

# I/N News ... especially for you!

Volume 13, Issue 4  
Winter, 2013

Suzi Subeck, Editor  
John Goldstein, President  
Carl Sharp, Vice President  
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## How to Play Bridge ... Basics from the ACBL

### Inside This Issue:

- The Basics**
- Game Basics 1 Bridge is played with a deck of 52 cards (take out the jokers) and four people sitting at a square table with the players who are sitting across from each other forming a partnership.
- About the Cards**
- Introduction to Duplicate Bridge 4 There are four suits: clubs, diamonds, hearts and spades. Each suit has 13 cards. In bridge, the deuce is the lowest card in the suit and the ace is the highest.
- Getting Started**
- Bridge Bites 7 Draw cards to select the person to deal the cards (the dealer). This person distributes the cards face down, in clockwise rotation one at a time, until each player at the table has a hand consisting of 13 cards. After the play of each deal is completed, the opportunity to deal moves around the table clockwise so that each person has a turn to deal out the cards.
- Aim of the Game**
- Each partnership tries to win (or take) as many tricks as possible.
- Taking Tricks in Notrump**
- Tournament Schedules Throughout A trick contains four cards, one contributed by each player. One player starts by leading a card, placing it face up on the table. In clockwise rotation, each player has to follow suit, by playing a card of the same suit as the one led. If a heart is led, for example, each player must play a heart if possible. Only if a player doesn't have a heart can that person discard (i.e., play a card of another suit). The highest card in the suit led wins the trick for the player who played it. This is called playing in notrump.
- Taking Tricks with a Trump Suit**
- Having a trump suit is something like having one suit wild. The rules of the game still require that if a player can follow suit, the player must. When a player can no longer follow suit, however, a trump can be played, and the trump is higher and

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more powerful than any card in the suit led.

## **Bidding**

Bidding is the language of bridge. The players, through bidding, decide whether the deal is to be played in notrump or in a particular trump suit. The dealer has the first chance to bid. If the dealer has some high cards in the hand and a preference for one suit over another (usually decided by the length of the suit), dealer makes a bid to let his partner know which suit he prefers. If the dealer doesn't have many high cards and doesn't want to make a bid, he says "pass."

Bids must be made according to the hierarchy of suits: clubs, diamonds, hearts, spades and finally notrump. Thus, if 1♣ is the opening bid, the next hand to bid must bid at least 1♦, the next hand at least 1♥ and so on. If declarer were to open 1♠, the next bid would have to be 1NT or 2♣, 2♦ or 2♥.

After the dealer makes a decision, each player in turn has an opportunity to either bid or pass. At the end of the bidding, each partnership will have decided on the suit it wants to name as trumps and if it has enough strength (high cards) to bid for the privilege of naming trumps. Or one partnership will have passed, letting the opponents pick the trump suit in return for committing to winning a certain number of tricks. The bidding ends when three players in succession say "pass."

## **Declarer, Opening Leader and Dummy**

The declarer is the player who first mentions the suit that ends up being trumps or who first mentions notrump.

The opening leader is the player to the left of the declarer who starts the play by making the opening lead, playing a card face-up on the table.

The dummy is declarer's partner. After the opening lead, the dummy places his hand face-up on the table, and declarer calls the cards during the play for both hands.

## **Guidelines for Making the Opening Lead**

Against notrump contracts, it is a good idea to lead your longest suit because that could be your best source of extra tricks. With a sequence, three or more cards in a row, lead the top card of the sequence. If you don't have a sequence, lead low.

Against trump contracts, you can still lead the top of a sequence, but you no longer need to lead your longest suit. Your opponents have a trump suit and can usually prevent you from taking tricks in your long suit. They can trump in and win the trick. Sometimes it is a good idea to lead a short suit if it isn't the trump suit. Your partnership wants to take tricks as quickly as possible.

