

I/N News ... especially for you!

Introduction to Declarer Play

The game of bridge revolves around the bidding for and the taking of tricks. Here we are not worried about the bidding, just the taking.

The most important single move that you must make before playing out a hand is to count your tricks. That seems easy enough, doesn't it?

Let's take a simple example:

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DUMMY

♠ A 4 3

YOU

♠ K 5 2

Whenever you play a bridge hand as declarer, you get to see all of your partner's cards before you play. Your partner's hand is called the dummy, and that term has nothing to do with the way he may have bid his hand.

So what you do after the opponent on your left makes an opening lead is to look at one suit at a time; look, for example, at your spades and at dummy's spades and count the number of sure tricks you have in that suit. Then you go through the same process in each suit and come up with a figure. That is a very important figure. It tells you how many tricks you can take at a moment's notice. Remember that term, sure tricks, because we are going to work with it for a while.

Now let's go back to our example. In dummy we have the A 4 3 of spades, and in our own hand we have the K 5 2. The ace will take one trick and the king will take another, so we have the two sure spade tricks. This may seem elementary, but you will never learn to play a hand unless you do this.

Counting tricks has its hazards. Let's try this one:

DUMMY

♠ K Q

YOU

♠ A 2

Now how many sure tricks do you have in spades? This answer is two, not three. You see, when you play a card from your hand, you must also take a card from the dummy. Let's say you play the ace; then the queen must be played from dummy. That leaves you with the two in your hand and the king in dummy. In other words, you have two tricks, not three.

The important thing to see is that you can never take more tricks in a suit than there are cards in the longer of the two hands. Look:

DUMMY

♠ A K Q

YOU

♠ J 10

Between you and your dummy you have the ace, king, queen, jack, and ten. But you can only take three tricks. That is because the dummy, which is the longer hand in spades, has only three cards.

Practice counting sure tricks with these examples:

(a)

DUMMY

♠ K Q 3

YOU

♠ A 5 2

(b)

DUMMY

♠ A Q J 8

YOU

♠ K 7

(c)

DUMMY

♠ A J 3

YOU

♠ K Q 5 4

(d)

DUMMY

♠ Q J 10 5 4

YOU

♠ A K 3

78th ANNUAL Minocqua-Lakeland Bridge Sectional

The Friendly Northwoods Tournament
JUNE 7 - 10, 2018
Woodruff Town Hall
Hwy 47 (1418 - 1st Avenue), Woodruff, WI 54568

JUNE						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Thursday, June 7

1:30 p.m.
Stratified 299er Pairs
Stratified Open Pair/Team

7:00 p.m.
Stratified 299er Pairs
Stratified Open Pair/Team

Friday, June 8

9:00 a.m.
Stratified 299er Pairs
Stratified Open Pair/Team

1:30 p.m.
Stratified 299er Pairs
Stratified Open Pair/Team

Saturday, June 9

9:00 a.m.
Stratified 299er Pairs
Stratified Open Pair/Team

1:30 p.m.
Stratified 299er Pairs
Stratified Open Pair/Team

7:00 p.m.
Stratified 299er Pairs
Short Match Swiss

Sunday, June 10

9:00 a.m. & TDA
2 Single Session Swiss Teams
Lunch Included

Pairs choose their partners for all pair/team games.

0-5 ACBL Members play FREE

FREE Parking

FREE Hospitality

Smoke FREE

Sanction #: 806067

<p>For more information:</p> <p>Chair: Lee Schultz • lschultz@northwoodsbridge.org • (715) 356-4113</p> <p>Partnerships: JoAnne Zickert (715) 356-4103</p> <p>WUMBA (Unit #149) website: www.acbl-wumba.org</p>	<p>Accommodations: Ask for Bridge Rate</p> <p>Quality Inn • 1-715-358-2448</p> <p>Americlin • 1-715-356-3770</p>	<p>STRATIFICATIONS</p> <p>299er: 0-100, 100-200, 200-300</p> <p>Open: 0-1000, 1000-3000, 3000+</p>
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Solutions

(a) Three tricks. You can take them in any order you like. You could play the king, then the queen, and then the three to your ace; or you could play the ace, and then a little one to the king, and then the queen. Or you could play the king, then the three to your ace, and then a little one back to your queen. You see, when you have the same number of cards in both hands (e.g., three cards on each side), you have quite a bit of flexibility. You would have to see all 26 cards before you knew which hand you wanted to end up in. I am merely showing you that you don't always have to play the ace first when taking tricks.

