

I/N News ... especially for you!

Volume 13, Issue 3
Fall, 2013

Suzi Subeck, Editor
John Goldstein, President
Carl Sharp, Vice President
John Pereles, Secretary
Stan Subeck, Treasurer

Inside This Issue:

Bergen Tips ... Improve Your Game With Marty Bergen

- If you have a good hand it's okay to overcall at the one level with a lousy five-card suit.
- Bergen Tips** 1 Try to picture problems from partner's point of view. Seek the bid or play that will make his life easier.
- The best defense against a crossruff is to lead trumps early and often.
- From the USBF Junior Training Program** 6 Don't be afraid to allow a defender to cash several winners in his long suite. Doing so can benefit you in a variety of ways.
- When your side has strength in all of the other suits, lead trump.
- Game Definitions** 10 Negative doubles have no upper limit in strength.
- With a long suit, avoid ending up in 2 NT. If your hand is not strong enough for 3 NT, prefer to play a partscore in your suit.
- Any time you think your partner has made a 4th best lead, you should apply the Rule of 11.
- When you lead 3rd best, partner (and declarer) should use The Rule of 12.
- Even when you're not taking a finesse, it often matters which hand leads the suit.
- If you're missing an even number of cards, do not expect them to divide perfectly.
- Respect partner's signals. He knows more about his hand than you do.
- "The penalty double is an integral part of the game. Without it, there would be no way of preventing rambunctious souls from bidding forever." –Anonymous.
- All honors become less valuable when "isolated."

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When opener has 4-4 in the minors and an unbalanced hand, it is usually sensible to open 1 diamond.

When playing matchpoints, overtricks can be crucial. This is especially true if you're in a normal contract that other players rate to reach. When the risk is minimal, declarer should even be willing to risk his contract in search of overtricks.

When partners opens 2 clubs, you bid 2 diamonds and he bids 2 hearts or 2 spades, a jump to game by you promises a very weak hand with at least 4 trumps. This jump raises denies a control (ace, king, singleton or void) in the side suits.

After opener jumps in his own suit, any rebid by responder is forcing to game.

He who knows, goes (Or stays). He who doesn't know, invites.

When all you need from partner to make game is a little help, don't be delicate just bid it.



Keep in mind that too many players bid Blackwood on too many hands. However, when you have an agreed trump suit, controls in all suits, and are sure that your side has enough values for slam, Mr. Blackwood would approve.

When your hands contain nothing but winners, draw trumps ASAP.

When raising partner's major, HCP are not the key – distribution points are. (from Marty Sez...Vol. 2)

Every player enjoys winning tricks with small cards. However, because of entry considerations, when declarer has the chance to win a "cheap trick," sometimes he had better think twice about it.

Honors in partner's long suit(s) are worth their weight in gold. (from Marty Sez...Vol. 2)

When playing IMPs, look for safety plays to guarantee your contract.

If a vulnerable opponent jumps to 4 hearts or 4 spades on his own, he is eager to play in that contract. Try hard not to let him.

After a 3-level preempt, the focus of a double must be on 3NT.

Never say anything to your partner unless you would want him to say the same to you. If you are unsure, don't.

When responder wants to make a forcing raise in opener's major, Jacoby 2 NT is an excellent convention to explore for slam.

If the opponents have the balance of power and a fit, your only hope may be to lead a short suit.

After a limit raise, opener should not consider slam without a singleton or void.

If partner opens 1 club and you have diamonds and a major, respond in the major. One exception: if your diamonds are longer than your major and you have an opening bid or better, respond 1 diamond.

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Declarer's 4th card in his side suit will rarely be captured by the enemy.

Negative Doubles do not apply when the opponent's overcall is in notrump or is a cuebid (such as Michaels).

When the opponents have limited strength and no outside source of tricks – lead a trump.

Sympathize with partner if he makes a mistake. Let your partner know that you like him, and always root for him 100 percent.

When you have a 9-card fit, you should have no qualms about competing to the three level.

If the thought of being passed out in 1 heart or 1 spade makes you ill, open 2 clubs.

When defending a notrump contract, it is especially important to hold onto the suit you are trying to establish.