## **The Bidding**

Think of the bidding as a pleasant conversation between friends. A bid is a number combined with a word. The word refers to the suit or notrump in which the player hopes the contract will be played. The number refers to the number of tricks the partnership is willing to commit to over the book of six. 1♠, is a commitment to take 6 + 1 = 7 tricks, and a suggestion of spades as the trump suit. If 1♠, is the final bid, it would be the contract.

## **Hand Valuation**

The ace = 4; the king = 3; the queen = 2; the jack = 1. In addition to giving points for high cards, points are given for the shape of the hand. A five-card suit = 1; a six-card suit = 2; a seven-card suit = 3; and an eight-

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card suit = 4. Once you have valued your hand, the next step is to bid according to its strength and shape.

### **Guidelines for Opening the Bidding**

With 0 to 12 points, pass.

With 13 or more points, open the bidding with one of your longest suits.

With 15 to 17 high-card points and a balanced hand (one where all suits are represented with at least two or more cards), open 1NT (notrump).

### **Contracts**

The bidding will lead to a variety of final contracts (a number and a suit or notrump). They are not equal in value since you score more for bidding and making certain contracts. They can be slams, game contracts, or part-game or partscore contracts. They can be major suit (spades or hearts) contracts or minor suit (diamonds or clubs) contracts.

### **Bonus Levels**

**Slams:** You score highest for bidding and making a grand slam of 7♠, 7♥, 7♦, 7♣ or 7NT (notrump) where you can lose no tricks to the opponents. To bid a grand slam, the partnership should have a total of 37 points. The next best score comes from bidding and making a small slam of 6♠, 6♥, 6♦, 6♣ or 6NT where you can lose only one trick to the opponents. To bid a small slam, the partnership needs a total of 33 to 36 points.

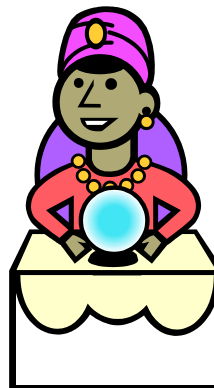
**Games:** There are five game bonuses which are more attainable than a slam contract. 3NT requires that you bid for and make 9 tricks. 4♥ and 4♠, require that you bid and make 10 tricks. All three of these games can be bid when the partnership has a total of 26 points. 5♣ and 5♦ require that you bid and commit to making 11 tricks, and 29 points are suggested for a contract at this level. Experience has shown that if you and your partner have at least eight trump cards in your combined hands, you can usually take one more trick in a suit contract than you could in a notrump contract. That means that games in 3NT or 4♥ or 4♠, (if you have at least eight trumps) require about the same strength in high cards.

**Partscores:** In a partscore, the partnership receives points for every trick made. The partnership is not eligible, however, for the bonus it would get for bidding a game or a slam.

### **The Role of the Responder**

The partners on a bridge team have certain roles to play. The opening bidder describes his hand to his partner. The partner becomes the captain and assumes the role of deciding on the best denomination and the best level for the final contract. The partner of the opening bidder knows more about the combined strength of the two hands after hearing the opening bid and looking at his own hand.

You will have a “grand” day if  
you pay attention to the  
lessons herein!



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# The Exciting World of Bridge: An Introduction to Duplicate... more from the ACBL

Your first club game is like your first day at a new school. You walk through the door and find that everyone knows one another. They're asking about each other's families and work, chatting about hands and tournament results. It's a club! Now you're a member, and it's just a matter of time before these are your friends as well.

Find the person selling entries — the cost for a club game varies but is usually about the same as a movie ticket. You'll probably want an East-West entry so you don't have to keep the official score (that's the job for the player sitting North). The entry will show your direction and table number.

Don't hesitate to tell people you're a newcomer. You'll find many players eager to show you the ropes.

## **The Convention Card**

Before you play, you and your partner need to fill out a convention card. A convention card is just that: a card that shows the conventions you use along with your general approach to bidding.

