

I/N News ... especially for you!

Volume 15, Issue 4
Winter, 2015

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All About Playing Duplicate Bridge

Inside This Issue:

All About Duplicate

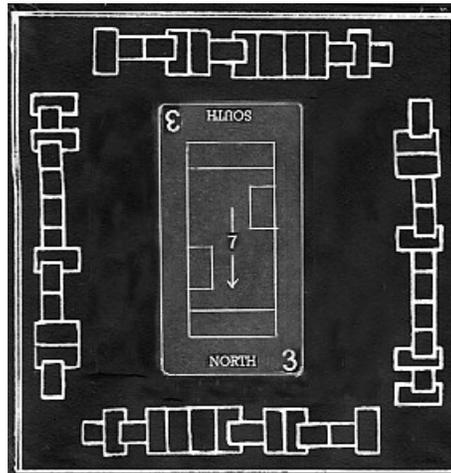
I

THE PLAY

In Duplicate, the cards from each hand played are kept separate and intact. This way other pairs can play the same deals later in the session. When a card is played to a trick, it is put in front of that player, not in the center of the table. After each of the four players has played to the trick, each player turns his exposed card face down along the edge of the table. Each subsequent card is laid down over part of the previously played card.

Behavior at Duplicate

8



Tournament Schedules Throughout

The cards of each of the winning tricks are laid down perpendicular (lengthwise) to the table edge; while the cards of each of the losing tricks are laid down parallel (widthwise) to the table edge. A way to remember this is: if you win the trick, the card goes face down pointing to your partner; if you lose the trick the card goes face down pointing to the opponents.

ACBL Structure

II

No card is ever put in the middle of the table. After the hand, each of the players' 13 cards are face down along the edge of the table in front of him.

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Declarer never touches a card in Dummy but instead instructs his partner as to which card should be played. Imagine a glass wall between Declarer and Dummy.

When all the players agree as to the final result of the contract, the cards are put into the pockets of the Duplicate Board. The North player puts his cards into the North pocket; the South player puts his cards into the South pocket; and so on. Each player enters the results in his Private Score Card; and North enters these results on the Traveling Score Slips.

When attention is called to an irre

BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.
N								
6	E E-W							
7	S BOTH	3		3NT N				
8	W NONE							
9	N E-W							
10	E BOTH							

PRIVATE SCORE CARD

It is the first hand of the match. You are #3 North/South playing at table 3 against #3 East/West.

On the Private Score Card, enter a large number "3" in the column headed by "BD # PAIRS".

Since you are going to play three boards (7, 8 and 9) against these opponents, the number "3" should take up the three rows that you are going to use. When the bidding on board 7 is done, enter the contract, "3 NT", in the appropriate row and in the column.

After North does this, go on to play the next Board. When all the Boards are played, you have finished the first round. Now wait for the Director to announce the start of the next round.

In most cases E/W will move to the next higher table. The boards move to the next lower. The number of hands played per round and the number of rounds vary. You might play 3 boards a round for 9 rounds for a total of 27 hands of Bridge; or 4 boards a round for 5 rounds for a total of 20 hands. This depends on the number of tables, type of game and time restraints.

OFFICIAL ACBL TRAVELING SCORE

North player keeps score
Enter E-W Pair No.

Board No. 7

N-S Pair No.	CONTRACT	BY	N	S	SCORE		E-W Pair No.	Match Points
					N-S	E-W		
1								
2								
3	3NT N	3			600		3	
4								
5								
6								
7								
8								

Note: If the game is using scoring machines, there will be no traveling scores.

(continued on page 3)

MOVING: PLAYERS AND BOARDS

You are all set to move for the next round of play. But not yet. Wait for the Director to announce the change. It might go something like this: "O.K., folks, all change for round 2. East/West move to the next higher table, Boards to the next lower table." What does this mean? Exactly what it says. The East/West players will move to the next higher adjacent table. If you are sitting at table number 3 E/W, you move to table number 4 E/W; if at 8 move to 9; and so on. If there are 12 tables and you are at table 12, you move to table 1. If you are sitting E/W you will move to the next higher numbered table at the end of every round of play. Do this when the Director calls a change for the next round.

