I/N News ... especially for you!

Volume 14, Issue 2 Summer, 2014 Suzi Subeck, Editor John Goldstein, President Carl Sharp, Vice President John Pereles, Secretary Stan Subeck, Treasurer

Inside This Issue:

Improve Your Game With Marty Bergen Tips for Better Play and Better Scores...

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

Bergen Tips I

When on lead against a partscore in a suit contract, seriously consider leading trumps.

Aggressive 4
Bidding

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.

Strive to play slams in a suit contract.

Matchpoint Tips 5

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.

When you have a sure trump trick, don't use it for ruffs.

Negative 7 Doubles

The only time you can give a signal is when you're free to do so because you are not involved in competing for the trick.

The best time to preempt is when the opponents have the balance of power. When your RHO passes, the opponents are less likely to have the majority of the strength. In second seat, you should NOT preempt with a questionable hand.

5-3-3-2 hands are not worth much if your 5-card suit is trump. Having no long or short outside suits is a liability in a suit contract.

Tournament Schedules Throughout The fact that dummy still has the ace is not a valid reason to avoid returning partner's lead.

When dummy is known to have a short suit, it is usually best to lead a trump.

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

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

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Dummy has made a splinter bid. A trump lead may stop declarer from ruffing all of his losers in dummy's short suit.

Many players are so eager to win tricks that they forget that it's usually correct to "lose your losers early."

"One advantage of bad bidding is that you get practice at playing atrocious contracts." Alfred Sheinwold

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

Honors in partner's short suit(s) are usually not worth much.

Fourth hand should open if your high card points plus number of spades totals 15 or more.

Because of your limited resources, making a partscore can often be more difficult than bringing home game or slam.

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

When partner opens 1NT and your RHO passes, it is correct to transfer to a minor less than 6 percent of the time. From my booklet, "What You Must Know About Transfers."

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

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

I have strong feelings about sequence leads. When I'm on lead and have a sequence, I think: "Thank you, Lord," for solving my potential opening lead dilemma.

"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.

The opponents end up in a partscore or game and partner doubles the final contract. He has great trumps or lot of general strength. Lead a trump.

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

The minimum needed to make a takeout double of a 1 spade opening bid is greater than the minimum needed to double 1 club.

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

If partner invites a notrump slam with a jump to 4 NT, you're welcome to bid a suit. Top of Form

When your RHO transfers, there's an excellent chance that partner will end up making the opening lead. Helping him out should be your #1 priority.

3NT is the final contract almost 20 percent of the time, and is the most popular contract. You can learn the best ways to play this contract in my booklet, "How to Play 3 Notrump."

If you have a choice of where to win the first trick, don't think: "Where do I want to be now?" Instead, think:

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"Where will I need to be later."

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.

In third seat, you should be very eager to preempt, especially when not vulnerable. Not only can you preempt with some very weak hands, but it is also correct to preempt with some minimum opening bids.

The No. 1 priority at any form of scoring is to make your contract.

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.

The overcaller's options are far more limited than they are for the opening bidder, so all experts prefer a 4-point range for a 1NT overcall.

Because of your limited resources, making a partscore can often be more difficult than brining home game or slam.

Any hand with 11 HCP that also has 3 quick tricks deserves to be upgraded.

Begin by counting losers. But if you think that counting winners will be more helpful, don't hesitate to do so.

If you need the rest of the tricks but have little hope, it's a great time to try for a squeeze.

Your side opens 1NT and you're on lead after a 2-suited auction, such as DON'T or Cappelletti. The overcaller has a distributional hand. He wants to do some ruffing, so lead trumps early and often.

When playing a slam with distributional hands, counting winners is often more helpful that counting losers.

If you think your contract depends on a finesses, try to find a better alternative.

When you have a fit, the value of dummy's void is equal to his number of trumps.

Leading from weakness toward strength can be crucial even if there is no finesse.

When your partner thinks for along time and then passes, you are NOT barred from bidding.

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.

When you open 2 clubs and then bid two of your major after a 2 diamond response, partner's jump raise to 4 is very weak.