Even in notrump, avoid an opening lead from a four-card suit with the ace but no king.

On most hands, declarer should be eager to win tricks by ruffing with dummy's trumps as opposed to his own.

If you'd like to bid after an opponent's three-level preempt, think 3 NT. It's very unlikely that the preemptor will ever get in to run his long suit.

Any suit that includes 3+ of the top 5 cards is a quality suit. For each quality suit, add one point to the value of your hand. From "Slam Bidding Made Easier"

If an opponent jumps to slam without bidding 4NT, he is likely to have a void.

One of the most important opportunities to make a lead-directing double is when your RHO is responding to Blackwood.

When opponent opens a minor, avoiding a 1NT overcall because you lack a stopper is even more impractical than not opening 1NT with a worthless doubleton.

Because a player who preempts at the 4- or 5- level always has a very long strong suit, I recommend playing negative doubles at high levels. Personally, I play negative doubles through 5 diamonds.

Declarer must insure that at least one entry remains in the weak hand until its long suit is ready to run.

Bidding can be defined as an exchange of relevant information. You don't have to talk about every suit in your hands.

After partner supports you, add 1 point for a side suit with 4+ cards. When partner has good support, sometimes partner can ruff it. Sometimes partner will have enough length in the suit that it will eventually be a winner.

In a suit contract, if you're unsure whether to set up your long suit or the dummy's, select your suit.

You can't preempt a preempt. After they preempt, a jump overcall is strong rather than weak.

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Never “result,” or criticize your partner for a normal action just because it did not work this time.

Setting up 5-card suits is one of the keys to good declarer play.

When to lead a trump: RHO opens a major, his partner never supports him, opener bids a second suit, which becomes trump. Dummy is probably short in declarer’s first suit so you should be eager to lead a trump.

You don’t have to “waste your time” preempting once an opponent has announced that he is broke.

You don’t need much strength to balance, but if your partner was unable to open, you should avoid “very light balancing.”

Once partner passes, RHO opens and your hand is weak and shapely, “bid ‘em up!”

Because breaking a suit will often prove to be helpful to the other side, there are many instances where passive defense is defender’s best option.

Once partner raise your major suit, generously add points for trump length.

Always be eager to compete aggressively with a good, long suit.

Negative doubles are only used after a natural overcall in a suit.

When you partner opens 1NT and you have a very weak major suit: If your side has 27-30 HCP, respond 3NT rather than bidding Stayman.

Don’t lead the 4th best if you can lead top of a sequence.

The process of elimination is an excellent way to figure out the best bid on a difficult hand.

Upgrade honor cards in RHO’s suit. Downgrade honor cards in LHO’s suit.

The rule of 11 does apply in both notrump and suit contracts –as long as the lead is 4th best.

Sometimes the best way to avoid getting stuck in the wrong hand is to overtake one honor with another.

A good defender will consider whether to “cover or not” as soon as dummy is tabled.

Lead an honor for a finesse only if you are eager to see it covered.

When playing IMPs, if the contact seems to be cold, consider what might go wrong and play accordingly.

When partner opens 1NT, do not get carried away when you have a flat 16 HCP. A quantitative raise to 4NT is enough.

When giving partner a ruff (or trying to), the card you lead is a suit preference card.

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The best way to count trumps is to keep track of the opponents' trumps.

When the opening leader is about to win the first trick, declarer should signal with a high card if he wants the suit continued.

3NT is the final contract almost 20 percent of the time, and is the most popular contract.

I recommend agreements that will be easy to remember as opposed to seeking the "best" agreements.

The last thing declarer ever wants to do on a crossruff hand is lead trumps.

You should not dream of opening a hand that has no quick tricks. Queens and jacks do not hold their own.

Leading from weakness toward strength can be crucial even when no finesses is involved.

After your opponent's artificial bid, if you bid that same suit, it is NOT a cue bid; it is a natural overcall.

He who doesn't know, invites.

Strive to play slams in a suit contract.

If you find a major suit fit, do not look for a fit in another suit.

Never signal with a card that might take a trick if you held on to it.

Non-negative doubles show general strength. They are similar to responder's redouble after partner opens and an opponent makes a takeout double. The usual minimum is 10 HCP, although doubles after a 1NT overcall can be made with 9 HCP.