The Duplicate Boards on the other hand move in the opposite direction; they move to the next lower adjacent table. The Boards at table 6 will move to table 5; the ones at table 10 will move to table 9; and so on. If there are 13 tables, the Boards at table 1 will move to table 13. Even though North/South are responsible for the movement of the Boards, the Director will sometimes assist in this process.

The tables are usually arranged in rows and the players will move in a clockwise direction while the Boards move in counterclockwise direction. The Director will usually facilitate the movement of players and boards.

SKIPPING

The Duplicate session should proceed in a stable, orderly fashion. But if there are an even number of tables, a problem arises. At some point in the session, players will get cards that they have already played. To avoid this from happening, the Director at some point will call for a skip.

"For this round East/West players will skip a table." So if you are at table 4 go to table 6; if at table 9 go to 11; and so on. If there are 12 tables, the pair at table 12 goes to table 2 (skipping table 1); and the pair at table 11 goes to table 1 (skipping table 12).

If there is a skip there is only one skip per session and this must take place at the halfway point (or sooner) of the session.

SIT OUTS

If the number of pairs at a Duplicate game are a multiple of 2, that is, an even number, then every pair will have opponents and play every round. But if there is an odd number of pairs, let's say there are 15 pairs, then one pair will have to sit out. That is, during every round there will be a pair that will not be playing. There will be a different pair sitting out every round and no pair will sit out more than once.

During any given session in which there is a sit out, all the pairs sitting out will be from one direction. Either only the North/South pairs will take turns sitting out or only the East/West pairs. Which direction (North/South or East/West) *sits out* is at the discretion of the Director.

(Continued on page 4)

MITCHELL & HOWELL

The way the boards and the pairs move, when North/South are stationary while East/West move, the movement is known as a Mitchell movement. At the end of the session there are two winners: a North/South winner and an East/West winner. Also note that North/South pairs never play against other North/South pairs, and East/West pairs never play against other East/West pairs.

There are other types of Duplicate Bridge movements. One such type is the Howell movement: at the end of each round all the North/South pairs and all the East/West pairs move to a designated position and table. (One or more pairs do, however, stay stationary.) Thus every pair will play against every other pair and there will be only one winner. A "true" game of Duplicate. Howell movements are usually done with 5 or less tables.

DUPLICATE STRATEGY

Who are your opponents? You are sitting E/W at table 8 in a 12 table game. Are your opponents the N/S pair #8? Or are they the 11 other E/W players sitting in the room? A good Duplicate (or Match Point) player realizes that his true opponents are the 11 other pairs sitting E/W.

Match Point scoring is on a relative basis. It is your SCORE compared to your *true opponents'* SCORE. Therefore overtricks do count.

If possible keep away from the minors and look for a major suit fit.

BIDDING

PART SCORE: Most Duplicate bidding is done in the clinches; battling for a Part Score... How high to go; when to double; and when to defend. This is where knowledge of how to SCORE comes in.

The vigorous fight for a Part Score is the most competitive part of Duplicate Bridge bidding. Since you can go down 1 or 2 tricks and still get a good score, you will tend to be more aggressive. Your opponent bids and makes 3 of a minor (or 2 of a major) for a SCORE of 110. That is, you are minus 110 and they are plus 110. But if you compete on the hand and go down 1 trick, you will lose either 50 or 100 depending on your vulnerability. You will get a better SCORE going down 1 (-50 or -100), than letting your opponents make a Part Score (-110). And if you are the only one in the room to do this, you will get a top.

Beware of going down and losing 200 points (*the death number*). Most Part Score contracts SCORE between 110 and 190 points. So don't give your opponents a 200 number. For if you are minus 200 (vul: down 2 tricks or 1 doubled), then you will most likely get a bottom or near bottom.

GAME: In Duplicate bidding you are not rewarded for the SCORE you achieve. If you bid and make a Game along with everyone else in the room, then you will get an average along with everyone else in the room. You must outscore the other pairs sitting in your direction by some margin.

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If you think everyone in the room with your cards will be in Game, then bid it. If it does not make, you will have plenty of company and score near average. But to be in a Game that is risky and does not make, you will get a bottom or near bottom. That is because most of the pairs are in a Part Score getting a plus SCORE, while you are getting a negative SCORE. So bid Game if you are fairly certain that it is can make and that other pairs will be there. If the Game has a 50 % chance or better of making, then bid it.

