

I/N News ... especially for you!

Inside this issue:

Basic Bridge 1

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Tournament Schedules 8, 9

Starting Bridge from the Basics!

Equipment THE DECK

Bridge is played with a standard 52-card deck. The deck is divided into four suits which have specific rank and insignia:

Letters to the Editor 9

Suit	Symbol	Rank	
Spades	♠	Highest	(Notice that the suit ranks are in reverse alphabetical order.)
Hearts	♥	Second-highest	
Diamonds	♦	Third-highest	
Clubs	♣	Lowest	

Ms. Information 9

The two highest-ranking suits, spades and hearts, are called the major suits; the two lowest-ranking suits, diamonds and clubs, are called the minor suits. The rank of suits applies to the phase of bridge called the bidding or auction.

Tournament Results 10

Each suit contains thirteen cards: ace (highest), king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two or "deuce" (lowest). These ranks are often abbreviated (in order): A, K, Q, J, T, 9, 8, 7, 6, 5, 4, 3, 2. The five most powerful cards in each suit (ace through ten) are the honor cards; the lower cards (nine through deuce) are referred to as spot cards. The rank of the cards within a suit applies to the phase of bridge called the play.

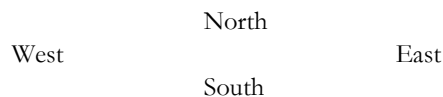


Bridge is a "trick"y game!

In order to cram a great deal of information into a small amount of space (and thereby keep bridge books from being thousands of pages long), all bridge writers use diagrams and within them refer to cards by means of symbols. Thus, in a bridge diagram (and sometimes in other contexts) the ace of spades is denoted by ♠A, the seven of diamonds by ♦7, the jack of clubs by ♣J, and so on. If one player held the ace, king, ten, and seven of spades, this would be expressed concisely as ♠AKT7.

THE PEOPLE

Bridge is a "partnership" game for four players. Two of the contestants sit opposite each other and are partners (North/South); the other two participants, who also sit facing each other, are also partners (East/West). Thus, each player has an opponent on either side and a partner across the table. The players are often referred to by compass directions, so North and South are partners and play against East and West, who are also partners (see diagram).



THE DEAL

For the first deal, North distributes the cards, one at a time, around the table clockwise, until all 52 cards are dealt. Deals proceed in a clockwise motion with East dealing the second hand; South, the third; West the fourth... and so on.

(Continued from page 1)

When the deal is completed, each player will have thirteen cards (called a hand.) In order to avoid any disadvantage, you should hold your cards in such a way that no one can see them but yourself.

SORTING YOUR HAND

Put all the cards of the same suit together, with the highest-ranking cards at the left and the lowest-ranking cards at the right:

♠8 5 ♥A Q 7 6 2 ♦10 9 4 ♣K J 2

To remind you of the suit ranks, we have presented them in rank order (spades, hearts, diamonds, clubs). When you play, however, it is wiser to alternate the red suits (hearts and diamonds) and the black suits (spades and clubs).

Tricks

Play at bridge consists of tricks. Each player in turn, proceeding clockwise around the table, removes one card from his or her hand and places it face up in the center of the table. When all four players have done so, the four cards in the middle of the table constitute a trick. Since each player has thirteen cards, and since a trick consists of one card contributed by each player, there are a total of thirteen tricks in each deal.

BIDDING AND PLAY

Each deal is divided into two major phases: bidding and play. During the bidding, the number of tricks that each side must win is determined. The play ensues and each side tries to fulfill its commitment. However, even though the bidding takes place first, to understand what it means it is essential to learn how tricks are won.

WINNING TRICKS

Whoever plays the first card to a trick is called the leader (and the first card played is called the lead). The leader may play any card. The other players, however, must play a card of the same suit as the one led if they have one; in other words, they must follow suit if they can. For example, if the leader chooses to play a diamond, each of the other players must play a diamond if possible. If, however, a player cannot follow suit (in our example, if some player doesn't have any diamonds), that player may play whatever he or she likes. (A played card of a different suit than the one led... and other than a trump ... *see below*... is called a discard.)

The trick is won by the highest card of the suit led. The relative rank of the suits themselves is irrelevant during the play.

When a player wins a trick, he is expected to lead for the subsequent trick. When a trick has been won, one player from the victorious side gathers the four cards into a packet and keeps them, face down, nearby but out of the area of play. Only one player from each partnership should collect the tricks on any one deal.

TRUMPS

On many deals, one suit will be designated as the trump suit. This is important in determining who wins each trick, for a trump outranks any card of a different suit. In the following example, suppose that diamonds are trumps: East leads the ace of hearts, South follows with the two of hearts, West with the six of hearts and North, who has no hearts, plays the three of diamonds. North wins this trick by trumping (also called ruffing). Since diamonds are trumps, this card

outranks even the mighty ace of a different suit. A player, however, is permitted to ruff (play a trump) only when he or she has none of the suit that is lead. No player is ever allowed to break the rule about following suit. However, a player is not required to play a trump if unable to follow suit. If you can't follow suit you may play any card.

Here's a more difficult example. Hearts are trumps: North leads the Jack of Spades. East is out of spades and ruffs with the four of hearts. South is also out of spades and overruffs East's four with the seven of hearts. West follows with a spade.

East and South have no spades and are therefore permitted to trump the trick; West has a spade and must follow suit. The trick is won by South, who played the highest trump.

Since any trump (even the deuce) outranks any card in a different suit, everybody wants some. If you have a lot of diamonds in your hand, it may be a good idea indeed to try to make diamonds trumps; a bountiful supply of spades would suggest the desirability of making spades trumps; and so on. If you have a lot of high cards, but not a great many cards in any one suit, the presence of a trump suit may help the enemy, and you may therefore wish to play at notrump wherein there is no trump suit at all. However, it is essential to consider your trusty partner, who also has thirteen cards. Your suit length and partners must be considered together to determine the best trump suit for your side. And the opponents may have a word to say about the naming of a trump suit, for they will want to make one of their long suits trump. The naming of a strain (trump or notrump) is a feature of the bidding (auction).

The Bidding

Only one suit can be trump during a given deal, and the right to name a trump suit (or notrump) goes to the side willing to risk the highest-level commitment to take tricks. During the bidding, partners exchange information with two primary objectives in mind:

1. HOW MUCH TO BID

The result of each deal depends on the number of tricks won by each side. If a partnership commits itself to taking a certain number of tricks during the bidding, and is successful, it gains points; but if it fails to live up to its promise, the opponents gain points. To avoid excess conservatism, greater rewards are given for high (and hence risky) commitments. Thus, an important goal of bidding is to describe the trick-taking potential of your hand, so that the partnership neither overbids nor underbids.