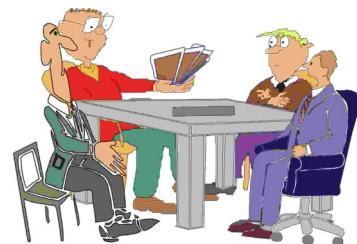
If you have a strong suit, it is okay to overcall at the one level with a weak hand.

When partner shows a strong 6-card suit, a singleton honor is good support.

When on hand is a lot weaker than the other, declarer must be on the lookout for entry to the weak hand.

Although an overcall doesn't promise an opening bid, it doesn't deny one either.

Good bidding will usually result in good contracts, but sometimes the success of the contract will depend on something as random as which doubleton partner was dealt.



Marty Bergen is a successful bridge author. He has ten National titles to his credit and is a wonderful teacher and promoter of the game. His books make great additions (editions) to any bridge library and are excellent ways to learn about the game. He also offers online bridge lessons. Bergen Tips are featured intermittently in these newsletter and appear to be among the most welcome features. To contact Marty about online lessons, go to his website, at: <http://www.bridgesights.com/hondobridge/audiolessons/mbaudiolessons.php>

From the USBF Junior Training Program... (see our FB page!) Sample Lessons from Barry Goren



Opening Leads:

Leads against declarer's suit contract .

We lead high from a doubleton .

We lead low from 3 (today you led the 4 from K42)

We lead 4th best from longer suits then play the lowest one to show 5 or more

We lead highest of touching honors (Ace from AK , King from KQ etc)

If we have an interior sequence with one higher honor (K109 , KJ10 , Q109) We lead the second highest . Note that KQ1098 we would still lead the K not the Q or the 10

We try our best not to give away a trick to declarer on opening lead . So lead Qxxxx or Jxxxx if you feel like you have to lead from an honor

Lead Kxx but not Kxxxx if you feel like you have to lead from an honor. These are less likely to give away tricks you cant get back.

Leading unsupported Aces is generally a bad thing (unless you are trying to cash out)

Leads against declarer's NT contract.

The goal in NT is to lead a 5 card suit when you have entries or to find partner's 5 card suit if you don't have entries. This strategy is especially important against 3NT

We lead 4th best even with touching honors .(KQ862 lead the 6)

We still lead the same from interior sequence (10 from Q109 , J from KJ10)

From 3 small we lead high (unless its partner's suit then we lead low)

From 4 small we lead second highest unless we have 2 touching spots on top (7642 lead the 7)

From 5 small or longer still lead 4th best

Never lead the Ace from Axx Axxx .

It is wrong on 2 levels . One it takes out your entry . 2 it potentially sets up declarer's suit

Try to memorize these rules and practice them

1NT Forcing:

When partner opens 1 Major you raise with 3 card support and 7-10 points

You can respond 1S (over 1H) with 4 or more Spades and not 3 hearts

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2/1 is Game forcing shows Shows 4 of a minor and 13 points or 5 Hearts and 13 points

If you have less than a GF u bid 1NT . This is a forcing bid for 1 round .

Opener bids naturally with 4 card suits below his opening suit if he can

Otherwise he bids his cheapest 3 card minor . (with 4 Spades 5 Hearts 2 Diamonds 2 Clubs u have to bid 2c unless you have 18 points or more)

With 18 or more points opener bids above his opening suit .

After Opener rebids the 1NT bidder can bid a new suit below opener's with 6 and a weak hand

If he bids a new suit above opener's first suit then it is invitational with a 6 card suit whether it is a jump or not

with 11-12 points and stoppers you can bid 2NT after opener's rebid

You can raise opener's 2nd suit with 4 and 9-12 points

U can preference partner back to his first bid suit with a dbltn or 3 (if 3 then less than 7 points since we didnt raise immediately) and nothing else that fits . With a singleton in partner's suit and less than 8 points you can pass opener's 2nd suit (need at least 3 so not 1-5-2-5)

If we have 3 card support for partner and 11-12 points we bid 1NT and then jump to 3 of partner's major

SO REMEMBER 1S-3S now shows 4 card support 11-12 points . With 3 card support we bid 1NT FORCING and then bid 3S (Same with hearts)

What is the USBF Junior Training Camp? From Joe Stokes, Chairman, USBF Junior Committee

With funding from the ACBL Junior Fund, the United States Bridge Federation (USBF) held a bridge camp for advanced junior players in conjunction with the Summerfest Regional in St. Charles, IL (near Chicago) the week of July 8. Eleven young bridge players from eight states (CA, IL, MD, MA, MI, MN, VA, WA) attended the four-day camp, which was organized by USBF Junior Program Coordinator Joe Stokes.