The card serves two purposes: One, it tells your opponents what you play. (They, by the way, not you, are the only people entitled to look at it during the game, though clubs are somewhat lenient about this rule for the new player.) Two, making out a card allows you and your partner to get your understandings straight. Many longtime partnerships have improved just on this alone.

At first sight, the card can be intimidating. Don't worry about filling it out in detail. You'll see that it already has common conventions such as Stayman and Blackwood used by many social players. Dozens of other conventions have been invented to describe various hands, and you'll discover some you enjoy using. For now, just remember that unusual conventions are shown in red on the card. Your opponents will "Alert" them by saying the word or using the "Alert" card in the bidding box. You may ask for an explanation when it is your turn to call.

Bids shown in blue require an "Announcement." For example, when your partner bids 1 Notrump, you "announce" to your opponents the Notrump range. Most pairs use 15-17 or 16-18. Some have more unusual methods.

Another duplicate novelty is the "Skip Bid Warning," which is used whenever you "skip" the bidding — when you open at the 2 level, for example. You either say, "Skip bid, please wait," or use the red "Stop" card in the bidding box. The opponent waits 10 seconds before bidding. This gives the opponent an opportunity to recover from the "surprise" of your jump and prevents the "fast pass." (Translation: I may have been surprised but I didn't have anything to bid anyway!)

## **Bidding Boxes**

Most games now use bidding boxes filled with cards designating every possible call. One of your opponents or the director, the official who conducts the game, will show you how to use them. The cards provide an instant review of the bidding and eliminate the possibility of mishearing an auction. You may enjoy using them so much that you buy a set for your home games.

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## **Shuffle, Deal & Play**

You've found your table and greeted your opponents. The director will place duplicate boards with cards to shuffle and deal. Instead of dealing them to a player, deal them in front of you and insert each hand into one of the slots in the boards. Each hand is dealt only once. No more shuffling!

Now, just pick up your hand, noting from the board instructions who is dealer, and play bridge. To keep each deal intact for the next round, place each card face down in front of you on the table, pointing toward your partner if you win the trick, toward the opponents if you lose the trick. As declarer, you will tell your partner which card to play instead of pulling the dummy yourself. The dummy doesn't ask to see your partner's hand or walk around the table for a peek. Since the hands remain intact, there is opportunity later to look at them.

Also remember to make your opening lead face down to prevent leads out of turn. Many players will make their lead while asking their partner, "Do you have any questions?" Partner may shake her head no or may then ask for an explanation of an opponent's bid.

When the deal is complete and the result agreed upon, the North player will enter the result on a scoresheet later used by the director to determine overall winners. You will want to record your own scores on the reverse side of the Convention Card.

## **Keeping the Private Score**

The private score card contains the board numbers and vulnerability and spaces for you to record the result of each deal. There is also space to estimate your points and record the final result for each board. Many players, however, use the extra space for notes. Most clubs now use a computer program called ACBLScore, and the director may print out the scores for each player from the program.

Duplicate is scored like Chicago or party bridge. If your side makes a contract, you receive your trick score, plus a bonus of 50 points if you bid and make a partscore, 300 if you bid and made a non-vulnerable game, or 500 points if you bid and made a vulnerable game. Each deal stands alone and has no effect on any following or previous deal. If you don't know the score of a particular contract (4 Spades making 4 doubled is one most players never forget!), just look on the back of the cards in the bidding boxes.

## **Move for the Next Round**

You will play two to four boards at each table and a total of 20-28 for the entire session. To keep the game going smoothly, each round is timed. You are allowed an average of about 7-1/2 minutes for each board so you will want to learn to use your time wisely.

When you have finished all of your boards at a given table, the director will call the round and direct the movement of the boards and players. Generally, North-South remain stationary while East-West "get older"—move to the next higher table—and the boards "get younger,"—move to the next lower table.