(b) Four tricks. Now this situation and the following ones are a little different because you do not have the same number of cards on both sides. In this case the dummy has four and you only have two. As a general rule, whenever you have a bunch of good tricks in a suit that is unevenly divided, you should play the high card(s) from the short side first. This means playing the king, which will take the eight from dummy, and then leading your seven over to the ace, queen, and jack in dummy. When cards are high it does not matter which one you play first. In this case, when you have played the king and are about to lead the seven over to the dummy, it doesn't matter if you play the jack, queen, or ace; they are all the same. In this little game we are playing, we are always assuming that the opponents have led some other suit and we have taken the trick. Now we are about to play our suit. Sometimes the trick we have taken will have been in dummy. Therefore, if the lead is in the dummy, we must play the eight of spades over to our king and then the seven back to the dummy. But in either case we are playing the high card from the short side first.

(c) Four tricks. If the lead is in the dummy (from the prior play), we should first play the ace, then the jack, and then the three over to our king and queen. Notice that we played the high cards from the short side first. Things would be exactly the same if the lead were in our hand. We would play the four over to the ace (or jack), then the jack, and then the three over to our king and queen. It is conceivable that the opponents might lead this suit themselves, in which case we would still play it the same way.

(d) Five tricks. This time we would play the king and ace (or the ace and king) from our hand and then lead the three over to the queen, jack, and ten in the dummy. Playing the high card or high cards from the short side first allows us to end up on the long side, where we can take the maximum number of tricks.

Now let's practice counting our sure tricks in an entire deal:

DUMMY

♠ A 4 3

♥ K 4

♦ 10 8 7 5

♣ A K Q 3

YOU

♠ 7 5 2

♥ A Q 3

♦ A 4 3 2

♣ J 4 2

Madison's Summer Madness

July 13, 14 & 15, 2018 WUMBA Sectional

Friday July 13

9:00 499er Pair/Team Game
Open Pair/Team Game

1:30 499er Pair/Team Game
Open Pair/Team Game

6:30 499er Fast Pair Game
Open Swiss Team

Saturday July 14

9:30 499er Pair/Team Game
Open Pair/Team Game

2:00 499er Pair/Team Game
Open Pair/Team Game

Sunday July 15

9:30 Open and 499er
Single Session Swiss Teams

1:30 Open and 499er
Single Session Swiss Teams

FREE 499er Chalk Talks, 12:45-1:15
Glenna Shannahan on Friday
Mary Olsky on Saturday

FREE play for ACBL members with less than 5 master points

DELICIOUS snacks provided all day, every day. Maps available to 40 eating places nearby.

CHAIRS
Glenna Shannahan
Chuck Viertel
Robert Breun

Honorary Chair
chairsaur@gmail.com
rabreun@chorus.net

608-426-2712
608-832-1583

PARTNERSHIP
David Raitt
david.raitt1@gmail.com

608-257-0909

Partners guaranteed up to ½ hour before game time



ACBL Section 9 1807043

Fitchburg Community Center
5510 Lacy Road
Fitchburg (Madison), WI 53711

Stratifications
Flight A: 3000 +
Flight B: 0 - 3000
Flight C: 0 - 1250
499ers Stratified by Director

499er Games are for non-Life Masters
PairTeams may be purchased as a 4-person entry during am sessions.
Director will form pri PairTeams.