Lead aggressively against a suit contract. This is often the right time to lay down an ace. In general, prefer to make a passive lead against 6NT to avoid giving anything away.

Remember that you and your partner are on the same side. Do not forget that your partner wants to win as much as you do.

The Mathematical Advantage of Aggressive Bidding by Rick Waugh

No matter what bidding system you use, or how good you are, there arise some hands that offer a 50/50 chance of making game. Rather than agonize over each one as it occurs (and risk guessing wrong more often than not) it would seem to be a distinct advantage to take a consistent stand on whether or not to bid *all* close games. The question of which course to take can be answered by analyzing the mathematics of scoring.

For example, assume two hands where the odds of making game are exactly 50%. To simplify the discussion, let us further assume that the choice lies between passing three spades and bidding on to four (game). The first hand makes four; the second makes three (or goes down one, if you bid four).

Using duplicate values for part score (50 points), non-vulnerable game (300) and vulnerable game (500), we can easily construct a table for the relative value of bidding game vs. part score at various vulnerability conditions.

Stopping in Part Score (Any Vulnerability)

Bid Made Score

3 4 170 3 3 140 **310**

Bidding Game

Bid Made Score

3 4 170 3 3 140 **310**



At any vulnerability, if you stop in part score on both hands, the score for the two hands totals 310 points (140 + 170). If we compare this total to the score you would obtain by bidding game on both hands, we can derive odds for bidding game:

- **Not Vulnerable** Bidding game on both hands results in a net score of 370 points (420-50), 60 points more than the part scores. Thus, the odds in favor of bidding game are 370 to 310, or a little over 54%.
- **Vulnerable** When vulnerable, the odds are even better for the aggressive pair. Now, bidding game both times nets 520 points (620-100) and yields a net gain of 210 points! The odds for bidding the game increase to 520 to 310, or almost 63%!

Of course, this table does not take into account unfavorable factors which may cause the contract to be set more than one trick or doubled which change the odds somewhat, but it is clear that, mathematically at least, it pays to bid aggressively.

How Should These Odds Affect Your Bidding?

- **Rubber bridge or IMPs (team games):** it is clear *be aggressive!* The odds are in your favor to bid on to game. In fact, it is mathematically sound to bid 40% games when you are vulnerable and slightly less than 50% games when you are not.
- **Matchpoints:** Sadly, these simple calculations do not apply to matchpoints. In matchpointed events (or board-a-match team events), you win a point against every opponent you beat and lose a point against everyone who beats you. Thus, the mathematical odds of a 50% game remain 50/50. However, don't lose sight of the fact that defense is generally agreed to be the *most difficult* phase of the game. Since you're declaring and the enemy is defending, you have an inherent advantage. It's not possible to quantify this edge as simply as above, but you should make it a policy to bid close games.