2. WHAT TO BID

The information exchanged during the bidding allows the partnership to decide whether its goal of taking tricks will be furthered by naming a trump suit (as opposed to notrump), and if so which suit should be selected.

In order to bid at all, you must promise to take more tricks than the opponents. Consequently, any bid represents a commitment to take at least seven of the thirteen tricks, the first six of which are called the book and are not counted against the number bid.

(Continued on page 3)

(Continued from page 2)

For example, if you bid 1♣, you will be expected to take seven tricks with clubs as trumps (book of six tricks plus one additional trick). If you bid 4♠, you will be expected to take ten tricks with spades as trumps (book plus four extra tricks). If you bid 2 NT, you will be required to take eight tricks with no trump suit at all (book plus two extra). In each case, you will be rewarded if you live up to your commitment and penalized if you do not. The maximum number that can be bid is seven (book plus seven extra tricks), since you cannot take more than the thirteen tricks in each deal; a bid of 7♦ would represent a commitment to take all the tricks with diamonds as trumps.

The dealer makes the first call, and may, optionally, bid by stating any number from one to seven together with a strain (one of the four suits or notrump); or, if not wishing to bid, may pass. Suppose that you are South, and East, your right-hand opponent, is the dealer. East has very few high cards and does not wish to encourage West to commit the East-West partnership to take tricks, and thus passes. Bidding proceeds clockwise around the table, so it is your turn next. Let's imagine that you have a generous supply of high cards and a goodly quantity of hearts, and you would like to inform your partner that a contract to take tricks is fully in order. You also wish to suggest hearts as a trump suit, and you accomplish both objectives by opening the bidding, saying "one heart." (The first bid, as opposed to a pass, is called the opening bid.) If no one else says anything else except pass, you will be expected to take seven tricks with hearts as trumps.

It is now West's turn to call. West may choose to pass. Alternatively, West may wish to enter the auction but this requires a higher bid than the previous bid of one heart, just as in an auction sale. To make a higher bid, one must commit the partnership either (a) to take a greater number of tricks, or (b) to take the same number of tricks but in a higher-ranking strain. Among strains, notrump ranks highest; then come the suits, in their rank order: spades, hearts, diamonds and clubs. Therefore, West may, after your bid of one heart, choose one spade. Since spades ranks higher than hearts, a bid of spades is higher than a bid of hearts at the same level (number of tricks). That it suffices to bid one spade does not mean West cannot bid two spades, or three spades, or any number of spades up to seven spades.

Similarly, since notrump ranks above hearts, West may bid one notrump. West may also bid two notrump, three notrump, and so on up to seven notrump. However, West may not bid one diamond or one club. Diamonds and clubs are lower-ranking than hearts, so West must bid at least two to bid in these strains. Thus, all 35 possible bids have a relative rank. The lowest bid is one club (lowest level of bidding, lowest-ranking strain), followed by one diamond, one heart, one spade, one notrump, two clubs, two diamonds, and so on. The highest bid is seven notrump (highest level of bidding, highest-ranking strain); next highest is seven spades, then seven hearts, and so on. If you want to enter the auction, you must make a bid higher ranking than the previous one, even if it was made by your partner.

Suppose, in our example, West decides to bid clubs after your opening bid of one heart. This bid must be at the two level or higher; let's say West bids two clubs. (West could, of course, pass

if not wishing to bid.)

North is next to speak, and bids two hearts. This is a legal bid after West's two-club bid, because hearts outrank clubs. Since you bid hearts first, North, your partner, is said to be raising hearts.

East now elects to bid diamonds, but cannot bid one diamond or two diamonds because these are lower-ranking than the last bid, two hearts. Consequently, East bids three diamonds. East is permitted to bid despite having passed originally; a player who passes may enter the auction at a later point. The bids made so far can be summarized:

EAST	SOUTH	WEST	NORTH
Pass	1♥	2♣	2♥
3♦			

Note that it is illegal to embellish your call with superfluous comments. Do not say "I pass" or "I'll bid a couple of clubs"; use only the exact bidding language: "pass," "two clubs," "three notrump," and so on. Another example:

SOUTH	WEST	NORTH	EAST
Pass	Pass	1♦	1♥
3♣	Pass	3♠	Pass
3 NT	Pass	Pass	Pass

South is the dealer and does not wish to bid; so, South passes. West also passes, and North opens the bidding with one diamond; East bids one heart, a legitimate call since hearts outrank diamonds. South now wishes to bid clubs, but cannot bid one club because clubs are lower ranking than hearts. A bid of two clubs would be legal, but South nevertheless elects to bid three clubs. (Since South has bid more than the minimum necessary, he or she is said to have jumped the bidding, and the three-club bid is called a jump bid.) West passes, North bids three spades, East passes, and South bids three notrump (acceptable since notrump outranks any suit). West, North, and East pass, ending the bidding. With one exception the bidding is ended when there are three consecutive passes. This is the exception:

SOUTH	WEST	NORTH	EAST
Pass	Pass	Pass	

South (the dealer), West, and North all pass. If the basic rule about three consecutive passes is applied, East will never get to bid, which is decidedly unfair. Every player deserves a chance to bid, so the three-pass rule is suspended in this one situation. If East also passes, the bidding does end; since no one has contracted to take any tricks, the deal (described as passed out) is thrown in and the deal passes to the left. If East bids, the auction proceeds just as it does once any player opens the bidding, and ends when there are three consecutive passes.

(Continued on page 4)

(Continued from page 3)

The last bid of the auction becomes the final contract. One player on the side bidding the final contract takes over and plays the cards, trying to win tricks; that player is called the declarer. Declarer's partner, who has nothing further to do, is called the dummy. The declarer is the one for the side winning the final contract who first named the strain (trump suit or notrump) of the final bid. I.E.:

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 ♠	Pass
Pass	Pass		

The contract is two spades; North and South have contracted to take eight tricks with spades as trumps. South, who bid spades first, is the declarer; North is the dummy. (For purposes of determining the declarer, it does not matter which partner makes the final bid.)

SOUTH	WEST	NORTH	EAST
Pass	1 ♥	2 ♣	2 ♦
Pass	3 ♦	Pass	3 ♥
Pass	4 ♥	Pass	Pass
Pass			

The contract is four hearts. West is the declarer; East is the dummy.

SOUTH	WEST	NORTH	EAST
1 ♦	1 NT	Pass	2 ♦
Pass	Pass	Pass	

The contract is two diamonds. East is the declarer; West is the dummy. The fact that South bid diamonds first is irrelevant, for South is not a member of the partnership that bid the final contract.