Let's pretend the final contract was three notrump and West, your left-hand opponent, led the king of spades. How many sure tricks do you have altogether?

You should have come up with nine sure tricks. You have one in spades, three in hearts, one in diamonds, and four in clubs.

Sometimes counting tricks and taking them are two different things. But if you remember about the high card(s) from the short hand, you will not have any trouble. In clubs, you would play the jack first from your own hand and then play a little one over to the ace, king, and queen in dummy. In hearts, you would play the king first and then the four over to the ace and queen in your own hand.

Here are some additional practice deals. Count your sure tricks and see what you come up with:

(a)

DUMMY

♠ A 4 3
♥ K Q
♦ A J 4
♣ A J 7 6 5

YOU

♠ K Q 7
♥ A 7
♦ K Q 10 3 2
♣ K 3 2

(b)

DUMMY

♠ K Q J
♥ Q J 10 9
♦ J 10 9
♣ K Q J

YOU

♠ 10 9 8
♥ K 8 7 6
♦ K Q 8 7
♣ 10 9

Summer's End Split Regional Bridge Tournament
August 20-26, 2018 - Eau Claire, Wisconsin

Eagles Banquet Hall and Conference Center
2588 Hallie Rd, Lake Hallie, Wisc
(Just northeast of Eau Claire--see back of flyer for map)

REGIONAL CHAMPIONSHIP EVENTS ARE SHOWN IN BLOCKED CAPS

<p>Monday, 8/20 7:00 PM MON-TUES KO's (see note 1), #1/3 Side Pairs, Series A</p> <p>Tuesday, 8/21 9:30 AM TUES-OPEN SWISS, #1/2 MON-TUE KO's, #2/3 Side Pairs, Series A 2:00 PM TUES-OPEN SWISS, #2/2 MON-TUES KO's, #3/3 Side Pairs, Series A 7:00 PM TUES-WED COMPACT KO's, #1/2 Side Pairs, Series A</p> <p>Wednesday, 8/22 9:30 AM WED A/X & GOLD RUSH PAIRS, #1/2 Side Pairs, Series B 2:00 PM WED A/X & GOLD RUSH PAIRS, #2/2 Side Pairs, Series B 7:00 PM TUES-WED COMPACT KO's, #2/2 Wednesday Side Swiss</p> <p>Thursday, 8/23 9:30 AM THUR A/X & GOLD RUSH PAIRS, #1/2 Side Pairs, Series B 2:00 PM THUR A/X & GOLD RUSH PAIRS, #2/2 Side Pairs, Series B 7:00 PM Thursday Side Swiss</p>	<p>Friday, 8/24 9:30 AM A/X IMP PAIRS, #1/2 RISING STARS KO's (see note 2), #1/3 Side Pairs, Series C 2:00 PM A/X IMP PAIRS, #2/2 RISING STARS KO's, #2/3 Side Pairs, Series C 7:00 PM RISING STARS KO's, #3/3 Jim Niks led "8-is-Enough" Swiss (see note 3)</p> <p>Saturday, 8/25 9:30 AM SAT A/X & GOLD RUSH PAIRS, #1/2 Side Pairs, Series C 2:00 PM SAT A/X & GOLD RUSH PAIRS, #2/2 Side Pairs, Series C 7:00 PM Saturday Side Swiss</p> <p>Sunday, 8/26 9:30 AM SUNDAY OPEN SWISS & TBA (Free lunch with paid Sunday entry)</p>
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Entry fees \$13 per session with these exceptions:
* ACBL youth entries \$7 with valid student ID
* Non & Unpaid ACBL add \$4/event surcharge
\$5 lunches are available daily at the playing site
Sanction #F808090, Flyer Version 2.0