25 Tips For Better Matchpoint Scores by Rick Waugh

- 1. Play slowly to the first trick. Don't allow your opponent's (or partner) to bully you into rushing your first play. Analyze the opening lead. Review the auction. Try to envision a picture of the unseen hands. Make a plan of attack (or defense). You will find you actually play faster, not to mention better, overall if you play slowly to the first trick.
- 2. Be conservative in the early rounds of constructive auctions. Have 2. tricks for an opening bid; six or more points to respond (however, see #5). The time to "take a flyer" is your last bid, not your first. When a suit *looks* like a four-card suit (\bigstar 86432), treat it as one (do not open $1 \bigstar$). Conversely, a four-card suit (\bigstar AKQJ) that looks like a five-card suit may be treated as one.
- 3. Do not overcall with a bad hand and a bad suit.
- 4. When the hand looks like it belongs to the opponents, don't hesitate to get in their way. Most partnerships today will arrive at a reasonable contract with no opposition bidding. When preempting, or raising partner's preempt, bid as high as you are willing to go at once.
- 5. Pay more attention to distribution and fits and less attention to "points." With good fit(s), bid a lot. Defend, do not declare, misfit hands. When your distribution is 5-5, come alive. With 6-4, bid some more!
- 6. When making a close decision, count your aces as 4. points. Never pass your partner's opening bid when you have an ace, even if you have nothing else.
- 7. On defense, avoid breaking new suits for declarer. It is usually to declarer's advantage when the defense leads a new suit.
- 8. Be a good partner and a good opponent. Trust your partner, not the opponents. Lead partner's suit, even when the enemy bids notrump. Return his leads; don't be a hand hog. Compliment his good play and ignore mistakes. If you must discuss something, mark the hand on your card and discuss it after the session is complete. You never want partner to play one hand while brooding about a previous one. Leave your opponents smiling, not fighting. You want them at their best when their next opponents (your real competition) come to their table.
- 9. Open 1NT on all balanced (4-3-3-3, 4-4-3-2, 5-3-3-2) hands containing 15, 16 or 17 HCP. 1NT is the most descriptive (and therefore best) opening bid in our arsenal.
- 10. Learn splinter bids.
- 11. Almost never sell out to a suit contract at the one-level, and seldom at the two-level. This does not apply to notrump contracts. Only balance *once* per auction. If the opponents bid one more, you have accomplished your purpose. Never hang partner for balancing by raising his bid. Remember, he has already bid your hand!
- 12. The five-level belongs to the opponent's. When you have pushed them to the five-level, let them play it there.
- 13. Avoid leading doubleton honors or a singleton trump. Never lead away from an ace against a suit contract. Try to avoid leading from Axxx and Jxxx against notrump.
- 14. When declaring, don't automatically lead trumps at trick two. See if some other business should be attended to first. Check to see if you need to keep a trump in dummy as an entry later in the hand. Remember, it is correct to draw trumps first on only about 50% of all hands.

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- 15. Do not misapply suit preference signals (most people do). Suit preference signals apply only in *very* limited situations. Most signals are come-ons.
- 16. When bidding a slam, bid the safest one. Don't worry about the extra ten points for notrump. You will beat many people who will not bid slam at all, and sometimes a trump contract will make an overtrick that will beat six notrump anyway. You do not want to go down and lose to those people who didn't bid slam.
- 17. Use Blackwood (and Gerber) sparingly. Don't ask for aces when you hold a void or two quick losers in any suit. Learn to cue bid.
- 18. Get in the habit of applying the rule of eleven to the opening lead, whether you are declaring or defending.
- 19. Do not allow the opponents to intimidate you. Some will try. I know this is easier said than done, but remember, Rich said, "Many talk a good game; very few actually play one!"
- 20. Be disciplined with weak two-bids in first- or second-seat.

New Venue!!

- 21. You are *not required to open light* in third-seat. Have a reason (a suit you want led) for opening light in third-seat. Freely open good four-card majors in third-seat. Anything goes with weak two bids in third-seat.
- 22. Try to reveal your hand when defending and conceal it when declaring. When attempting to win a trick, play low from equals on defense; play high from equals when declaring.
- 23. Don't bypass three notrump for $5 \clubsuit$ or $5 \spadesuit$. If you must play in the minor, bid four or six! If you are convinced 3NT will go down, any plus score (130 or 150) will beat the people getting a minus score in 3NT you do not need to bid game. If 3NT makes four it will beat $5 \spadesuit$ and $5 \spadesuit$, even if you make six.
- 24. Lead singletons versus slams and strongly bid game contracts. You are unlikely to beat these contracts on power alone hope a ruff can do the job. Avoid singleton leads against other contracts. They give away more tricks than they gain.
- 25. Lead a trump against grand slams. They are unlikely to bid seven with a possible trump loser. You need only one trick to beat the contract, don't break a side suit for declarer.

Chicago's SummerFest Regional

Hilton Northbrook, 2855 North Milwaukee Avenue, Northbrook, IL Reservations: (847) 480-7500; Call by June 16th for bridge rate: \$119/night

July 7-13, 2014

Intermediate/Novice
Schedule of Events

◆ All masterpoints are red points.

Lunch & Learn Program ◆ Guest Speakers

◆ Details in Daily Bulletin.