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### **“Director, Please”**

Duplicate bridge is a sport and sports have rules. The rules ensure that the game is fair for everyone (the field). You’re not expected to memorize the entire Laws of Duplicate Bridge. But don’t hesitate to politely call the director to your table if you think a rule has been broken. Never be intimidated when the director is called because you may have broken a rule. Director calls are just another learning experience. A good director will present the ruling in a manner that doesn’t embarrass or offend anyone. Accept rulings with grace.

### **How Did You Do?**

You don’t have to hold a lot of aces to win in duplicate bridge. Your score is the result of a comparison between how well you did with the cards when you held them and how each of the other pairs did with those same cards.

The director matchpoints the results on each board. You receive one matchpoint for each pair whose result you have beaten and one-half a point for each pair whose results you have tied.

When you add up all of your matchpoints, you’ll see whether you did better or worse than average. You also will be able to see which boards you found troublesome and take the opportunity to discuss them with some nice former opponents. Was there a way to make 6?

### **Are You a Winner?**

If you placed in the top 40% of your section in the game, you will be awarded a prize: Masterpoints, the coin of the bridge-world realm.

### **Thank You, Partner**

Bridge is as friendly as the players and it’s important to be a good partner and opponent. Thank your partner when she puts down the dummy. Wish the opponents good luck before you start the game. Don’t get upset about a bad result. Instead, start fresh with the next 13 cards. Successful partnerships will discuss difficult hands and situations where something went wrong after the session in private. Bridge is a game. Have fun!

**VALENTINE SECTIONAL    FEBRUARY 5 - 8, 2014**  
**ZOOFARI CONFERENCE CENTER**  
**10001 West Blue Mound Road - Milwaukee**  
(Adjacent to and east of the Milwaukee County Zoo)

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

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

Friday - 2/7:  
9:30 a.m. & 2:00 p.m. - 299er Pair Game (Single Sessions)

TOURNAMENT CHAIR: Jan Litscher (414-708-4832) [jilitscher@gmail.com](mailto:jilitscher@gmail.com)  
PARTNERSHIP CHAIR: Yvette Neary (414-526-9035) [yneary@gmail.com](mailto:yneary@gmail.com)



## BRIDGE BITES #1: It's Elementary by Brian Gunnell from the ACBL site

Crime in London appeared to be taking a vacation, and so it seems was Sherlock Holmes when he found himself on opening lead at the Baker Street Bridge Club:

♠ A65	<i>Holmes</i>	<i>West</i>	<i>Watson</i>	<i>East</i>
♥ 92	<b>Pass</b>	<b>1♣</b>	<b>Pass</b>	<b>1♦</b>
♦ T95	<b>Pass</b>	<b>1♠</b>	<b>Pass</b>	<b>1NT</b>
♣ Q9654	<b>Pass</b>	<b>Pass</b>	<b>Pass</b>	

Let's eavesdrop on the post-mortem in Holmes' 221B bachelor quarters. But before we do, put yourself in the shoes of the great detective and consider your opening lead.

*Watson* Dash it, Holmes, why not lead the unbid suit? I must have Hearts.  
*Holmes* Indeed, dear chap, you had four, but so did Declarer.  
*Watson* We know that now.  
*Holmes* And I knew it before I made my lead.  
*Watson* An Englishman doesn't peek.  
*Holmes* No, it was the curious matter of your bidding.  
*Watson* But I didn't bid.  
*Holmes* Yes, that was most curious.

How could Holmes figure out the Heart distribution?

*Holmes* My 6-count and the opponents' bidding told me that you had a decent hand. And yet you did not overcall 1♥. Clearly you had less than five Hearts. The auction also told me that West had less than four Hearts and East less than five. Therefore, the Hearts were 2-3-4-4 around the table.

*Watson* Very clever. I suppose you also knew that West had three Clubs.

*Holmes* Yes, Watson.

*Watson* You *did* know?

How could Holmes deduce that West had three Clubs?

*Holmes* It seemed most likely. I had five and East had at least two.

*Watson* He did?