DOUBLES AND REDOUBLES

There are two other calls we have not yet considered. If the last bid has been made by an opponent, you may "double" when it is your turn to call. For example:

SOUTH	WEST	NORTH	EAST
1 ♥	2 ♦	Double	

Since the last bid (two diamonds) was made by West, an opponent, North is permitted to double. If the double is followed by three passes, the final contract becomes two diamonds doubled. The effect of a double is to increase all scoring, so East-West will pay out an increased penalty if they fail to make their contract (take eight tricks with diamonds trumps), but they will gain an extra reward if they successfully fulfill their doubled contract. If, in contrast, someone else bids (for example, suppose East now bids two spades), the double is cancelled. Another example:

SOUTH	WEST	NORTH	EAST
Pass	1 ♦	Pass	1 ♥
Pass	2 ♦	Pass	Pass
Double	3 ♦	Pass	Pass
Pass			

South cannot double one diamond. A double applies only to the bid made just before the double, and East's bid of one heart makes it impossible for South to double one diamond. (South may, however, double one heart.) Later, South is able to double two diamonds, since there have been no intervening bids. In this example, the final contract becomes three diamonds (undoubled) with West the declarer. West's bid of three diamonds, even though it is in the same suit, cancels the double of two diamonds; South must double again to apply a double to three diamonds. Consider this bidding sequence:

SOUTH	WEST	NORTH	EAST
Pass	4 ♥	4 ♠	Pass
?			

Since the last bid has been made by a player of the same partnership, South may not double. Had North passed, South would have been able to double West's bid of four hearts.

When one partnership has doubled and there have been no intervening calls other than passes, a player from the other partnership may redouble. If a redouble is followed by three passes, the rewards for making the contract and the penalties for going set become even greater.

SOUTH	WEST	NORTH	EAST
Pass	1 ♦	1 ♠	Double
Pass	Pass	Redouble	Pass
Pass	Pass		

After East's double, either South or North may redouble. (West cannot, because it was his or her partner who doubled.) North has chosen to do so, and the final contract is one spade redoubled with North the declarer.

SOUTH	WEST	NORTH	EAST
1 ♠	Double	Pass	2 ♦
2 ♠	Double	Redouble	3 ♦
Pass	Pass	3 ♠	Pass
Pass	Pass		

After West's double of one spade, North is permitted to redouble but instead elects to pass. South, however, cannot redouble because of East's intervening bid of two diamonds, which cancels the double of one spade. South may double two diamonds, pass, or make a higher bid. In the diagram, South chooses to bid two spades. West doubles, North redoubles, and East bids three diamonds, cancelling

(Continued on page 5)

(Continued from page 4)

both the double and the redouble. South eventually becomes the declarer at a final contract of three spades (undoubled).

Unlike other games with doubling aspects, such as backgammon, in bridge redoubling is not unlimited. In fact, there is only one level of redoubling; thus, you may not redouble an opponents redouble. Therefore, a contract can be played undoubled, doubled or redoubled, but in no other way.

Games, Slams, and Rubbers

A unit of play in bridge is called a rubber. A rubber ends when one side or the other has scored two games, and a bonus (the rubber bonus) is awarded the side achieving this feat

The objective of each partnership is to score as many points as possible. One very good way to do this is to score two games before the opponents do. This entitles your side to the rubber bonus, and although winning the rubber bonus does not guarantee that your side will score more than the other, this bonus is so large that the partnership recording it will usually have the superior score. (A normal session of bridge will encompass several rubbers.)

Since a primary objective is to win the rubber bonus, it is of the utmost importance to score a game whenever possible. A game is scored by bidding and making contracts with a trick score of 100 or more. (This may be accomplished in one or more deals.) The trick score depends on the level of the contract, that is, on the number of tricks bid for and made in excess of the book of six. Such tricks are called odd tricks and the trick score for odd tricks is as follows:

<i>Strain (=denomination)</i>	<i>Score for odd tricks</i>
Notrump	40 for the first; 30 thereafter
Major suit (spades or hearts)	30 for each trick
Minor suit (diamonds or clubs)	20 for each trick

Suppose, for example, that your side bids one notrump (contracting to take seven tricks with no trump suit) and fulfills its commitment. You have scored one odd trick at notrump and are credited with 40 points towards making a game. If you had bid two notrump and taken the required 8 tricks, you would get 70 points (40 plus 30) towards a game. And if you bid and make three notrump, your trick score is 100 (40 plus 30 plus 30), so it is possible to score a game in just one deal!

Since bidding and making three notrump scores a game, three notrump is called a game contract. Similarly, all higher notrump contracts are game contracts, for if you make such a contract you score a game. Note, however, that bidding and making seven notrump, a trick score of 220, entitles you to only one game, not two. In order to score a second game you must start from scratch after your first game has been made.

Other game contracts are four spades, four hearts, five diamonds, five clubs, and higher bids in those strains. Note that four spades has a trick score of 120 (compared with only 90 for three spades) and five diamonds has a trick score of 100 (compared with only 80 for four diamonds).

When you cannot score a game in one deal you may be able to get a headstart. Suppose you bid and make two spades on the first deal, getting a trick score of 60. You now need only 40 points to complete your game, so bids of one notrump, two spades, two hearts, two diamonds and two clubs (or anything higher) become game bids for you on the next deal. However, points counted towards game do not carry over from one game to the next. If either side makes a game, both must start the quest for the next game from zero.

SLAMS

One of the most exciting features of bridge is the slam. Slams combine opportunities for very high scores with extreme risks.

If you bid and make twelve tricks (six notrump, six spades, six hearts, six diamonds or six clubs), you have made a small slam; if you bid and make all thirteen tricks (seven notrump, seven spades, seven hearts, seven diamonds or seven clubs), you have made a grand slam. Any slam contract is, of course, also a game contract. There are huge bonuses for such magnificent achievements, but caution is required when considering these pots of gold. If you bid six notrump and take only 11 tricks, you have fallen short of your contract and must pay a penalty, incurring a loss on the deal. Not only that, had you stopped in, say, three notrump and taken 11 tricks, you would have registered a game. Thus, there are big risks in trying for a slam bonus, for you may lose a sure game if you bid too high. This feature (weighing risk against potential gain) adds considerable excitement to bridge.

The Play

After the bidding has ended and the contract has been determined, the player to the left of the declarer makes the opening lead, i.e., chooses any card and places it face up on the table (leads it). Then, the dummy places its hand face up on the table, arranged by suits with the trump suit (if any) on dummy's right (declarer's left). Dummy's part in the deal is now finished, for declarer plays both the dummy's cards and his or her own.