Monday 7:30 I/N Stratified Charity Pairs Tuesday, Wednesday, Friday, Saturday 9:30, 2:00, 7:30 (299er Games)



Monday Afternoon Pro-Am

Call Mike Cochram to register

Registration Required

Tournament Contacts:

Chairman: Angie Clark, 847-764-1060, angieclark@comcast.net Partnership Chairs: Carl Sharp 312-497-4277, IBSharp2@sbcglobal.net Newcomer Chair: Mike Cochran, 847-846-8025. cochram1@yahoo.com

Negative Doubles by Rick Waugh

Negative doubles have become popular because they solve this difficult, and common, bidding problem: ♠762 ♥KO75 ♦94 ♠OJ93

Partner opens $1 \blacklozenge$ and your right-hand opponent (RHO) overcalls $1 \spadesuit$. The overcall has taken away your $1 \blacktriangledown$ response, so you have no way to accurately describe your strength and distribution. You can't bid 1NT (which promises a spade stopper) and you can't bid a new suit at the two-level (which promises 11+ points).

This solution is the *negative double*. To use this convention, you and partner agree that if you open the bidding and the opponent makes a direct suit overcall, a double by responder is *NOT* for penalty. Instead, it shows at least a fair response (7+ points) *AND* four-card length in at least one of the unbid suits – usually the unbid *major* suit. (Some pairs agree that if the two unbid suits are majors – for example, after 14 by partner, 14 by RHO – a negative double promises four cards in *both* suits.)

In the problem above, you would double to show the values for a response and a four-card heart suit. This tells partner that you would have responded 1♥ if the opponent had passed. If opener also has 4 hearts, he'll "raise" your response by bidding hearts himself. If not, he can choose another descriptive bid.

Other examples of how you can use negative doubles:

♦A973 **♥**AJ **♦**92 **♣**KJ1062

If partner opens 1♦ and RHO overcalls 1♥, make a negative double. Even though you have enough strength for a 2-level free bid, a 2♣ bid here will make it difficult to find a possible 4-4 spade fit. Use the double to show your four-card spade suit, then decide which game to bid over partner's response. If partner doesn't "raise" your spades, you'll bid 3NT.

♦K1063 ♥762 **♦**K72 **♣**AJ7

If partner opens $1 \blacklozenge$ and RHO overcalls $2 \clubsuit$, make a negative double to show at least one four-card major. If partner bids $2 \blacktriangledown$, you can bid 2 NT – this shows an invitational-to-game hand with a club stopper, but without four hearts. Since you started with the negative double instead of 2 NT, partner will also know that you have a four-card spade suit.

Responder's Free Bids

Playing negative doubles also offers you the advantage of assigning a more specific meaning to a free bid of a new suit. After an opponent's overcall, if responder freely bids a new suit (instead of making a negative double), he promises a *five-card suit*. A new-suit free bid at the one-level shows 7+ points.; at the two-level or higher, it shows 11+ points.

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♦QJ1073 ♥874 ♦A92 ♣74
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If partner opens $1 \blacklozenge$ and your RHO overcalls $1 \blacktriangledown$, bid $1 \spadesuit$. The overcall hasn't taken away your one-level response, so you have *two* ways to show spades In these situations, use the negative double to show a fourcard suit. Use the free bid $(1 \spadesuit)$ to promise a five-card suit (partner will know he can raise with three-card support). *However*, if partner opens $1 \spadesuit$ and your RHO overcalls $2 \spadesuit$, this hand isn't strong enough for a $2 \spadesuit$ free bid. In this case, you'll have to use a negative double. If partner bids $2 \spadesuit$, you'll pass. If he bids $2 \blacktriangledown$, you can correct to $2 \spadesuit$, which shows extra length and is not forcing.

Penalizing the Opponent's Overcall

What do you do when you have a "real" penalty double of RHO's overcall? As responder, you can't make an immediate double for penalty, so you must pass and hope partner will bid again:

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\$3 ♥Q43 ♦KQ1087 \$A754

If partner opens 14 and your RHO overcalls 24, your only alternative is to pass (smoothly) and let partner bid for you. If partner is short in diamonds (very likely), he'll reopen with a takeout double. You can pass this double for penalties.