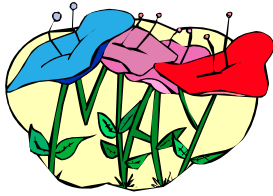
*Holmes* If he was 3=4=5=1 he would raise Spades. With 2=4=6=1 he would rebid Diamonds. Ergo, he had at least two Clubs.

*Watson* So, if East had two Clubs and West had four then I would have had just two. With that I would no doubt make a Takeout Double of 1♣.

	♠ KQJ ♥ 8754 ♦ J63 ♣ AJ3	
♠ T972 ♥ AKJ ♦ Q84 ♣ K87	<i>Watson</i>  <i>West</i> <i>East</i> <i>Holmes</i>	♠ 843 ♥ QT63 ♦ AK72 ♣ T2
	♠ A65 ♥ 92 ♦ T95 ♣ Q9654	



Yes, of course, Holmes did not lead the unbid Hearts, he led through West's Club suit. But how on earth did he know to lead the *Queen*, the only card in his hand which beats the contract? That's a story for another day.



**SPRING FLING SECTIONAL**  
**April 4, 5, 6, 2014**  
**FOUNTAIN BANQUET HALL**  
**(USE SOUTH HALL/REAR ENTRANCE)**  
**8505 DURAND AVENUE**  
**STURTEVANT, WI.**

Friday, April 4  
 9:30 AM 2:00PM Stratified 299er Pairs

Saturday, April 5  
 9:30 AM 2:00 PM Stratified 299er Pairs

TOURNAMENT CHAIR: Marlene Nievin: 262-672-1524 mjnievin@wi.rr.com

CO-CHAIR: Marilyn Eisenhut: 262-637-2111 jeisenhut@wi.rr.com

IN Chair: Sharon May 262-650-1170

PARTNERSHIP CO-CHAIRS

Norman Heinitz: 262-633-3438 karheinitz@aol.com

Hank Kensler: 262-652-6173

**Strata for 299er Events**

**0-50/50-100/100-300**

**0-5 Points Play Free**

**Strata may be adjusted as attendance warrants.**



I WOULD  
 LOVE TO  
 PLAY THE  
 299ER  
 GAMES AT  
 THE  
 SPRING  
 FLING!

**Madison Spring Madness WUMBA Sectional**

Monona Community Center, 1011 Nichols Rd., Monona, WI, (608) 222-4167

**March 20, 21, & 22, 2014**

**Thursday, March 20**

9:00 299er Pair Game

1:30 299er Pair Game

6:30 299er Pair Game

**Friday, March 21**

9:00 299er Pair Game

1:30 299er Pair Game

6:30 299er Pair Game

**Saturday**

**9:00 am**

**299 Swiss Teams** (3 team minimum)

**Short Lunch Break**

**Snack Served**

**Stratification**

299er's games stratified by Director

**Free play for ACBL members with < 5 master points**

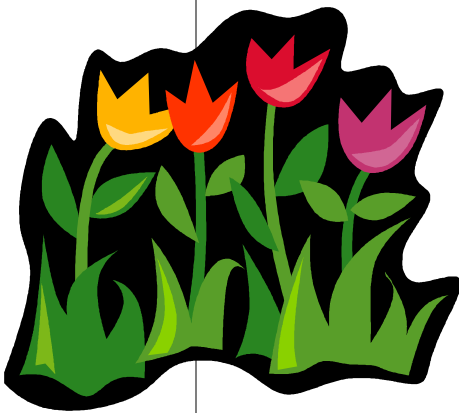
**Free 299er Lessons** – 1:00-1:20 p.m. on Thursday & Friday by: Mary Olsky

Co-Chairs: Jim Mulbrandon Mulb1108@Yahoo.Com (608) 215-5768

Barb Voigt barbvoigt@hotmail.com (608) 831-7009

Partnership: Marge Morgan (608) 271-6460 mumorgan55@gmail.com

Partners guaranteed up to ½ hour before game time





### Appleton Spring Sectional

April 11 – April 13, 2014

Holiday Inn, 150 S. Nicolet Road, Appleton, WI

#### Friday, April 11

1:30 P.M.