Keep away from the minors. That is, if possible, play in No Trump or the majors. 5♦ or 5♣ will SCORE the same as 3 No Trump and 20 points less than 4 of a major.

SLAMS: As with bidding Games, bidding Slams should be done only if there is the chance that the Slam could be made. Again, the Slam should be bid if there is a 50% or better chance that it could make. In a conservative bidding field, however, that percentage might be raised to 60%. Going down in a Slam when everybody bid and made Game will result in a bottom.

SACRIFICES: A sacrifice bid is bidding over the opponent's game (or slam) knowing that you are not likely to make your contract. You hope that your loss will be less than the opponent's gain. It is better to go down 3 tricks doubled, not vul for a SCORE of -500, then let the opponents bid and make a vul game for 620. Several things should be happening before a sacrifice bid is made.

Your opponents must be in a game or a slam.

Either you or your partner must have a long suit with some shape (singleton or a void). You should have some idea as to how many points you will lose playing the contract, as compared to how many points the opponents will gain if they played.

Some sacrifices are obligatory because everyone in the room will take them. If you think that is the case, sacrifice. Also note, that your opponents might bid over your sacrifice bid. In this case they might be at too high a level and not make their contract. Pushing opponents to a level higher than they would care to go, is another reason to consider sacrificing.

In most cases do not sacrifice against a slam. Again the numbers tell the story. If you go down 800 or more (a reasonable amount for a sacrifice against a slam) and other pairs did not bid the slam but bid and made game for a 690 or a 680 number, then you will get a bottom. If you can really be sure that every one in the room will be in the slam, then your minus 800 will be a good match point score. Not that easy to evaluate. So most of the time try to set the slam.

PENALTY DOUBLES: It is important to keep in mind that in Duplicate the amount of gain or loss is not your primary concern. What is important is the number of pairs whose SCORES you beat or whose SCORES will beat yours. Doubling opponent's Part Score bid is sometimes a good strategy. This is true if you will get more points if you set them one or two tricks, then if you played and made a contract a Part Score contract your way.

Sometimes the penalty from doubling the opponents at a Part Score contract will SCORE more than if you bid and made game. These considerations will determine what position you and your partner will take. Duplicate players are calculating players.

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Doubling of a No Trump contract or a slam is often lead directing. OR it could be because you feel the opponents are too high and will not make their contract. Or that the other pairs sitting your direction will be playing the hand and getting a positive SCORE.

Do not let the opponents steal the contract. If your partnership has the balance of power, that is, more than half the high card points, then it must either play the hand or double the opponent's bid. Victory or Death!

PLAY OF THE HAND

In rubber bridge, Chicago or pair games, the Declarer's prime objective is to make the contract. Overtricks are of little concern. But in Duplicate, the Declarer is competing against all the other pairs in the room playing in the same direction. And to get more Match Points the Declarer has to get a higher SCORE than these other pairs. This could be as little as 10 points. Note: 3 hearts/spades making 3 for a SCORE of 140 will beat 3 diamonds/clubs making 4 for a SCORE of 130. Also note that if every pair sitting in your direction bid 2 hearts/spades and made 2 for a SCORE of 110; and you bid 2 hearts/spades and make 3 for a SCORE of 140, then you get a top. Match Point scoring is relative scoring: OVERTRICKS COUNT!

The bidding is over; your left hand opponent has made the opening lead; and Dummy comes down. After seeing the Dummy and reviewing the bidding, the Declarer asks himself the KEY QUESTION: *should I try to make the contract at all costs and not consider overtricks; or should I try for overtricks and not worry about making the contract?* The bid and the cards determine the answer. Some conditions and solutions can be found in the following paragraphs.

You in a good contract that no one else, or at least very few pairs will bid? If so, try to make the hand at all costs. You can even indulge in taking a safety play (conceding a trick to guard against bad splits). Do not take chances, make the contract. This is especially true if you are doubled or in a slam. Making these contracts will get Matchpoints.

You are in a bad contract. Let's say you are playing in 3 No Trump while you suspect everyone in the room will be in 4♠. How do you know? Look at Dummy: a 5 card Spade suit opposite 4 Spades in your hand and 3 losers. Pairs playing this hand will score 420 points while your 3 No Trump contract will score 400 points for a bottom or near bottom. You must make the over trick at all costs and score 430. You must even risk making the contract for the sake of the over trick. In this case minus 50 is the same as plus 400; both a terrible Matchpoint score.