NOTES:
1. MON-TUES KO's may either be bracketed or handicapped. Midchart conventions are allowable in bracketed Flight A KO's provided pairs carry two copies of ACBL-approved written defenses to their table. General Convention Chart is otherwise in force.
2. RISING STARS KO's is a restricted event in which masterpoint sums of the entered teams may not exceed 3000.
3. 8-IS-ENOUGH SWISS forms teams which sum to "8-or-less" - "8s" being 2000+ / "7s" 750+ to 2000 / "6s" 0 to 750
4. Stratification, where applicable, will be based on pair/team masterpoint averages, as follows:
A/X PAIRS, A/X IMP PAIRS : A 5000+ / X 2000+ to 5000 / Y 0-2000
GOLD RUSH PAIRS : A 500+ to 750 / B 200+ to 500 / C 0 to 200
CHARITY PAIRS, SIDE PAIRS, OPEN SWISS, SIDE SWISS : A 2000+ / B 750+ to 2000 / C 0 to 750
5. Side Pairs pay gold points to first-place finishers who enter two or more sessions within a named side series.
6. The Partnership Desk opens 45 minutes prior to game times. For best pairings email eauclearchair@gmail.com 12+ hours in advance of game times, describing partnership or team needs.

\$99.95 Holiday Inn Express "bridge rate w/ breakfast" is guaranteed thru Aug 1st--even after that date our bridge rate may still be available (ask when phoning: 715-723-4654). Hotel Address: 12858 26th Ave, Chippewa Falls (5 min. from playing site).

Solutions

(a) You should have come up with twelve tricks: three in spades, two in hearts (make sure you see why), five in diamonds (playing the ace and jack first), and two in clubs.

(b) You have zero sure tricks. That's right, not one. In order to take tricks in any one of these suits, you must first get rid of the opponent's ace. Until you get rid of that ace, you do not have a sure trick. The definition of a sure trick is a trick that you can take without giving up the lead. When you must give up the lead to take a trick, you are establishing tricks, which leads us to a new topic.

(continued on page 5)

Summary: Key Pointers About Sure Tricks

- (1) The first step in playing a bridge hand as declarer is to count your sure tricks.
- (2) A sure trick is a trick that can be taken without giving up the lead.
- (3) You can never take more tricks in a suit than there are cards in the longer hand. (If both you and your dummy have two cards in one suit, the most tricks you can take in that suit is two.)
- (4) When taking sure tricks, play the high cards(s) from the short side first. This will allow you to end up on the long side, where you can cash the rest of the tricks in the suit.

Establishing Tricks

In most of the deals that you play, you never seem to have enough sure tricks to make your contract. Let's say you are playing three notrump. You need nine tricks to fulfill your contract, and you usually count up only five or six sure tricks. What are you going to do? Well, there is another method of getting tricks, but it involves a little work. You have to establish, or make, tricks for yourself. Study this diagram:

DUMMY

♠ K Q J

YOU

♠ 4 3 2

If this is your spade suit, you do not have a sure trick in spades. But if you were to play the king (or the queen or jack) from dummy and drive out the ace, you could establish two spade tricks for yourself. This method of establishing tricks, driving out the opponents' aces and kings, is the most common method of obtaining tricks in bridge.

You may be wondering what would happen if the opponents did not take their ace; actually, it would turn out the same. Let's say you lead the king and everyone plays low. Well, you've taken one trick already. Now you lead the queen. If everyone plays low again, you have taken two tricks in the suit, and that is all you ever had coming in the first place.

When it comes to establishing tricks, you follow the same general rule that you did when you were taking your sure tricks. Play the high card(s) from the short side first. For example:

DUMMY

♠ Q J 10 3

YOU

♠ K 2

Let's say you wish to establish some spade tricks for yourself. You should lead the king from your own hand. If the opponent takes it with the ace, you will still have the deuce, and the next time it is your lead you can take the queen, jack, and ten. In other words, you should get three tricks from this suit.

Now let's practice counting tricks in suits that we must establish. How many tricks can you establish in each of the following suits, and which card do you play first?