Stratified 299er Pairs

7:00 P.M.

Stratified 299er Pairs

#### Saturday, April 12

9:00 A.M.

Stratified 299er Pairs

1:30 P.M.

Stratified 299er Pairs

5:00 P.M. **Annual WUMBA Board Meeting (meal will be provided)**

7:00 P.M.

Stratified 299er Pairs

#### Sunday, April 13

9:00 A.M. Annual Membership Meeting

9:30 A.M.

299ers: A = 200-300, B = 100-200, C = 0-100

#### TOURNAMENT CONTACTS

Chairman: Mary Ann Romberg 920-841-5747 mail to: maromberg@charter.net

Partnerships: Audrey Hansman 920-257-4260 mail to: ajhans@sbcglobal.net



### Summer Madness

**Fitchburg Community Center, 5510 Lacy Road, Fitchburg, (Madison) WI**

Friday July 25

9:00 ! 299er Pair Game

1:30 ! 299er Pair Game

6:30 ! 299er Fast Pairs Game

Saturday July 26

9:00 ! 299er Pair Game

1:30 ! 299er Pair Game

6:30 ! 299er Fast Pairs Game

Sunday July 27

9:00 299 Swiss Teams Stratification by Director

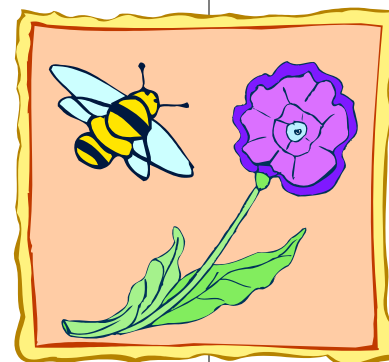
Free 299er lessons 1p.m. Friday & Saturday

Partners guaranteed up to 1/2 hour before game time

Free play for ACBL members with < 5 master points

Chair: Glenna Shannahan: gkshannahan@gmail.com

Partnership: Marge Morgan (608) 271-6460 mumorgan55@gmail.com



Partner always says  
I'm operating!



# District 13 Spring Regional

April 28-May 4, 2014

Grand Geneva Resort and Spa, Lake Geneva, WI

on Route 50, 1/2 mile East of Route 12, Room rate: \$125 single or double + \$15 resort fee.

Reserve by March 28 to insure bridge rate. Call 262-248-8811/800-558-3417

## Intermediate & Newcomer Events 0-299er Masterpoints

0-5 ACBL members play FREE all week  
I/N events... ONLY \$7.00/session!!

### Monday: 7:30

299er & 49er Pairs

### Tuesday - Saturday

Single Session Games  
at 9:30, 2:00, & 7:30

Stratified 299er & 49er Pairs

### Sunday: 10:00 & 2:00

0-299er Swiss Teams:

300/200/100/50

2 separate sessions

### Tournament Chairman:

**Marilynn Charlson**

262-490-2644

email: mcharlson@wi.rr.com

### I/N Chairman:

Lynette Koski



### Fresh Fruit

Hospitality Suite!!!

### Daily Bulletins

Students play for half price with  
valid student ID card!