After studying the dummy and deciding on a plan of action, declarer plays a card from dummy (the dummy hand, like every other hand at the table, must follow suit if possible). The player to declarer's right plays a card, and declarer plays a card from the so-called closed hand (that is, declarer's hand), to complete the trick. The winner of the trick (the player who played the highest trump or, if no trumps were played, the highest card of the suit led) is determined, the trick is collected by one member of the victorious partnership (declarer always collects tricks), and the winner of the trick leads to the next one. If dummy wins a trick, the first card to the next trick must be played from the dummy; declarer may not arbitrarily lead from either of the hands under his or her control). Play continues in this fashion, proceeding clockwise around the table, with declarer battling to take the number of tricks contracted for during the bidding and the defenders (declarer's opponents) fighting to collect enough tricks to stop declarer short of that goal. When all 13 tricks have been completed, play ceases (which is natural enough, since no one has any more cards), and the score for the deal is determined.

(Continued on page 6)

(Continued from page 5)

The Proprieties

The proprieties of bridge, principles that govern correct behavior, are vital. A new player is well advised to treat them as just as important as the rules governing the mechanics of the game. Indeed, beginning players sometimes develop behavior that, unknown to them, is unethical or illegal. This may lead to embarrassment or serious arguments when a budding player is ready to take on more experienced opposition, or perhaps compete in tournaments.

(Don't brush off the idea of tournament play; there are many events held especially for inexperienced players, and bridge clubs are most eager to interest the new player in their contests. In fact, the odds are that you will want to try your skill at a tournament sooner or later.) The principles of correct behavior at bridge are much, much simpler than the rules of play. Anyone who learns them correctly at the outset (and thus avoids developing bad habits at an early stage) should have no trouble whatever in this area. Indeed, the Laws of bridge have a special section devoted to the proprieties that can be summarized by the following general principle:

Communication between partners should take place only through the calls and plays that are made. You should not employ any question, gesture or comment that might convey information to your partner; nor should you use any special wording, emphasis, facial expression, inflection, haste or hesitation that might give your partner information. Also, you should refuse to draw any information from any such actions by your partner. Experienced players will always accept a beginner's errors, but a breach of the proprieties will justifiably render one a social outcast in any knowledgeable game. Here are some examples of behavior to avoid:

DON'T INVENT NEW WORDING WHILE BIDDING

It is illegal to use "a club" to mean one thing and "one club" to mean something else, or to vary your format from the standard whether or not you are providing information; to say "I'll double three hearts," or to wail "I have a ghastly hand!" Say "one club," "double," and "pass."

DON'T VARY THE SPEED OF YOUR ACTIONS

A typical violation occurs when a player doubles quickly, thinking about inflicting a large penalty on the opponents. Partner, who may get in the way by bidding something new over the double, is not entitled to know doubler's degree of optimism. It is equally improper deliberately to hesitate for a long time and then double when the issue is close. Hesitations are unavoidable, because bridge is a tough game and everyone encounters problems, but you should keep the same tempo whenever possible; take a second or two to act even when your decision is an obvious one.

DON'T DRAW INFERENCES FROM THE SPEED OF YOUR PARTNER'S BIDS AND PLAYS

If your partner hesitates for a long while and then passes, it is obvious that the hesitation indicates something of value (else there would be nothing to consider). However, you are ethically obligated not to make any use of this information and to act just as though partner had passed quickly. Notice that although you must try to make your calls in plays in a uniform tempo, there is nothing wrong with thinking at length when it is necessary. What is wrong is for the hesitator's partner to take an unusual action on the basis of this illegal information. Players who take advantage of such hesitations

(and, for example, bid further with poor values, expecting to find unannounced strength in partner's hand) deserve to be shunned by those who know better. And they usually are.

DON'T MAKE EMPHATIC GESTURES

It may be tempting to slam a card down if you don't like partner's play or to bid loudly and angrily if partner's bids seem to be heading your side towards disaster, but such temptation must be resisted. Similarly, don't smile or applaud loudly if partner's actions please you. Maintain the same tone and demeanor.

DON'T MAKE SUPERFLUOUS COMMENTS RELEVANT TO THE GAME

Bridge wouldn't be much fun if everyone had to stare grimly into space and say nothing except "pass," "three clubs," and so on. You will certainly want to exchange pleasantries with your partner and the opponents, but you must make sure that they have no bearing on the game. For example, unethical tactics such as asking, "Did you bid diamonds?" when you want partner to lead a diamond don't belong in any bridge game.

DON'T PRETEND TO THINK JUST TO FOOL THE OPPONENTS

If an opponent leads the ace of diamonds and the only diamond in your hand is the seven, you have no problem; you must follow suit, so the only legal play is the seven of diamonds. It is unethical to hesitate in order to mislead the opponents into thinking that you had a choice of plays (and hence more than one diamond). Play at a steady pace.

In short, you should convey and receive information only by means of the bids and plays that you and your partner make, and not through any other actions. We cannot urge you too strongly to pay close attention to the proprieties and become an ethical player who will be welcome in any game.

REVIEW QUIZ

This quiz is designed to let you test your understanding of what you have learned so far and put it into practice. If your score is high, proceed onwards with confidence. If you make an error, review the relevant section. Don't be upset about a wrong answer. Don't feel bad about having to review. Among the world's popular activities, bridge is one of the hardest, very likely number one on the list. A firm foundation is an important start towards building something you don't want to fall down later. The quiz is an aid to your evaluating your progress and setting your own best pace.

1. Arrange these bids in order from the highest-ranking to the lowest-ranking: five hearts, seven notrump, one spade, three diamonds, five clubs, one notrump, two diamonds, five notrump, seven spades, one heart, three clubs.
2. If South holds all the diamond honors, West holds all the club honors, North holds all the spade honors, and East holds all the heart honors, what specific cards are held by each player?
3. (a) Who is the first dealer? (b) The second dealer? (c) To whom is the first card dealt?

(Continued from page 6)

4. Sort the following hand correctly: ♠J, ♥J, ♣5, ♥8, ♠A, ♥10, ♠K, ♠7, ♥4, ♥Q, ♦9, ♠6, ♥2.

5. South makes an opening bid of one spade and West bids two diamonds. (a) What bids may North legally make? (b) May North pass? (c) May North double? (d) May North redouble?

6. The bidding proceeds as shown below. What calls may South legally make?

EAST	SOUTH	WEST	NORTH
Pass	Pass	Pass	3♥
Double	?		