When Is the Negative Double "Off"?

You and your partner can decide at which levels of bidding you'll use negative doubles. One popular agreement is that negative doubles are "on" if the opponent makes a suit overcall through the level of 3♠. If you use this agreement, negative doubles are "off" (responder's double is for penalty) if the overcall is 4♠ or higher.

No matter how you choose to play negative doubles, they apply only if the opponent overcalls a *suit*. Responder's double of a 1NT overcall is always for penalty.

The higher the level of the overcall, the more strength responder needs to make a negative double. If partner opens $1 \triangleq$ and the opponent makes a jump overcall of $2 \triangleq$, you'll want to have a little extra playing strength (not necessarily extra points) to make a negative double, which will force partner to the three-level.

Opener's Rebids

After responder's negative double, opener must make a rebid that describes both his strength and his support for the suit partner has shown with the double. In most cases, you'll bid your hand just as if partner had made a one-bid in that suit:

With a MINIMUM opening (13-15), make your natural suit or notrump rebid at a low level. If you have four-card support for the suit partner has shown with the double, you should always show it.

With an INVITATIONAL hand (15-17), *jump one level* to show extra strength (1 \clubsuit by you – 1 \blacktriangledown overcall - DBL by partner - P – 2 \spadesuit by you).

With a FORCING-TO-GAME hand (18+), *jump to game*. (Or, if you're not sure of which game to play, *cue bid* the opponent's suit to force responder to tell you more about his hand.)

Reopening the Bidding

Remember that responder cannot make an immediate penalty double of an opponent's overcall. If you open the bidding, your LHO makes an overcall and your partner passes, he may have a hand with strength in the opponent's suit. If you're short in the overcaller's suit, you should try to "protect" partner by reopening the bidding for him.

♦AJ9 ♥KQ72 **♦**A10542 **♣**9

You open $1 \checkmark$, your LHO overcalls $2 \diamondsuit$, and it goes Pass-Pass back to you. You should keep the auction open with a balancing double, which is takeout. If partner wanted to make a penalty double of $2 \diamondsuit$, he can pass. If he didn't, he'll bid $2 \diamondsuit$, $2 \checkmark$ or $2 \diamondsuit$.

Be careful about reopening, though, if you have length in the opponent's suit: ♠A3 ♥K5 ♦AQ1087 ♣10754

You open 1♦, your LHO overcalls 2♠, and it goes Pass-Pass back to you. With this hand, you should pass. Your club length tells you partner wasn't waiting to make a penalty double of 2♠. It's more likely he passed because he's very weak. Your shortness in the majors should make you suspicious that the opponents have a better trump suit, so don't give them a chance to find it.

Milwaukee Summer Fun Regional

August 19 - 24, 2014

CROWNE PLAZA HOTEL, 6401 South 13th Street - Milwaukee, WI

Tuesday - 19th 9:30 AM 2:00 PM 7:30 PM

299er Pairs

Thursday - 21st 9:30 AM 2:00 PM 7:30 PM

299er Pairs

Saturday - 23rd 9:30 AM 2:00 PM 7:30 PM

299er Pairs

Tournament Chair: Yvette Neary - 414-526-9035 Email: yneary@gmail.com Partnership: Meredith Mattison – 262-518-0037 Email: mmattison@wi.rr.com I/N Chair: Sharon May - 262-650-1170 Email: psmay03@yahoo.com

Newcomer Pairs: 0-100/200/300



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, (906) 225 - 1907 Partnerships: Cerona Stevens 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.