If in the above example, the overtrick is not really there no matter what you do, then you have to evaluate the hand differently. You must assume the other Declarers, due to bad distributions and splits, did not make their contracts. (If they did make their contract, then you will get a bottom.) In the above example 4 spades will not make if there is a 5/0 trump split and if the Club finesse loses.

Make this assumption and Play your contract of 3 No Trump accordingly. Remember what Mr. Marx said: "you have nothing to lose but your Matchpoints."

You are in a good contract that everybody in the room will bid. Now try to play the hand as the other players in the room would do it. Do not shoot for a top by doing something outlandish.

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Shooting is for cops and cowboys, not bridge players. If you must shoot, shoot for an average. And sometimes that might involve jeopardizing the contract for an overtrick.

OPENING LEADS: If the lead appears to be normal, then go ahead with a normal line of play. But if the lead is an unusual killing lead, then drastic steps must be taken. You must recover the trick(s) lost by the opening lead by taking chances and making usual plays. If the opening lead gives you a trick, then try to maintain the edge.

GOING DOWN: Not every contract is made. If this were the case players would just bid and score. If you are doubled, you have to consider vulnerability and what the opponents can do if they played the hand. Example: you are doubled in a Part Score not vul, and the opponents are not vul. Then going down 1 for a loss of 100 will usually salvage some Matchpoints and might even be a top. Down 2 for a loss of 300 will be a bottom if the opponents do not have game; a top if the opponents have a game. Down 3 for a loss of 500 is a bottom. Again vulnerability and scoring determine strategy.

Another Declarer's **KEY QUESTION:** *take a chance and try to make the contract but risk going down for a large loss; or play it safe and take the small loss?* You are declarer... it's your call.

DEFENSE

In rubber bridge, Chicago or pair games the prime objective of the Defense is to defeat the contract. Overtricks are of little concern. The Defense is prepared to give up an overtrick for the chance to set the contract. But in Match Point play the Defense is competing against all the other pairs in the room playing in the same direction.

After seeing Dummy and reviewing the bidding, the Defenders have to ask themselves the **KEY QUESTION:** *to go all out and try to defeat the contract; or focus on restricting the Declarer's overtricks.* The bid and the cards determine the answer. Some conditions and solutions can be found in the following paragraphs.

If the Declarer in an excellent contract that no one else in the room will reach, then the strategy is to try to set the contract at all cost; do not worry about overtricks. Example: the contract is a game or a slam with relatively few points between the Declarer's hand and Dummy and few pairs are likely to make this bid. Now go all out to set the contract. Overtricks be damned!

The Declarer seems to be in the right contract; that is everyone in the room will be in the same place. (Evaluating at Duplicate is something like a popularity contest.) Now the Defense has to restrict the Declarer from making overtricks. That is... keep the overtricks to a minimum. Zero is a good minimum.

Another Defender's **KEY QUESTION:** *when does the Defense take their winners?* Even if you cannot set the contract make sure get all the possible tricks. A long suit in Dummy or a suspected one in the closed hand says its time to "cash out", that is take your winners. Overtricks do count.

OPENING LEADS: Desperation leads can and often do result in burning (losing) a trick. This might be allowable in rubber bridge, but not in Duplicate. Going "against the percentage" might set the contract, but much of the time it will give the Declarer a gift of an overtrick. Save gifts for Christmas. In Duplicate the overtrick is usually worth more than the contract. So keep the opening leads conservative, frugal and standard. Of course this does not mean the Defender should abandon inspiration or intuition.

Behavior at Duplicate

DO NOT bid or play with special emphasis or use any inflection of the voice which would give partner information as to the nature of your hand.

When using bidding boxes, DO NOT set cards on the table with any sort of emphasis.

DO NOT use any winking, waving, shaking of the head, standing on the chair or other forms of body language to help partner decide what to bid or play.

DO NOT fall asleep at the bridge table. Being alert is part of the game. It is assumed that all players are paying attention at all times. Sleeping or paying insufficient attention can be disconcerting to both partner and your opponents.

DO NOT indicate approval or disapproval of a call or play. Throwing things and cursing are in bad form. Gratuitous comments are also to be avoided.