7. In each of the following auctions, determine the final contract, the declarer, the dummy, the opening leader, and the number of tricks declarer must take to fulfill the contract.

a.	SOUTH	WEST	NORTH	EAST
	1 NT	Pass	3 NT	Pass
	Pass	Pass		
b.	NORTH	EAST	SOUTH	WEST
	Pass	1♥	Pass	3♥
	Pass	4♥	Pass	Pass
	Pass			
c.	SOUTH	WEST	NORTH	EAST
	1♥	2♥	2♦	3♥
	Double	Pass	Pass	Pass
d.	SOUTH	WEST	NORTH	EAST
	1♥	Pass	2♥	Pass
e.	WEST	NORTH	EAST	SOUTH
	Pass	Pass	1♥	Double
	Redouble	2♣	Pass	Pass
	2♥	Pass	Pass	Pass

8. For each of the following tricks, state who has won the trick and who leads to the next trick.

	Contract	SOUTH	WEST	NORTH	EAST
a.	3♣	♦6 led	♦8	♦K	♦5
b.	4♥	♥2	♣K led	♣5	♣7
c.	2♠	♣4	♦J led	♦6	♥Q
d.	3 NT	♥Q	♠10	♦4 led	♠8
e.	4♥	♥6	♥8 led	♠9	♠Q

9. Summarize the proprieties in one brief sentence.

10. For each of these contracts—two clubs, one notrump, six hearts, four spades, five diamonds, two hearts, seven notrump: (a) What is the trick score for bidding and making each? (b) Which are game contracts? (c) Which are slam contracts?

SOLUTIONS

1. Seven notrump (highest), seven spades, five notrump, five hearts, five clubs, three diamonds, three clubs, two diamonds, one notrump, one spade, one heart (lowest).

2. SOUTH:	♦A K Q J 10.
WEST:	♣A K Q J 10.
NORTH:	♠A K Q J 10.
EAST:	♥A K Q J 10.

3. (a) The player who draws the highest card when cutting for partners. (b) The player to the left of the first dealer. (c) The player to the dealer's left.

4. ♠A K J 7 6 ♥Q J 10 2 ♦9 ♣8 5 4

When playing, you should alternate red and black suits; in bridge books, it is customary to list the suits in rank order, as shown here. If you ask an experienced player for advice about a hand you held, always present it with the suits in rank order. Bridge players think in rank order, even though they sort their cards physically with the suits alternating by color.

5. (a) two hearts, two spades, two notrump, any bid at the three level (three clubs, three diamonds, three hearts, three spades, three notrump), any bid at the four level, the five level, the six level, or the seven level.

- (b) Yes.
- (c) Yes.
- (d) No.

6. Pass, redouble, three diamonds, three hearts, three spades, three

					Number
7.	Contract	Declarer	Dummy	Opening Leader	of Tricks Needed
a.	3 NT	SOUTH	NORTH	WEST	9
b.	4♥	EAST	WEST	SOUTH	10
c.	3♣ doubled	WEST	EAST	NORTH	9
d.	It is impossible to tell. The bidding has not yet been completed, for there have not been three consecutive passes.				
e.	2♥	EAST	WEST	SOUTH	8

notrump, or any bid at the four or a higher level.

(Continued on page 8)

(Continued from page 7)

8. In each example, the player who wins the trick leads to the next trick.
- a. NORTH (played the highest card of the suit led).
 - b. SOUTH (trumped the trick; the contract is four hearts, so hearts are trumps)
 - c. WEST (played the highest card of the suit led, and no one trumped the trick).
 - d. NORTH (played the highest card of the suit led, and there are no trumps at notrump).
 - e. WEST (played the highest trump).

9. Partners may communicate only through the call and plays that are made.

10. (a) Contract Trick score
- 2♣ 40 (20 per trick)
 - 1 NT 40 (40 for the first trick)
 - 6♥ 180 (30 per trick)
 - 4♠ 120 (30 per trick)
 - 5♦ 100 (20 per trick)
 - 2♥ 60 (30 per trick)
 - 7 NT 220 (40 for the first trick; 30 for each subsequent trick)
- (b) six hearts, four spades, five diamonds, seven notrump.
(c) six hearts, seven notrump.

**FallFest Sectional, Lindner Conference Center
660 E. Butterfield Road, Lombard, IL**

0-299 "I/N" Schedule

Friday, November 14

10:30 a.m. I/N Stratified Pairs

3:30 p.m. I/N Stratified Pairs, finished by 6:00

7:30 p.m. I/N Stratified Pairs

Saturday, November 15

1:00 p.m. I/N Stratified Pairs

6:30 p.m. I/N Stratified Pairs

Sunday, November 16

11:00 a.m. 299er Stratified Swiss Teams

0-100, 100-200, 200-300

Tournament Chairman

Blythe Olshan-Findley, blytheof@comcast.net

708-409-5009



Central States Regional

October 20-26

Grand Geneva Resort and Spa, Lake Geneva, WI

Special Bridge Room Rate Available until 9/20

Call 262-248-8811 or 800-558-3417

299er Games

Monday 7:30 pm

I/N Stratified Charity Pairs

Stratified Pairs 0-20, 20-50,

50-100, 100-200, 200-300

Tuesday through Friday 1:30 & 7:30 pm

Single Sessions

I/N Stratified Pairs 0-20, 20-50, 50-100, 100-

200, 200-300

Saturday 1:30 & 7:30 pm

Single Sessions

49er Pairs Stratified 0-20, 20-50

299er Stratified Pairs 0-100, 100-200, 200-300

Sunday 11 am & 2 pm

299er Stratified Swiss Teams,

0-50, 50-100, 100-200, 200-300

Two Single Sessions, More Points

Tournament Chairperson

Jackie Addis, jackieaddis@comcast.net

Partnership Chairman

Carl Sharp 773-483-3734, ibsharp2@sbcglobal.net

I/N Program

Jan Churchwell 847-714-1942, jan8242@aol.com

**Labor Day Sectional, 9300 Weber Park Place, Skokie IL
0-299er Intermediate/Novice Schedule 0-20/20-50/50-100, 100-200, 200-299**

Friday, August 29

10:30 "I/N" Stratified Pairs

3:30 "I/N" Stratified Pairs

7:30 "I/N" Stratified Pairs

Saturday, August 30

1:30 "I/N" Stratified Pairs

7:30 "I/N" Stratified Pairs

Sunday, August 31

1:30 "I/N" Stratified Pairs

7:30 "I/N" Stratified Pairs

Monday, September 1

11:00 299er Stratified Swiss Teams

(Stratified 0-100/100-200/200-300) Play-through with 2 single sessions



Chairman Kay Hathaway

Vice Chairman Gerry Szymski

For information call 847-998-9642

or e-mail kaylhath@aol.com

Marquette, Michigan Sectional

Masonic Building,

Historic Downtown Marquette, Upper Michigan

Note: All times are Eastern daylight times!!



Thursday, August 21 1:30 pm Stratified 199er Pairs

Friday, August 22 1:30 pm Stratified 199er Pairs

Saturday, August 23 1:30 pm Stratified 199er Pairs

Sunday, August 24 9:00 am Stratified 199er Swiss Teams

Includes: Breakfast AND Lunch

Chair: Denise Hoffman (906) 226-3108

d-hoffman@chartermi.net

Partnerships: Theresa Fowler (906) 225-1907

tfowler@chartermi.net

0-5 masterpoint ACBL members PLAY FREE!