(a)

DUMMY

♠ K Q 7

YOU

♠ J 3

(continued on page 6)

(b)

DUMMY

♠ Q 5

YOU

♠ K J 10 9 3



(c)

DUMMY

♠ 4 3 2

YOU

♠ Q J 10

BRUCE BROWN VALENTINE SECTIONAL

FEBRUARY 7 - 10, 2018

NORTH SHORE EVENT CENTRE 7065 N. Port Wash. Rd, Glendale

From I-43: Exit #80 Good Hope Road E to Port Washington Rd, Turn South – Event Centre is on the right

Wed - 2/7: 9:30 a.m. Pair/Team Game & 299er Pairs

1:30 p.m. Pair/Team Game & 299er Pair Game

Thurs - 2/8: 9:30 a.m. 299er Pairs - 1:30 p.m. 299er Pair Game

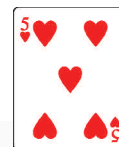
Fri - 2/9: 9:30 a.m. 299er Pair Game - 1:30 p.m. 299er Pair Game

Sat- 2/10: 9:30 a.m. & 1:30 p.m. - 299er Pairs (Single Sessions)

TOURNAMENT CHAIR: John Pereles (414-559-3463) jrpereles@gmail.com

PARTNERSHIP CHAIR: Yvette Neary (414-526-9035) yneary@gmail.com

IN CO-CHAIRS: Judy Burzynski (262-391-0970) Bob Steuer (414-378-2817)



(d)

DUMMY

♠ A 3

YOU

♠ Q J 10 9

Solutions

(a) Two tricks. You should play the jack first. If the lead is in the North hand, lead the seven to the jack.

(b) Four tricks. You should play the queen first. If the lead is in the South hand, you should lead the three to the queen.

(c) One trick. You can lead from either hand because you have the same number of cards on both sides. The queen will drive out the king, the jack will drive out the ace, and the ten will be an established trick.

(d) Three tricks. You should lead the ace and then the three. If you live right, the king might fall under the ace, and then you will get four tricks--but don't count on it. They have too many cards in the suit.

You are now ready to make a little progress. Your next step in planning the play of a contract is to count the sure tricks you have and see how many more tricks you can establish.

The important thing to remember is to keep the two counts separate until you have actually established some tricks. Once you establish some tricks, you can add the tricks you have established to your sure trick count.

(continued on page 8)

Take a look at this layout:

DUMMY

♠ A 4 3
♥ K Q J 10
♦ K 5 2
♣ 9 8 7

YOU

♠ K 5
♥ 5 4 3 2
♦ A Q J 9
♣ A K Q

Let's say you are playing a contract of six notrump. You must always ask yourself how many tricks you need to make your contract. In this case you need twelve (six plus your bid). The opponents lead the queen of spades. Now, after realizing how many tricks you need, which is really the first step, you must add up your sure tricks. So let's do that. You have two in spades, four in diamonds, and three in clubs. A total of nine. Notice that you did not count even one sure trick in hearts, simply because you cannot take a trick in that suit until you drive out the ace. Well, you have nine sure tricks and you must establish at least three more tricks in hearts to make your contract. That's easy enough. You simply win the spade with your king and lead a heart. Let's assume that the opponents take it with their ace. Your sure trick count has just changed. You now have twelve sure tricks instead of nine, because you can add those extra three heart tricks to your total once the ace has been removed.

Now for the most important point in the whole lesson. When playing a bridge hand that does not have enough sure tricks, you must establish extra tricks. Establishing extra tricks should be the first thing you do. You establish the extra tricks you need *before* you take your sure tricks. Then, when you have established enough tricks to make your contract, you take all of your tricks at once.

Rules are not much good unless you know their reasons. So we are going to go back to our six notrump contract. For the first time we are going to look at all four hands.