Those attending the camp played in Regional events each day at 2:00 and 7:30. In addition, they met each morning from 11:00 to 1:45 and each evening from 5:45 to 7:15 to receive instruction and to review hands from the previous session. Campers also met after the evening sessions to discuss the hands they had played and to receive feedback and suggestions from expert players.

Debbie and Michael Rosenberg provided much of the instruction and led the review of hands the campers had played after each session. Chicago experts Jack Oest and Ralph Katz gave instructional talks to the campers. Other area experts including Larry Robbins, Stan Subeck, Drew Becker, and Dan Zagorin, along with Kevin Bathurst, Howard Liu and other out-of-towners also aided in the program, spending time discussing the hands and answering questions with the Juniors. Many kibitzed the young players and provided feedback following the session. USBF President George Jacobs played with a junior team one day and gave the youngsters pointers. Thanks to them all.

Rick Beye, the Director-in-Charge of the Regional, made sure everyone had hand records after each session, even providing

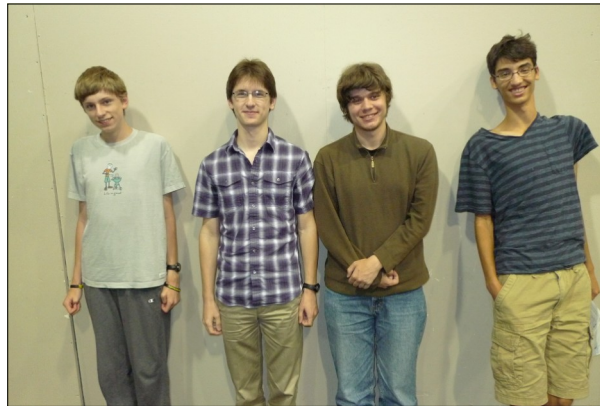
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hands for knockouts and Swiss team matches. Rick also provided electronic versions of the deals for the following morning lessons. We projected the lessons onto large screens to facilitate discussion among the players and mentors. Thank you, Rick.

Thanks also to Martha Katz, who helped with logistics and food; the Chicago Contract Bridge Association who donated free entries to all the Juniors in the Regional events; Angie Clark, chair of the Regional; and her staff, all of whom helped make the camp successful.

Juniors attending camp performed very well in the Regional events. Two junior teams contested the finals of the top bracket of the Wednesday-Thursday knockout. The winners of that KO (Greg Herman, Oren Kriegel, Ben Kristensen, and Kevin Rosenberg) also reached the finals of Bracket One in the Friday-Saturday KO (but lost the finals).



Well done to all the campers!

Gen Kristensen, Oren Kriegel, Greg Herman, Kevin Rosenberg

For more information on the USBF Junior Training Camp, or to see if you or someone you know is eligible for the camp, go to USBF.org or visit the USBF Junior Training Program page on FB.

Come to Chicago's Hospitality Plus Central States Regional

Grand Geneva Resort and Spa, Lake Geneva, Wisconsin on Route 50, 1/2 mile east of Route 12.
Special Bridge Room Rate Available until 9/20; Call 262-248-8811 or 800-558-3417

October 21 — 27, 2013

Intermediate/Novice Schedule of Events

Monday 7:30 pm, I/N Stratified Charity Pairs, Stratified Pairs 0-100, 100-200, 200-300

Tuesday through Friday 9:30, 2:00 & 7:30 pm, Single Sessions, I/N Stratified Pairs 0-100, 100-200, 200-300

Saturday 9:30, Single Session, 299er Stratified Pairs 0-100, 100-200, 200-300

PLUS ALL NEW Players' Choice Gold Rush Games 9:30, 2:00, 7:30 for up to 750 MP players paying gold on Friday and Saturday