DO NOT prolong the play unnecessarily. Claim if you have a claim and concede if you have a concession.

DO NOT hesitate, either in the bidding or in the play, in order to deceive the opponents. If there really is a problem, hesitation can happen and thinking is permissible. Your partner will need to be careful not to take advantage of the break in tempo.

DO NOT vary the normal tempo of bidding or play for the purpose of distracting the other players.

DO NOT lead to the next trick before the previous trick is completed. If you win the trick, take it in before you lead to the next trick.

DO NOT do anything that might cause annoyance or embarrassment to your partner or to the other players during the game.

DO enjoy and have fun.

WinterFest Chicago Sectional Wyndham Glenview Suites 1400 N. Milwaukee, Glenview

Events for I/N Players (0-500 Masterpoints Non-Life Master)
Stratification: 0-100, 100-300, 300-500



THURSDAY, January 28
9:30 Stratified Silver Strike Pairs
2:00 Stratified Silver Strike Swiss Teams

FRIDAY, January 29
9:30 Stratified Pairs
2:00 Stratified Silver Strike Swiss Teams
7:30 Stratified Pairs

SATURDAY, January 30
9:30 Stratified Pairs (0-300 only)
2:00 Stratified Pairs
8:00 Stratified Pairs

SUNDAY, January 31
10:00 Stratified Swiss Teams (2 sessions) More chances for Silver Pts)

Tournament Chair: Tom Dressing 847-215-0310 tom@ Dressing.org
Partnerships: Sharon Pobloske 630-650-4444 spobloske@aol.com



Ripon, WI Sectional
ROYAL RIDGES, (920)748 – 5500, 1 Westgate Drive, Ripon, WI 54971
(Highway 23/West Fond du Lac Street)



SCHEDULE OF EVENTS

Friday, January 29

1:30 PM 299er Pairs

6:30 PM 299er Pairs

Saturday, January 30

9:00 AM 299er Pairs

1:30 PM 299er Pairs

7:00 PM 299er Pairs

Sunday, January 31

9:00 AM 299er Swiss (Three Team Minimum)

299er Pairs: Stratified by the Director

TOURNAMENT CONTACTS

Chairperson: Lee Prellwitz (920) 748 – 2536 lprell@charter.net

Partnerships: Rob Webster (920) 748 – 4114 rwebster@webstersunited.com

WUMBA (Unit #149) website: www.acbl-wumba.org



GREEN BAY SECTIONAL

Radisson Hotel & Conference Center 2040 Airport Drive Green Bay, WI 54313

Partners guaranteed 30 minutes before game time.

Call Jan Welk (920) 662-2357 jwelk@new.rr.com

Chair: Sharon Basal (920) 468-4722 s_basal@yahoo.com



FRIDAY, February 26th

1:30 PM Stratified 299er Pairs Game

7:00 PM Stratified 299er Pairs Game

SATURDAY, February 27th

9:00 AM Stratified 299er Pairs Game

1:30 PM Stratified 299er Pairs Game

7:00 PM Stratified 299er Pairs Game

SUNDAY, February 28th

9:00 AM & TBA Open

Stratified 299er Swiss Teams 2 Single Sessions Events

ACBL Members with 0-5 points play free!

299er Lunch & Learn Saturday Noon



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



Friday, April 1, 2016

1:30 P.M. Stratified 299er Pairs

7:00 P.M. Stratified 299er Pairs

Saturday, April 2, 2016

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 3, 2016

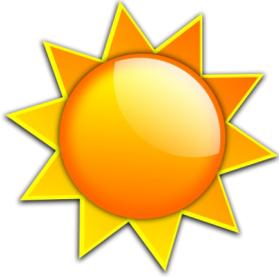
9:00 A.M. Annual Membership Meeting



Chairman: Mary Ann Romberg 920-982-5539 (home) mromberg@charter.net 920-841-5747 (cell)

Partnerships: Jeri Nelson 920-751-0743 (home) wjo-nelson@new.rr.com 920-540-1796 (cell)

Summer Madness WUMBA Sectional



Friday July 8

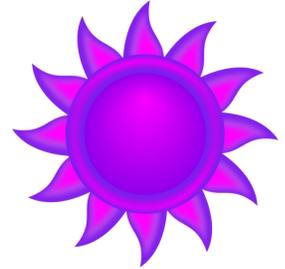
9:00 299er Pair/Team Game
1:30 299er Pair/Team Game
6:30 299er Pair Game