Kibitzers: Golf, Tennis, Spa



## Marquette Sectional

Masonic Center, Downtown Marquette  
In the Upper Peninsula (UP) of Michigan

August 14 – 17, 2014

### Thursday, August 14

1:30 pm Stratified 299er Pair/Team  
Stratified Pair/Team

7:00 pm Stratified 299er Pair/Team  
Stratified Pair/Team

### Friday, August 15

9:00 am Stratified 299er Pair/Team  
Stratified Pair/Team

1:30 pm Stratified 299er Pair/Team  
Stratified Pair/Team

7:00 pm Stratified 299er Pair/Team  
Short Match Swiss

### Saturday, August 16

9:00 am Stratified 299er Pair/Team  
Stratified Pair/Team

1:30 pm Stratified 299er Pair/Team  
Stratified Pair/Team

7:00 pm Pro/Am Swiss

### Sunday, August 17

9:00 am Stratified 299er Swiss  
Stratified Swiss

TBD (pm) Stratified 299er Swiss  
Stratified Swiss

All single sessions.  
Lunch included (Sunday).  
No partnership service Sun. pm

NOTE: All times are Eastern Daylight Time  
299er Events—1/2 Price!  
Local Club game Wed. evening, 6:30, Westwood Mall

Stratifications (based on averages): A: 2000+, B: 750 – 2000, C: 0 – 750  
Stratifications (based on averages), 299ers A: 200 – 299, B: 100 – 199, C: 0 – 99

Tournament Chair: Duane Fowler [dtfowler62@gmail.com](mailto:dtfowler62@gmail.com), (906) 225 – 1907  
Partnerships: Cerona Stevens [ckaycs@sbcglobal.net](mailto:ckaycs@sbcglobal.net), (906) 249 – 3529 or (906) 361 - 1324

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.

June 10-15, 2014

Sanction #R1406069

# Come to the USBF Regional in Eau Claire!!

The Plaza Hotel & Suites, 1202 W Clairemont Avenue, Eau Claire, WI  
For room reservations, please call: 715-834-6498

**\$89 + tax...**

Please call by May 4, 2014 to insure bridge rate

## Tuesday, June 10

- 9:00 Morning Side Game, session 1  
299er Pairs
- 1:30 Tuesday/Wednesday Compact KO, session 1  
KO-A session 1  
Gold Rush Pairs, session 1  
A/X Pairs (X=0-2000, A=2000+), session 1  
299er Pairs
- 7:30 Afternoon Side Game, session 1  
KO-A session 2  
Gold Rush Pairs, session 2  
A/X Pairs, session 2  
Single Session BAM  
Evening Side Game, session 1  
299er Pairs



## Wednesday, June 11

- 9:00 Choice Pairs, session 1\*  
299er Pairs
- 1:30 Tuesday/Wednesday Compact KO, session 2  
Morning Side Game, session 2  
KO A, session 3  
KO B, session 1  
Choice Pairs, session 2\*  
299er Pairs
- 7:30 Afternoon Side Game, session 2  
KO A, session 4  
KO B, session 2  
Choice Pairs, session 3\*  
299er Pairs  
Single Session Swiss Teams  
Evening Side Game, session 2



## Thursday, June 12

- 9:00 Swiss Teams, session 1 (Th/Fr AM)  
Morning Side Game, session 3  
299er Pairs
- 1:30 KO B, session 3  
KO C, session 1  
Gold Rush Pairs, session 1 (B=300-750; C=0-300)  
A/X Pairs, session 1  
299er Pairs
- 7:30 Afternoon Side Game, session 3  
KO B, session 4  
KO C, session 2  
Gold Rush Pairs, session 2  
A/X Pairs, session 2  
299er Pairs  
Evening Side Game, session 3

- 9:00 Swiss Teams, session 2  
Choice Pairs, session 1\*  
299er Pairs
- 1:30 Morning Side Game, session 4  
KO C, session 3  
Choice Pairs, session 2\*  
299er Pairs  
KO D, session 1  
Afternoon Side Game, session 4
- 7:30 KO C, session 4  
Choice Pairs, session 3\*  
299er Pairs  
KO D, session 2  
Evening Side Game, Session 4