Free Intermediate/Novice Dinner (Thursday between sessions) - Daily Speakers - Registration Gifts

Chairman: Suzi Subeck, stansubeck@prodigy.net, 847-509-0311

Partnerships: Carl Sharp, IBSharp2@sbcglobal.net, 312-497-4277

I/N Program: Mike Cochran, cochram1@yahoo.com, 847-846-8025

Free I/N
Dinner
Thursday



FallFest Silver Point Sectional, November 8-10, 2013

Lindner Conference Center, 660 E. Butterfield Road, Lombard, IL

(On the campus of Northern Baptist Theological Seminary, E. of Yorktown Mall at traffic light)

0-300 "I/N" Schedule

Friday, November 8

9:30 a.m. I/N Stratified Pairs

2:00 p.m. I/N Stratified Pairs

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

Saturday, November 9

2:00 p.m. I/N Stratified Pairs

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

Sunday, November 10

10:00 a.m. 299er Stratified Swiss Teams

Tournament Chairperson

Sharon Pobloske

630-650-4444

spobloske@aol.com



La Crosse Sectional

November 8-10

The Harry J Olson Center

1607 North Street, La Crosse, WI

299er Pizza Party and mini educational meeting

Saturday after the morning session time ~ 12:15pm

Friday

2:00 pm and 7:00 299er Pairs

Saturday

9:00 and 2:00 299er Pairs

Partnerships: Jim Stahl 608 784 0827 jimjs1@yahoo.com

Chairperson: Dave Melin 608 797 3587 melind0908@aol.com



Milwaukee Fallfest Sectional,

Sr. Camille Kliebhan Conference Center, Bonaventure Hall, Cardinal Stritch University, 6801 Yates Rd, Milwaukee



Thursday, October 3

9:30 AM 2:00 PM Stratified 299er Pairs

Friday, October 4

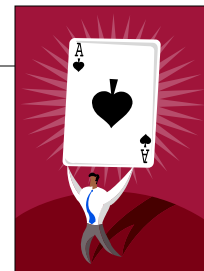
9:30 AM 2:00 PM 7:00 PM Stratified 299er

Saturday, October 5

9:30 AM 2:00 PM Stratified 299er Pairs

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

Partnership Chair: Mardi Mattison 262-518-0037 mmattison@wi.rr.com



49er PAIRS

This is an otherwise open event, but all players must have fewer than 50 masterpoints

99er PAIRS

All players must have fewer than 100 masterpoints.

199er PAIRS

All players must have fewer than 200 masterpoints.

299er PAIRS

All pairs consist of players who have fewer than 300 masterpoints.

BAROMETER PAIRS

The Barometer Pairs game is differentiated from other pair games by the method of distributing the boards and by the scoring.

In the usual type of pair event, all or most of the boards are in play every round. The boards are moved from table to table on a predetermined schedule so that eventually all pairs play most of the boards at some time during the session. In a Barometer game the boards don't move from table to table after each round. All pairs play the same boards at the same time throughout the event. The director and his staff will have preduplicated many sets of boards prior to the game. Quite often each table will have its own set of boards. Equally often, two or three tables will share one set of boards. Each set of boards goes out of play after one round.

As a result, all scores for a given set of boards are available as soon as the round is over. The director retrieves the score tickets and enters them immediately. Quite often the scores will be posted for inspection by the players after each round, so each pair knows where it stands at all times. Any given pair's fortunes will rise and fall as the game goes on—hence the name Barometer.

BRIDGE+ PAIRS

The Bridge Plus+ Pairs is specially designed for new players who have just finished taking a series of lessons. The bridge is very relaxed. The director, who often also was the teacher, is available to answer questions and offer assistance.

CHARITY PAIRS

The Charity Pairs is a regular pair game, the only difference being that a minimum amount of the proceeds from the selling of entries is earmarked for a specified charity, such as the ACBL Charity Foundation.

CONSOLATION PAIRS

Some multi-session pair games have qualifying sessions instead of being play-through. A certain number of pairs in each group qualifies to play in the final session or sessions. Usually a special game for non-qualifiers is run alongside the final. This game, a regular pair game as far as movement and scoring are concerned, is called a consolation.