Saturday July 9

9:30 299er Pair/Team Game
2:00 299er Pair/Team Game Open Pair/Team Game

Sunday July 10

9:30 299er Swiss Teams*
Lunch Served



Stratification by Director

**Free 299er lessons Friday & Saturday

Partners guaranteed up to 1/2 hour before game time

Free play for ACBL members with less than 5 masterpoints

Chair: Glenna Shannahan: gkshannahan@gmail.com

Chuck Vierthaler: chaslaur@gmail.com

Partnership: David Raitt david.raitt1@gmail.com 608-257-0909

Wyndham Garden Hotel - 2969 Cahill Main, Madison, WI

Three Lakes Fall Colors Sectional Three Lakes, WI Reiter Center - 1858 S Michigan Three Lakes, WI 715.546.2552



Schedule of Events

Friday, Sept 16

1:30 PM 299er Pairs (Stratified)
7:00 PM 299er Pairs (Stratified)

Saturday, Sept 17

9:00 AM 299er Pairs (Stratified)
1:30 PM 299er Pairs (Stratified)
4:30 PM Wine & Cheese Social

0-5 ACBL Members play free all games



Chair Terry McCloskey 715.546.8306 capt.mccloskey@gmail.com

Partnerships Kaye McCardle 715.479.8963 kfmac2557@gmail.com

Hospitality Mary Ann McCloskey 715.546.8306 maryann.mccloskey@gmail.com

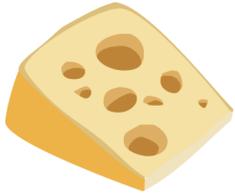
Note: We are no longer snail mailing any issues of this newsletter.

Snail mail has become cost prohibitive. The newsletters are available online only at the District 13 website.

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

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

Newsletters at this address go back to 2001. You can read them, print them, and enjoy them from there.



Bruce Brown Valentine Sectional *
Zoofari Conference Center
Milwaukee, WI
Feb 10 - Feb 13, 2016

Spring Fling *
Crowne Plaza Hotel
Milwaukee, WI
Apr 8 - Apr 10, 2016

Waukesha Summer Sectional *
St. John Newmann Church
Waukesha, WI
June 16 - June 19, 2016



Summer Fun Split Regional *
Crowne Plaza Milwaukee Airport Hotel
Milwaukee, WI
Aug 23 - Aug 28, 2016

Fallfest Sectional *
Cardinal Stritch University/Bonaventure Hall Conference Center
Milwaukee, WI
Oct 6 - Oct 9, 2016

GMBA

Tournament

Schedule

2016

ACBL Structure ...

I am often asked about the structure of the ACBL.

The ACBL is comprised of 25 Districts. **We are in District 13.**

District 13 is comprised of Chicago and the suburbs, all of Wisconsin, and the Upper Peninsula in Michigan.

This territory is divided into three Units:

Unit 123: Chicago and the suburbs

Unit 222: Milwaukee and surrounding areas in Eastern Wisconsin

Unit 149: Madison, Western Wisconsin and the Upper Peninsula

Unit 222 goes by the name: Greater Milwaukee Bridge Association (GMBA)

Unit 149 goes by the name: Wisconsin-Upper Michigan Bridge Association (WUMBA)

Each branch of the ACBL has a governing body. The ACBL is governed by the ACBL Board of Directors (BOD). Each District has one representative (regardless of size or population) on the BOD. I (Suzi Subeck) am your rep.

Each District is governed by its own BOD. John Goldstein is President of District 13. Tom Dressing is VP. Stan Subeck is Treasurer. John Pereles is Secretary.

Each Unit is governed by its own BOD. Les Kent is President of Unit 123. Mike Selchert is President of Unit 149. John Pereles is President of Unit 222.

District 13 Spring Regional

April 25-May 1, 2016

Grand Geneva Resort and Spa, Lake Geneva, WI

On Route 50, 1/2 mile East of Route 12

Call 262-248-8811/800-558-3417 on or before March 30th to insure the Bridge Rate!