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WISCONSIN HOLIDAY REGIONAL

December 26-30, 2008

**Grand Geneva Resort and Spa, Lake Geneva, WI on Route 50, 1/2 mile East
of Route 12**

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Call 262-248-8811/800-558-3417 by 12/1 to reserve your room

Chairman: Marilyn Charlson

(262) 646-2246

mcharlson@wi.rr.com

Ev Schneider, Partnerships

I/N Chairman: Lynette Koski

(262) 547-6895 Lik220@aol.com

Schedule of Events:

Friday, December 26 2:00 & 7:30 — 299er Stratified Pairs Single Sessions

**Saturday, December 27 – Monday, December 29 – 29 10:00, 3:00 & 7:30
299er Stratified Pairs Single Sessions**

Tuesday, December 30 10:00 299er Stratified Swiss Teams

**Red Points for all "IN" Games -
Guest Speakers**



Letters to the Editor

Hi,
I'm a snowbird and live in the Plymouth/Elkhart, Wi area. Do you know of and bridge clubs in this or the Sheboygan area. Would love to play with humans instead on the computer.
Thanks
Roger Dee

Hi Roger,
I researched this and I hope this information is helpful. The closest games I could find are the following:

Oshkosh Tri-County Bridge Club

Roxy Supper Club
571 N Main St
Mrs Carol J Konrad
920-293-8525
Multiple Sites - Call First

Schedule

Day	Time	Type	Notes
Tue	6:30 PM	Open	Semi-Monthly; Non-Smoking; (Except Feb, Mar, Nov, Dec)
Thu	10:30 AM	Open	Non-Smoking;
Sun	6:00 PM	Open	Monthly; Non-Smoking

Lakeview DBC

Manitowoc Senior Ctr
3330 Custer St
Mrs Jeanette K Peterson
920-682-2514

Schedule

Day	Time	Type
Wed	12:45 PM	Open

Manitowoc DBC

Manitowoc Cty Historical Scty
1701 Michigan Ave
Mrs Jeanette K Peterson
920-682-2514

Schedule

Day	Time	Type
Tue	7:00 PM	Open

I'm sorry I don't live in the Wisconsin area and am not familiar with Plymouth/Elkhart.

These games are supposed to be quite nice and friendly and if the location is sufficiently close to you, I think you will find them perfect for afternoon or evening entertainment.

Thanks for writing.
Suzi

Ms. Information

Dear Ms.,

At the recent Chicago Regional, my partner was declarer in three diamonds. On the first round of trump, she revoked, pitching the ace of clubs. When the revoke was established, the opponents called the director. The director, Judy Cotterman, came to the table and explained that I could have prevented the whole situation by simply asking my partner, "no diamonds?"

I didn't realize I could do that. Is that really acceptable? Guess I'm a "Dummy!!"

Dear Guess,

It is not only acceptable for you to do that, it is your responsibility to do it. Not only do you prevent your side from incurring a penalty, but you basically restore equity in a difficult situation. It is good practice to do this any time your partner shows out of a suit... even if you are not the dummy, and your side is defending the hand.

Sorry this happened but learning this makes something good come of a bad situation.
Ms.

Eau Claire Sectional, Senior Center, 1616 Bellinger Street

Chairman, Walt Klein, 715-834-3243



Friday		
October 17	7:30 pm	Stratified 0-299
Saturday		
October 18	2:30 pm	Stratified 299 Pairs

Milwaukee Fallfest Sectional
Cardinal Stritch University
Kliebhan Conference Center - Bonaventure Hall
6801 N. Yates Rd. Glendale, WI

Friday, October 3
9:30 AM 1:30 PM
Stratified 299er Pairs

Saturday, October 4
9:30 AM 1:30 PM
Stratified 299er Pairs

Strata for 299er Events:
0-50/50-100/100-299

Free Parking in LOT 3 adjacent to Kliebhan Center

Partnership/Tournament Chair: Yvette Neary
Phone: 414-526-9035
E-mail: yneary@firstweber.com



Tournament Results:

Summerfest Regional, Elmhurst, IL

Monday Evening I/N Pairs - 5.0 Tables

MPs	A	B	C	Names	Score
2.12	1	1	1	Anthony Miller - Aurora Miller, Lagrange Park IL	66.50%
1.59	2			Janet Dugan, Sarasota FL; Phyllis Zubulake, Lincolnshire IL	59.50%
1.50	3	2	2	James Mueller - Barbara Mueller, Darien IL	56.00%
1.13	4	3		Betty Ost, Indian Head Pk IL; Rose Ann Donzelli, Lombard IL	54.50%
0.84		4		Elaine Vandenburg - Karen Sarsfield, Hinsdale IL	54.00%

Tuesday Aft 299er Pairs - 9.0 Tables

MPs	A	B	C	Names	Score
2.68	1	1		Warren Harder, Crystal Lake IL; Patrick Blake, Libertyville IL	66.96%
2.01	2	2	1	John Flershem - Robert McDonnell, Palos Heights IL	62.20%
1.51	3			Michael Sittinger - Shelia Sittinger, Lombard IL	59.23%
1.42	4	3	2	James Degerstrom - Ann Degerstrom, Oak Brook IL	56.25%
1.07	5	4		Gale Shillington, Downers Grove IL; Patricia McGreevy, Oak Brook IL	54.46%
1.01		5	3	Tony Guercio, Donners Grove IL; Jose Thomas, Addison IL	53.87%
0.76			4	Ellen Rubert, Evanston IL; Roberta Zimmerman, Lincolnwood IL	51.79%

Tuesday Eve 299er Pairs - 3.0 Tables

MPs	A	B	Names	Score
1.84	1		Warren Harder, Crystal Lake IL; Patrick Blake, Libertyville IL	72.00%
1.38	2		Elaine Vandenburg, Hinsdale IL; Joan Orth, Clarendon Hills IL	62.00%

Wednesday Aft 299er Pairs - 8.0 Tables

MPs	A	B	C	Names	Score
2.54	1			Eric Saunders, Lake Bluff IL; Ron Goldman, Palm Bch Grdns FL	68.08%
1.91	2			Lisa Frese, Lake Barrington IL; Diane Treslo, Rolling Meadows IL	62.75%
1.43	3			Marva Anderson, Burr Ridge IL; Jane Norman, Indianhead Park IL	57.17%
1.07	4			D Jean Donahue - Barbara Tadin, Westchester IL	55.58%
1.79	5	1	1	Sherilyn Sorem, Inverness IL; Chris Gardner, Palatine IL	53.75%
1.34		2	2	Leslee Johnson, Palatine IL; Patricia Lennon, Arlington Hts IL	51.50%
1.01		3		Ann Degerstrom - James Degerstrom, Oak Brook IL	50.33%
0.76		4		Roger Walters, Oak Park IL; Vining Sherman Jr, Glenview IL	50.08%