FAST PAIRS

In the Fast Pairs game the speed of play is increased by a major factor. Instead of the usual seven to eight minutes allowed to play each board, the game is set up so that boards must be completed in five minutes. Sometimes this permits more boards to be played. More often this type of game results in a game finishing at an earlier time. Such a game often is called a Speedball Pairs.

FLIGHTED PAIRS

The event is broken down into two or three fields based on masterpoints. Each field competes as a separate event. The flight for which a pair is eligible is determined by the masterpoint holding of the player with more masterpoints. Pairs may opt to play in a higher category but not in a lower one.

Often, the breakdown is as follows: Flight A—0 to infinity; B—0-750; C—0-300. All pairs are eligible to compete in Flight A. Only pairs with fewer than 750 points (Flight B limit) are eligible to play in Flight B. Only pairs with fewer than 300 points (Flight C limit) are eligible to play in Flight C. Pairs eligible for Flight A may compete in Flight A only. Masterpoints are awarded based on the number of tables in the flight entered added to the number of tables in all lower flights.

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FYI: To read the I/N Newsletters, archived back to 2001, go to:

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

We will be mailing TWO issues a year: Spring and Fall and posting the Winter and Summer issues as on-line only.

Explanation of ACBL Events

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HANDICAP PAIRS

The Handicap Pairs is conducted like an Open Pairs game, but the scoring method is different. The game produces two sets of winners, scratch and handicap. The scratch standings are the same as they would be in an open game. However, the handicap standings are based on the scratch score plus handicaps that are awarded to make the event more evenly contested.

The handicap can be figured in either of two ways. First, it can be based on the players' ranks (a measure of expertise), with more matchpoints awarded the lower the rank. Second, it can be based on recent performance as compiled either by the director or the computer. Full awards are given for scratch scores that place overall.

Fifty-percent awards are given for handicap scores that place overall. A pair that is eligible for matchpoints, both scratch and handicap, receives the higher of the two awards, not both.

IMP PAIRS

An IMP Pairs event is played like a regular pair event but is scored in a totally different way. A basic score is set for each board—usually an average of all the scores compiled on that board. Sometimes the top and bottom scores are eliminated before the average is taken so that extreme scores will have less impact on the average. Then your score is algebraically compared with the average and translated into International Matchpoints (IMPs) according to the IMP formula. The IMP scale is printed on the ACBL convention card.

INSTANT MATCHPOINT PAIRS

A very special method of scoring is used for the Instant Matchpoint Pairs, a rare event—it is run only three times annually by the ACBL.

Identical hands are played throughout the ACBL (throughout the world in the Worldwide Pairs). As soon as the hand is played, the players can learn their Instant Matchpoint result by looking at the traveling score. All hands are scored in advance. A good-looking program book is distributed to all players at the conclusion of the game in which each and every hand is thoroughly analyzed by an expert.

INTERMEDIATE PAIRS

Only new and inexperienced players are eligible to play in the Intermediate Pairs. Upper masterpoint limits vary.

JUNIOR PAIRS

Both members of all pairs must be under 26 years of age in order to compete in the Junior Pairs. It is run along the lines of an Open Pairs.

LIFE MASTER PAIRS

All contestants must be Life Masters.

MASTER PAIRS

A Master Pairs is usually run in conjunction with a Non-Master Pairs. An arbitrary lower limit of masterpoints is set,

and at least one member of every pair must have at least that number of masterpoints. The game itself is run along the lines of an Open Pairs.

MIXED PAIRS

All pairs must consist of one man and one woman.

NEWCOMER PAIRS

A Newcomer Pairs, which is run along the lines of an open pairs, is for new players only. Usually the upper masterpoint limit is 5.

NON-MASTER PAIRS

A Non-Master Pairs is usually run in conjunction with a Master Pairs. An arbitrary upper limit of masterpoints is set, and both members of every pair must have that number of masterpoints or less. The game itself is run along the lines of an Open Pairs.

OPEN PAIRS

Any two players can compete as partners—no restrictions of any kind.