DUMMY

♠ A 4 3
♥ K Q J 10
♦ K 5 2
♣ 9 8 7

WEST

♠ Q J 10
♥ A
♦ 10 8 7 6 4
♣ J 4 3 2

EAST

♠ 9 8 7 6 2
♥ 9 8 7 6
♦ 3
♣ 10 6 5

YOU

♠ K 5
♥ 5 4 3 2
♦ A Q J 9
♣ A K Q

GREEN BAY SECTIONAL

May 4-6, 2018

Radisson Hotel & Conference Center

2040 Airport Drive

Green Bay, WI 54313

FRIDAY May 4th

1:30 PM

Stratified 299er Pairs Game

7:00 PM

Stratified 299er Pairs Game

SATURDAY May 5th

9:00 AM

Stratified 299er Pairs Game

1:30 PM

Stratified 299er Pairs Game

7:00 PM

Stratified 299er Pairs Game

SUNDAY May 6th

9:00 AM & TBA

Stratified 299er Swiss Teams

(2 Single Session Events)

Partners guaranteed 30 min before game.

Call Jan Welk (920) 662-2357 or

Email jwelk@new.rr.com



(continued on page 8)

For the time being don't worry about why West led the queen of spades. Presently you are worried about taking twelve tricks.

Notice that after you take the first trick with the king of spades, you still have control (that is, you can take the next trick) in all suits except hearts, where you will soon be establishing your tricks. What if you were to take your club tricks before knocking out the ace of hearts? Watch closely what would happen so that you never make this error--in fact, this is the most common error beginners make--of taking sure tricks too quickly.

If you were to take your three club tricks before playing hearts, West would still have the jack of clubs. It would be the only club left. Then, when you led a heart, West would take it with his ace and then would be able to take the next trick with his jack of clubs because you had surrendered control of the club suit by taking your sure tricks too quickly.

The same thing would happen in diamonds. If, after winning the first trick with the king of spades, you were to take four tricks in diamonds, West would still have one diamond. Then, when you played a heart, West would take that trick with the ace of hearts and the next trick with the ten of diamonds. In neither case would you make your contract, because you would have lost two tricks, while you can afford to lose only one in a contract of six.

Therefore, it is important that you see that by taking your sure tricks too quickly, you give up control in the suit, and--even worse--you establish tricks for your opponents.

Establish first: Take your sure tricks after you have established.

Now you are going to practice counting your sure tricks, seeing if you have tricks that can be established (and, if so, how many), and, finally, determining which suit you should play first.

(a)

DUMMY

♠ K Q 10 3

♥ A 4 3

♦ 7 6 5

♣ K Q 2

YOU

♠ J 5

♥ K 5 2

♦ A 8 4 3

♣ A J 10 9

Contract: Three notrump

Opening lead: Queen of hearts

MARQUETTE SECTIONAL BRIDGE TOURNAMENT	
OCTOBER 5-7, 2018	
Marquette Township Community Center	
1000 Commerce Drive, Marquette, Michigan, 49855	
Friday, Oct. 5 (All times Eastern Daylight Time)	
1:30 p.m.	Stratified 299er Pair/Team -- Register by Team
	Stratified Pair/Team -- Register by Team
7:00 p.m.	Stratified 299er Pair/Team -- Register by Pair
	Stratified Pair/Team -- Register by Pair
Saturday, Oct. 6	
9:00 a.m.	Stratified 299er Pair/Team -- Register by Team
	Stratified Pair/Team -- Register by Team
1:30 p.m.	Stratified 299er Pair/Team -- Register by Pair
	Stratified Pair/Team -- Register by Pair
7:00 p.m.	299er Short Match Swiss
	Short Match Swiss
Sunday, Oct. 7	
9:00 a.m.	Stratified 299er Swiss (3 team minimum, 2 single sessions, lunch provided for a charge)
	Stratified Swiss (2 single sessions, lunch provided for a charge)
Stratification:	Open games: A = 3000+, B = 1000 - 3000, C = 0 - 1000 299ers: A = 200 - 300, B = 100 - 200, C = 0 - 100
Entry Fees:	\$9 for ACBL members, per session; \$6 for 299ers, per session Additional \$3 for Non- & Unpaid ACBL members, per session
Tournament Chair:	Duane K. Fowler dkfowler62@gmail.com (906) 225 - 1907
Partnership Chair:	Corona Stevens ckayes@abcglobal.net (906) 349-3591, (906) 361 - 1324 No partnership service Sunday p.m.
Note:	Local club game Thurs., Oct. 4, 1:00 pm, Westwood Mall, Marquette