## Saturday, June 14

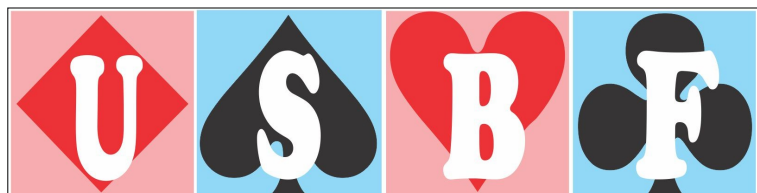
- 9:00 Morning Side Game, session 5  
299er Pairs
- 1:30 KO D, session 3  
Stratified Open Pairs, session 1 B, C, D  
(B: 1500, C: 750, D: 300)  
A/X Pairs, session 1  
Swiss Teams Qualifying  
(2 days), session 1  
299er Pairs
- 7:30 Afternoon Side Game, session 5  
KO D, session 4  
Swiss Teams Q, session 2  
Stratified Open Pairs, session 2  
A/X Pairs, session 2  
299er Pairs  
Evening Side Game, session 5

## Sunday, June 15

- 9:00 Swiss Teams Stratified  
Swiss Teams Q, session: 1st final  
299er Swiss Teams
  - 2:00 Swiss Teams Q, session: 2nd final  
Stratified Swiss, Session 2  
299er Swiss Teams
- A=3,000 +, B=750-3,000, C=0-750  
299er Strats: 300/200/100

**Tournament Chairman: Dennis Ryan**  
715-231-4490  
**Partnership Chairman: Tom Kite**

\*Choice Pairs: Players designate which sessions they will play at the time of purchase of entry Friday, June 13



**We abide by the standard ACBL  
handicapping policy.**

**Master point Averaging when possible.**

**Great site, Great Hospitality, Great Fun!!**

**The District 13 I/N Newsletter, Winter, 2013**

Suzi Subeck, Editor

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

**Upcoming Tournaments (advertised within)**

Valentine Sectional, Milwaukee, WI, February 5-8

Spring Madness Sectional, Monona, WI, March 20-22

Spring Fling Sectional, Sturtevant, WI, April 4-6

Appleton Spring Sectional, Appleton, WI, April 11-13

**DISTRICT 13 SPRING REGIONAL, Lake Geneva, WI, April 28-May 4**

**USBF REGIONAL, Eau Claire, WI, June 10-15**

Madison Summer Sectional, Madison, WI, July 25-27

Marquette Sectional, Marquette, MI, August 14-17

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**PAID**  
PERMIT NO. 7117  
PALATINE, IL  
PERMIT # 7117

DISTRICT 13 ...

0 to 5 Mini-McKenney Masterpoint Race			
Rank	Player	Location	Points
1	James Bloedorn	La Crosse WI	64.20
2	Lee Petzold	Kenosha WI	60.68
3	Paul Dorsey	Racine WI	53.47
4	Walter Pollack	Northbrook IL	46.99
5	Ruth Ng	Chicago IL	43.86
6	Wayne Hall	Chicago IL	40.77
7	Robert Breun	Verona WI	25.17
8	Genny Cesario	Elmhurst IL	24.01
9	Roman Szykulski	Chicago IL	22.12
	Merrell Reiss	Oak Brook IL	22.12
11	Shirley Buss	Madison WI	21.83
12	Gary Brigel	Woodridge IL	21.27
13	Richard Johnsonbaugh	Mequon WI	20.48
14	Charles Vierthaler	Monroe WI	19.81
15	Margo Lablonde-Carli	Marquette MI	18.01
16	Lee Tryon	Fond Du Lac WI	18.00
17	Elizabeth Maloney	Mundelein IL	16.93
18	Mardi Hackett	Winnetka IL	15.49
19	Virginia Hanson	Barrington IL	14.96
20	Thomas Murphy	Chicago IL	13.83
21	Blanche Romey	Wilmette IL	13.03
22	Laverne Loayza	Lagrange IL	12.99
23	Judith Cheney	Glen Ellyn IL	12.92
24	Cecilia Zappa	Little Chute WI	12.42
25	Herbert Gerecke	Mokena IL	12.28

**CONGRATULATIONS!**