PRO-AM PAIRS

One member of each pair is a top-flight player—the pro, so to speak—and the other is a new or relatively new player—the amateur. The purpose is to enable the new player to meet and get to know some of the better players in the area. The new player also gets the benefit of good advice and tips from his or her “pro.” The game itself is run along the lines of an Open Pairs.

SENIOR PAIRS

Both members of each pair must be at least 55 years old.

SIDE GAME SERIES

(The Side Game Series is always a multi-session event. Each session is a regular pair game, and awards are given for each individual session. In addition, there are overall awards for those who perform best during the various sessions. Each individual receives credit for his/her best two scores, and the overall ranking is done from these figures. Each player may play with as many different partners as there are sessions since the overall standings are determined on an individual basis.

The series must consist of three or more sessions. At North American Bridge Championships, session awards are paid in red points, but overall awards incorporating the scores from all sessions are paid in gold points.

Masterpoint awards are based on the formula for a two-session open event.

STRATIFIED PAIRS

This type of game is different from most others because it produces more than one set of winners. The field is divided into two or three strata, each with a predetermined maximum and minimum masterpoint limitation. The tournament directors attempt to seed the field in such a manner that approximately equal numbers of players from

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The District 13 I/N Newsletter, Summer, 2013

Suzi Subeck, Editor

Email: stansubeck@prodigy.net

106 Penn Court, Glenview, IL 60026

Voice: 847-509-0311; Fax: 312-220-9114

Upcoming Tournaments (advertised within)

Milwaukee FallFest Sectional, Milwaukee, WI, October 3-5, 2013

CENTRAL STATES Regional, Lake Geneva, WI, October 21-27, 2013

LaCrosse Sectional, LaCrosse, WI, November 8-10

FallFest Sectional, Lombard, IL, November 8-10

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each stratum are competing in each direction. During the course of the event, pairs from each strata play pairs from all other strata.

All pairs in the event are ranked when computing the overalls in the top stratum. The pairs in the top stratum are then eliminated, and a second set of rankings is determined for the pairs remaining. Next, the pairs in the second stratum are eliminated, and a third ranking is done for the third stratum. It is possible for pairs in the second and third strata to place in a higher stratum, but pairs in the top stratum are eligible for awards only in the top stratum.

The stratum in which a pair plays is determined by the member of the pair who has the most masterpoints. Unlike flighted events, pairs do not have a choice of strata—they are automatically placed in the lowest stratum for which they are eligible.

The game is run like an ordinary Open Pairs, although the field is carefully seeded so that each Strat A pair plays against all Strat A pairs in the section against which they are competing.

STRATIFIED BY EXPERTISE PAIRS

A preset limit on masterpoints is set. If both members of the partnership are over the limit, they are in Strat A. If one is over and one is under, they are in Strat B. If both are under, then the pair is in Strat C. Otherwise the conditions are similar to those of regular Stratified Pairs.



STRATIFLIGHTED PAIRS

The Stratiflighted Pairs is almost identical to a Stratified Pairs with one major difference — the pairs in the top flight compete in a separate event, totally apart from the other strata. The top flight can be divided into two strata if preferred. The remaining pairs play a stratified game handled exactly like a Stratified Pairs. In other words, there are two games, both of which are run along the lines of an open pairs.

SWISS PAIRS

The Swiss Pairs is run along the lines of a Swiss Teams. Pairs play against each other in short matches, with various methods of scoring determining the winner. As in Swiss Teams, pairs with approximately the same records are paired against each other for subsequent matches. This type of event has not proved popular and is seldom used at tournaments today.

TEAM OF TWO PAIRS

Both of a team's two pairs sit in the same direction in different sections in this unusual type of pair event. Everyone plays a session of matchpoint duplicate—just like a pair game. Of each team's two results on a board, only the better is entered to determine the matchpoint score. Naturally, the score not used for your team is the “better” score for your opponents. Strategy is necessary to maximize potential matchpoints. To be successful, a team should not play or defend the same contract or make the same play at both tables. In other words, the methods used by the two pairs should be different to increase the possibility of a favorable result. This event is usually sanctioned only at sectionals.

WOMEN'S PAIRS

All pairs consist of two women. The game is run along the lines of an Open Pairs.