Friday Aft 299ers - 12.0 Tables

MPs	A	B	C	Names	Score
3.11	1	1		Michele Pockross - James Pockross, Wilmette IL	67.26%
2.33	2			William Kooser - John Jencks, Wheaton IL	63.10%
1.75	3	2		Barbara Mueller - James Mueller, Darien IL	59.23%
1.31	4			Karen Anderson, Batavia IL; Neil Whittle, Carol Stream IL	57.44%
1.14	5	3		Robert Judd - Stephen Chesek, Algonquin IL	55.65%
0.74		6		Elizabeth Fisher - Joan Jerpe, Naperville IL	54.17%
0.85		4		Vicki Kramer - Michael Kramer, Addison IL	53.87%
0.64		5		James Degerstrom - Ann Degerstrom, Oak Brook IL	52.38%
1.37			1	Judith Polo, Westmont IL; Lydia Wachal, Elmhurst IL	48.81%
1.03			2	Jan Sax - Rob Sax, Northbrook IL	45.54%

Saturday Aft 299er Pairs - 7.0 Tables

MPs	A	B	C	Names	Score
2.40	1	1		Daniel Cieslik, Chicago IL; Walt Werner, Arlington Hts IL	65.42%
1.80	2			Stephen Bell, Warrenville IL; Robert Kucaba, Downers Grove IL	65.00%
1.43	3	2		Charlotte Thompson, Lake Geneva WI; Dorothy Bauman, Burlington WI	61.67%
1.01	4			Roger Walters - Mary Walters, Oak Park IL	53.33%
0.84	5			Lynn Ulreich - John Ulreich, Frankfort IL	52.92%
1.07		3		Ann Degerstrom - James Degerstrom, Oak Brook IL	52.08%
1.37		4	1	Merri Oylan, Lemont IL; Dorothy Kanaris, Willow Springs IL	50.83%
1.03			2	Yusaku Hayashi, Northfield IL; Kimi Fresco, Riverside IL	49.17%

Sun Morn 299er Swiss - 6 Tables

MPs	A	B	Names
2.26	1	1	Peggy Sapienza, Burr Ridge IL; Shirley Kilens, Clarendon Hills IL; William Serp - Kaye Serp, Western Springs IL
1.70	2		Lawrence Wolfson, Schaumburg IL; Genio Staranczak, Schaumburg IL; Catherine Westbrook, Winnetka IL; William Shunas, Chicago IL

Sunday Aft 299er Swiss - 5 Tables

MPs	A	B	Names
2.12	1		Lawrence Wolfson, Schaumburg IL; Genio Staranczak, Schaumburg IL; Catherine Westbrook, Winnetka IL; William Shunas, Chicago IL
1.65	2/3	1	Sharon Trube, Lisle IL; Mary Boyum, Naperville IL; Judith Polo, Westmont IL; Lydia Wachal, Elmhurst IL
1.39	2/3		Michael Orth - Joan Orth, Clarendon Hills IL; Mitchell Laks, Westchester IL; Jose Thomas, Addison IL

Green Bay Sectional, Green Bay, WI

Fri Eve 199er Pairs - 9.0 Tables

MPs	A	B	C	Names	Score
1.81	1			Arnold Miller, Waupaca WI; James Hyde, Appleton WI	63.10%
1.45	2	1		Jerry Pozolinski, Appleton WI; Jack Salm, Neenah WI	58.63%
1.02	3			Judy Niesing - Ronald Niesing, De Pere WI	58.04%
0.76	4			Jack Weinert, Sturgeon Bay WI; Loren Gies, Skandia MI	55.65%
1.13	5	2	1	Roy Stohlman - Curtis Parkhurst, Appleton WI	55.36%
0.85	3	2		Jo Kozlowski - Joan Peterson, Green Bay WI	55.06%
0.61	4			Maisey Freeborg, Green Bay WI; Janet Olson, Marquette MI	51.79%
0.64	5	3		Robert Stapleford - Barbara Stapleford, Luxemburg WI	50.60%
0.37		4/6		Doris Thompson, Green Bay WI; Sue Protzman, Oneida WI	49.70%
0.37		4/6		Dorothy Thode, Green Bay WI; Beverly Wood, Suamico WI	49.70%
0.37		4/6		Kathleen Barlament, Green Bay WI; Betty Jo Hathaway, De Pere WI	49.70%

Fri Aft 199er Pairs - 11.0 Tables

MPs	A	B	C	Names	Score
2.00	1	1	1	Jo Kozlowski - Joan Peterson, Green Bay WI	63.99%
1.50	2	2	2	Kathleen Barlament, Green Bay WI; Betty Jo Hathaway, De Pere WI	60.42%
1.13	3	3		Joann De Cleene, De Pere WI; Ritalyn Arps, Green Bay WI	59.23%
1.00	4	4		Joyce Young - Phyllis Rossal, Green Bay WI	56.85%
0.70	5			Judy Niesing, De Pere WI; Julia Douglas, Green Bay WI	55.65%
0.47	6			Arnold Miller, Waupaca WI; James Hyde, Appleton WI	55.06%
0.68	5	3		Barbara Stapleford - Robert Stapleford, Luxemburg WI	52.38%
0.51		4		Shirley Treadway - James Treadway, Kaukauna WI	48.81%

Sat Eve 199er Pairs - 4.0 Tables

MPs	A	B	C	Names	Score
1.33	1	1	1	Kathleen Barlament, Green Bay WI; Betty Jo Hathaway, De Pere WI	69.05%
1.00	2	2		Robert Stapleford - Barbara Stapleford, Luxemburg WI	65.08%
0.75	3	3	2	Jo Kozlowski - Joan Peterson, Green Bay WI	60.32%

Sat Aft 199er Pairs - 8.0 Tables

MPs	A	B	C	Names	Score
1.71	1			Arnold Miller, Waupaca WI; James Hyde, Appleton WI	78.33%
1.45	2	1		Robert Stapleford - Barbara Stapleford, Luxemburg WI	63.75%
1.09	3	2		Marjorie Swelstad, Green Bay WI; Joann De Cleene, De Pere WI	60.83%
0.95	4	3	1	Jo Kozlowski - Joan Peterson, Green Bay WI	55.83%
0.71	5	4	2	Nancie Walsh, Menasha WI; Margaret Malloy, Sherwood WI	53.75%
0.46		5		Shirley Treadway - James Treadway, Kaukauna WI	50.00%
0.53		3		Janet Welk - Leonard Brignall, Green Bay WI	49.58%