Monday, April 25

7:30 KO Teams I: Session 1
7:30 Single Session Stratified Pairs Side Game to benefit the Grass Roots Fund

Tuesday, April 26

9:30, 2:00, 7:30 Side Game Series I: Sessions 1, 2, 3 (single sessions)
9:30, 2:00, 7:30 **Player's Choice*** Pairs (Stratified)
9:30, 2:00 299er Pairs (single sessions)
9:30, 2:00, 7:30 KO Teams I: Sessions 2, 3, 4
2:00, 7:30 KO II: Sessions 1 & 2
7:30 Evening Swiss Teams

Wednesday, April 27

9:30 Compact KO: Sessions 1 & 2 (to conclude on Thursday morning)
9:30, 2:00, 7:30 Side Game Series I: Sessions 4, 5, 6 (single sessions)
9:30, 2:00, 7:30 **Player's Choice*** Pairs (Stratified)
9:30, 2:00 299er Pairs (single sessions)
2:00, 7:30 KO II: Sessions 3 & 4
2:00, 7:30 KO III: Sessions 1 & 2
7:30 Evening Swiss Teams

Thursday, April 28

9:30 Compact KO: Sessions 3 & 4
9:30, 2:00 299er Pairs (single sessions)
9:30, 2:00, 7:30 Side Game Series II: Sessions 1, 2, 3 (single sessions)
9:30 & 2:00 Stratified Daylight Senior Pairs
2:00 & 7:30 KO III: Sessions 3 & 4
2:00 & 7:30 Stratified Swiss Team
7:30 Evening Swiss Teams

Friday, April 29

9:30 Swiss Teams: Session 1 (to conclude on Saturday morning)
9:30, 2:00, 7:30 Side Game Series II: Sessions 4, 5, 6 (single sessions)
2:00 & 7:30 KO IV: Session 1 & 2
9:30, 2:00 & 7:30 **Player's Choice Stratiflighted Pairs (0-1500; 1500-3000; 3000+)**
9:30, 2:00 & 7:30 **Player's Choice Gold Rush Pairs (0-100; 100-300; 300-750)**
7:30 Evening Swiss Teams

Saturday, April 30

9:30 Swiss Teams: Session 2
9:30, 2:00, 7:30 Side Game Series III: Sessions 1, 2, 3 (single sessions)
2:00 & 7:30 KO IV: Session 3 & 4
2:00 & 7:30 CKO
9:30, 2:00 & 7:30 **Player's Choice Stratiflighted Pairs (0-1500; 1500-3000; 3000+)**
9:30, 2:00 & 7:30 **Player's Choice Gold Rush Pairs (0-100; 100-300; 300-750)**
7:30 Evening Swiss Teams

Sunday, May 1

10:00 Stratiflighted Swiss Teams (7 rounds)
Flight A and AX
B/C/D Stratified

* **Player specifies which 2 sessions when purchasing entry**

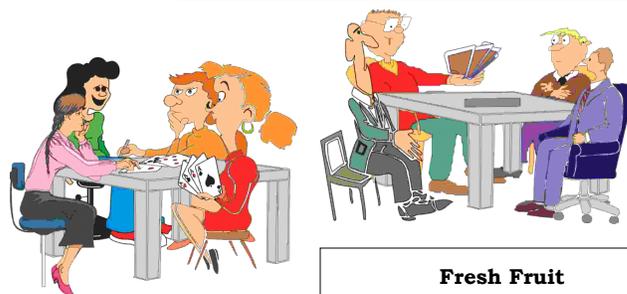
Tournament Chairs: Suzi Subeck

847-509-0311

Email: stansubeck@prodigy.net

John Goldstein

Email: Johnagoldstein@yahoo.com



Fresh Fruit

Hospitality Suite!!!

Daily Bulletins

Students play for half price with valid student ID card!



Intermediate & Newcomer Events 0-299er Masterpoints

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

Tuesday - Thursday

Single Session Games

at 9:30, 2:00

Stratified 299er Pairs

We adhere to ACBL default handicapping.

We handicap KO's when there is only a single bracket.

Mid-Chart for Flight A Events & Top Bracket of the KO's

Stratified Games: A: 2000+; B: 750-2000; C: 0-750

Stratiflighted Teams:

A: 3000+ AX: 0-3000; B: 750-1500; C: 300-750; D: 0-300

Stratiflighted Pairs: 0-1500; 1500-3000; 3000+

Gold Rush Pairs: 0-100; 100-300; 300-750