Milwaukee FallFest Sectional Cardinal Stritch University Milwaukee, WI

October 9-11

299er Games: 9:30am and 2:00pm

Tournament Chair: Yvette Neary – 414-526-9035 Email: yneary@gmail.com Partnership: Meredith Mattison – 262-518-0037 Email: mmattison@wi.rr.com

Intermediate/Novice Schedule 0-100, 100-200, 200-300 Friday, August 29 10:00 "I/N" Stratified Pairs 2:30 "I/N" Stratified Pairs 7:30 "I/N" Stratified Pairs Saturday, August 30 9:30 "I/N" Stratified Pairs 2:00 "I/N" Stratified Pairs 7:30 "I/N" Stratified Pairss Sunday, August 31 9:30 "I/N" Stratified Pairs 2:00 "I/N" Stratified Pairs 7:30 "I/N" Stratified Pairs Monday, September 1 10:00 299er Stratified Swiss Teams (Stratified 0-100/100-200/200-300) Play-through with 2 single sessions

Labor Day Silver Point Sectional Weber Leisure Center 9300 Weber Park Place, Skokie, IL August 29-September 1, 2014



Chairman: Les Kent les2802kent@wowway.com 847-439-4696

All Intermediate/Novice Games are single session events

Summer Madness Fitchburg Community Center, 5510 Lacy Road, Fitchburg, (Madison) WI

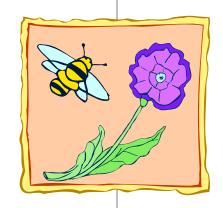
Friday July 25
9:00! 299er Pair Game
1:30! 299er Pair Game
6:30! 299er Fast Pairs Game
Saturday July 26
9:00! 299er Pair Game
1:30! 299er Pair Game
6:30! 299er Fast Pairs Game
6:30! 299er Fast Pairs Game
Sunday July 27
9:00 299 Swiss Teams Stratification by Director

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

Partners guaranteed up to 12 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



0-300 "I/N" Schedule Friday, November 7

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 8

2:00 p.m. I/N Stratified Pairs 7:30 p.m. I/N Stratified Pairs

Sunday, November 9

10:00 a.m. 299er Stratified Swiss Teams 0-100, 100-200, 200-300

Amenities: Guaranteed Partners Daily Bulletins

Expert Lectures Free Parking Big Screen TVs

Mini-Fridges No Resort Fee!!



FallFest Silver Point Sectional

Lindner Conference Center 660 E. Butterfield Road, Lombard, Il (On the campus of Northern Baptist Theological Seminary,

E. of Yorktown Mall at traffic light)

Tournament Chairperson: Sharon Pobloske 630-650-4444 spobloske@aol.com

Come to the Totally Awesome

Hospitality Plus Central States Regional

October 20 - 26, 2014

Nightly Hospitality Suite Grand Geneva Resort and Spa, Lake Geneva, Wisconsin on Route 50, 1/2 mile east of Route 12. Special Bridge Room Rate Available until 9/22

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



Intermediate/Novice Events

Monday 7:30 pm

I/N Stratified Charity Pairs Stratified Pairs 0-100, 100-200, 200-300

Thursday 9:30, 2:00 & 7:30 pm

Single Sessions I/N Stratified Pairs 0-100, 100-200, 200-300

Player's Choice Gold Rush: Tuesday, Wednesday, Friday, Saturday

Free Intermediate/Novice Dinner (Thursday between sessions)

Daily Speakers

Registration Gifts



Tournament Committee

Tournament Chairman

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

Partnership Chairman

Carl Sharp, 312-497-4277 ibsharp2@sbcglobal.net

I/N Program

Mike Cochran, 708-383-4774 cochram 1@yahoo.com

Bulletins

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

Hospitality

Adrienne Cohen, 630-941-0581





The District 13 I/N Newsletter, Summer, 2014

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)