199er Swiss Teams - 4 Tables

MPs	A	B	Names
1.33	1		Bill Nelson - Jeri Nelson - Cyann Martin, Neenah WI; Mary Ann Romberg, New London WI
1.07	1		Jo Kozlowski - Joan Peterson - June Goltz, Green Bay WI; Joann De Cleene, De Pere WI

199er Swiss Teams - 4 Tables

MPs	Rank	Names
1.33	1	Jack Weinert, Sturgeon Bay WI; Loren Gies, Skandia MI; Janet Olson, Marquette MI; Joyce Young, Green Bay WI

Haward-Minong Sectional, Haward, WI

Thursday Eve 199er Pairs - 8.0 Tables

MPs	A	B	C	Names	Score
1.71	1			Lois Bodeau - Robert Bodeau, Chippewa Falls WI	59.58%
1.28	2			Rita Bertsch - Rhea Dickson, Rochester MN	57.08%
1.36	3	1	1	Virginia Marr - Susan Stephens, Fargo ND	55.83%
1.02	4	2	2	Cheri Norsted - Ray Norsted, Alexandria MN	55.42%
0.77	5	3	3	Kenneth Jr Bayliss, St Paul MN; Roxann Klugman, Afton MN	54.58%
0.57		4		Sharon Sanborn - Nyla Jean Schroeder, Eagle River WI	53.75%

199er Pairs - 8.0 Tables

MPs	A	B	C	Names	Score
0.00	1	1		Terese McCall, Eau Claire WI; Janet Sebranek, Altoona WI	65.42%
0.00	2	2	1	Lynne Ebner, Pelican Rapids MN; Virginia Marr, Fargo ND	59.58%
0.00	3	3		Susan Jensen, Spooner WI; Elisabeth Nelson, Hudson WI	57.92%
0.00	4			Vivian Hoese, Maple Grove MN; Warren Barkley, Minneapolis MN	57.50%
0.00	5	4		Susan Stephens, Fargo ND; Sharon Madson, Audubon MN	56.25%
0.00		2		Barbara Brose - Jack Brose, Cable WI	52.08%
0.00		3/4		Robert Larson - Barbara Larson, Medford WI	49.58%
0.00		3/4		Jerome Gundersen, La Crosse WI; Charlene Gundersen, Lacrosse WI	49.58%

The District 13 I/N Newsletter , Fall, 2008

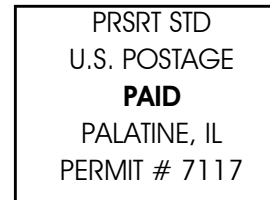
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District 13: <http://acbl-district13.org/>



Upcoming Tournaments

- Marquette Sectional, August 21-24, Marquette, MI
- Labor Day Sectional, August 29-September 1, Skokie, IL
- Milwaukee Fallfest Sectional, October 3-5, Glendale, WI
- Eau Claire Sectional, October 17-18, Eau Claire, WI
- Central States Regional, October 20-26, Lake Geneva, WI
- Fallfest Sectional, November 14-16, Lombard, IL
- Wisconsin Holiday Regional, December 26-30, Lake Geneva, WI

Fri Aft 199er Teams - 8 Tables

MPs	A	B	C	Names
1.71	1	1	1	Terese McCall, Eau Claire WI; Janet Sebranek, Altoona WI; Susan Jensen, Spooner WI; Elisabeth Nelson, Hudson WI
0.99	2/4			Barbara Brose - Jack Brose, Cable WI; Vivian Hoese, Maple Grove MN; Warren Barkley, Minneapolis MN
0.99	2/4	2/3	2	Robert Larson - Barbara Larson, Medford WI; Gene Wiley, Trego WI; Muriel Severson, Springbrook WI
0.99	2/4	2/3		Susan Stephens - Virginia Marr, Fargo ND; Sharon Madson, Audubon MN; Lynne Ebner, Pelican Rapids MN

Fri Eve 199er Pairs - 5.0 Tables

MPs	A	B	C	Names	Score
1.43	1	1		Sharon Sanborn - Nyla Jean Schroeder, Eagle River WI	64.00%
1.07	2	2		John Jones - Marcia Jones, Minneapolis MN	63.50%
0.80	3			Robert Bodeau - Lois Bodeau, Chippewa Falls WI	61.00%
0.60	4			Vivian Hoese, Maple Grove MN; Warren Barkley, Minneapolis MN	55.50%
0.71		3		Elisabeth Nelson - Robert Nelson, Hudson WI	51.00%

Sat Eve 199er Pairs - 4.5 Tables

MPs	A	B	C	Names	Score
1.43	1			David Melin, Onalaska WI; Martin Glenz, La Crosse WI	63.89%
1.18	2	1	1	Mary McIntyre - J McIntyre, St Paul MN	58.33%
0.89	3	2	2	Jerome Gundersen, La Crosse WI; Charlene Gundersen, Lacrosse WI	56.25%
0.60	4			Ray Norsted - Cheri Norsted, Alexandria MN	51.39%

Saturday Aft 199er Pairs - 9.0 Tables

MPs	A	B	C	Names	Score
0.00	1			Martin Burkel - Sheryl Burkel, Bayfield WI	66.54%
0.00	2			David Melin, Onalaska WI; Martin Glenz, La Crosse WI	65.43%
0.00	3			John Jones - Marcia Jones, Minneapolis MN	65.30%
0.00	4	1	1	Sharon Sanborn - Nyla Jean Schroeder, Eagle River WI	59.65%
0.00	5	2		Robert Bodeau - Lois Bodeau, Chippewa Falls WI	57.57%
0.00		3	2	Cheri Norsted - Ray Norsted, Alexandria MN	48.93%
0.00		4		Jack Brose - Barbara Brose, Cable WI	48.81%

Saturday Aft 199er Teams - 9 Tables

MPs	A	B	C	Names
1.59	1/2			John Jones - Marcia Jones, Minneapolis MN; David Melin, Onalaska WI; Martin Glenz, La Crosse WI
1.59	1/2	1	1	Judy Welhaven - Ronald Welhaven, Alamo TX; Sharon Sanborn - Nyla Jean Schroeder, Eagle River WI
0.89	3/4			Ellen Eid - Jean Olson, Plymouth MN; Martin Burkel - Sheryl Burkel, Bayfield WI
0.89	3/4			Mary McIntyre - J McIntyre - Margaret Rich, St Paul MN; Virginia Lea, Elgin IL
1.02		2		Robert Bodeau - Lois Bodeau, Chippewa Falls WI; Jerome Gundersen, La Crosse WI; Charlene Gundersen, Lacrosse WI

Remember that the next issue of the I/N Newsletter is an online only edition. See below on how to access it.

You can find the I/N Newsletters and the Newsletter Archives on-line at these two locations:

<http://acbl-district13.org/ArticlesAndNewsletters.htm> (current)

<http://pages.prodigy.net/stansubeck/> (archives)