online! No one serves me brownies in the afternoon!