Chicago SummerFest Regional, Northbrook, IL, July 7-13

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

Marquette Sectional, Marquette, MI, August 14-17

Milwaukee Summer Fun Regional, Milwaukee, WI, August 19-24

Labor Day Sectional, Skokie, IL, August 29-September 1

Central States Regional, Lake Geneva, WI, October 20-26

FallFest Sectional, Lombard, IL, November 7-9

PRSRT STD **US POSTAGE PAID PERMIT NO. 7117** PALATINE, IL **PERMIT # 7117**

Results: April Spring Regional, Lake Geneva

Tuesday Morn 299er Pairs - 3.0 Tables				
MPs	A	B C Names	Score	
1.84	1	Gail Torgersen, Rockford IL; B	arbara Nuckles, Machesney Park IL 64.	00%
1.38	2	Errol Hartman - Helen Rugowski	, Madison WI 54.00%	
Tuesday Aft 299er Pairs - 5.0 Tables				
MPs	A	B C Names	Score	
2.12	1	1 1 Leslee Johnson, Palatine IL; P	Patricia Lennon, Arlington Hts IL 67.00%	
1.59	2	2 Errol Hartman - Helen Rugowski	, Madison WI 60.50%	
1.19	3	3 2 Leah Laurie - Ellen Hollowick,	Chicago IL 55.50%	
0.89	4	4 Mary McGlinchey, Waukesha WI;	C Janssen, Pewaukee WI 51.50%	
	_		ay Morn 0-300 - 7.0 Tables	_
MPs	A	ВС	Names	Score
2.40	1	1 1	Anne Kelley, Oconomowoc WI; Margare	,
1.80	2		Barbara Nuckles, Machesney Park IL;	-
1.60	3	2 2	Leah Laurie - Ellen Hollowick, Chic	-
1.20	4	3 3	Curtis Wehling - Judy Wehling, Gler	
0.79 0.79	5/6 5/6	4/5 4/5	Carolyn Miller - Linda Murphy, Rock	
0.79 5/6 4/5 Jeanne Kowalski - Lee Schillinger, Berwyn IL				
Wednesday 0-300 - 10.0 Tables				
MPs		A B C Names	-	Score
2.83		1 1 Leslee Johnson, Palatine	e IL; Patricia Lennon, Arlington Hts IL	59.82%
1.86		2/3 Martin Hartlieb - Barba	ra Ellingson, Rockford IL	59.52%
1.90		2/3 2 Sue Lies, Wilmette IL;	Virginia Enman, Glenview IL	59.52%
1.42		4 3 Carolyn Miller - Linda 1	Murphy, Rockford IL	58.33%
1.07		5 4 Robert Boyd - Daniel Kin	ng, Rockford IL	55.36%
0.80		6 5 Barbara Stoe - Elizabet	h Maloney, Mundelein IL	54.17%
1.34		2 Kathleen Barlament - Be	ezie MacNeil, Green Bay WI	53.87%
1.01		3 Leah Laurie - Ellen Hol	lowick, Chicago IL	51.79%
0.76		4 William Baker - Wayne C	arriveau, Burlington WI	49.11%
mh				
MPs		A B C Name	sday 0-300 - 10.0 Tables	Score
MPS 2.83			s ence Fitzpatrick, Roscoe IL; Barbara Ellings	
2.53			l Caplan, North Brook IL; Carole Shulman, Hic	
1.66			y Berk - Colleen Berk, Wilmette IL	61.01%
1.90			Fine, Fox Point WI; Robert Steuer, Glendale	
0.90			Gentz, Belvidere IL; Odis Thomas, Winnebago	
1.25			ee Johnson, Palatine IL; Patricia Lennon, Ar	
1.25			McKee - Neil Kazaross, Barrington IL	55.65%
0.80			e Ogrodowski, Peoria AZ; James Degener, Norwa	
Thursday Aft 0-300 Pairs - 11.5 Tables				
	A B	C Names	Score	
	1 1	1 Jack McKee - Neil Kazaross, Barr		
	2	- · · · · · · · · · · · · · · · · · · ·	Barbara Ellingson, Rockford IL 60.93%	
	3 2	2 Mary Caul - Donna Saltz, Napervi		
	4 3	Carolyn Yelton - Carol Mayer, Ch	-	
	5 4	Barry Berk - Colleen Berk, Wilme		
	6 5	3 Ted Fine, Fox Point WI; Robert S		
0.88	6	Wilma Tunick, Highland Park IL;		
0.80 4 Janet Norris - Debby Amrein, Western Spgs IL 50.26%				