(continued on page 9)

(b)

DUMMY

♠ A K 5

♥ 3 2

♦ A 7 6 5

♣ 5 4 3 2

YOU

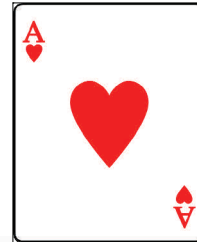
♠ Q 7

♥ Q J 10 9

♦ K 4 3 2

♣ A K 6

My partner
gave me a card
for Valentine's
Day!!



Contract: Three notrump

Opening lead: Jack of spades

In each exercise: How many sure tricks do you count? How many more can you establish? Which suit should you play first? Which card should you play in that suit?

Solutions

(a) You have seven sure tricks and you can establish three more in spades. You should play spades first (after taking the first trick with the king of hearts) and you should lead the jack. If it takes the trick, you continue with spades until one of your opponent's plays the ace. You will eventually wind up with ten tricks. Once you have driven out the ace of spades, you will have established enough tricks to make your contract. Then you can take all of your tricks at once.

(b) You have seven sure tricks and you can establish two more in hearts. Therefore, you should play hearts first. After taking the first trick in your hand (high card from the short side), you can begin by playing any heart. For concealment, declarer usually plays his highest equal, or highest in a sequence, first. So you would first lead the queen of hearts. In this case you must give up the lead twice in hearts in order to establish two tricks of your own in the suit. Assume that the queen loses to the king or ace and that a spade is returned. You take this in the dummy and lead another heart, establishing your hearts before taking any of your sure tricks.

Summary: Key Pointers About Establishing Tricks

- (1) When playing a hand as declarer, know how many tricks you must take to fulfill your contract.
- (2) Count your sure tricks and, if you do not have enough, look for suits that can be established (usually suits that are missing the ace or the king). Once you lose a trick to the high card, the rest of your cards in that suit will be good.
- (3) Do your establishing early. Establish first and then take your sure tricks.

(continued on page 10)

(4) If you take your sure tricks too soon, you may find that when you start establishing, the opponents will by that time have good tricks established in the suits in which you hastily cashed your sure tricks.

(5) Don't be afraid to give up the lead. On most hands you must give up the lead two or three times.

(6) When playing equal cards (such as the jack, ten, and nine), declarer should usually play his highest equal first. This applies to both establishing and taking. By doing this, you make it harder for the opponents to know what is going on. If you have the ace, king, and queen of spades and you play the queen, naturally it will take the trick, but your opponents will know that you still have the king and ace. However, if you play the ace first, the opponents will not know who has the king and queen.

When playing equal cards from the dummy, it doesn't matter which one you play first, because the opponents can see the dummy. However, just to stay in practice, you should take the highest equal from dummy also.

This article is an adapted excerpt from "Introduction to Declarer's Play" by Eddie Kantar. 1968

Playing in the District 13 Grand National Teams, Flight C, is a great way to acquaint yourself with how tournaments work.

Flight C is run like a Swiss Team. It is played all in one day ... this year on Sunday, February 25th.

The winning team will receive a \$1000 stipend to put toward a trip to play in the National event at in Atlanta, Georgia, this summer.

The GNT's start on the Wednesday, July 25th, just before the start of the summer NABC. You can play GNT's and stay and play some more.

If the first place team is unable to go, the second place team is invited to represent the district in which case, they will receive the stipend, and so on down the line.



District 13 GNT

Flight C: Feb 25 11:00 a.m.

Northbrook Hilton, 2855 N Milwaukee Ave.

Bridge Rate: \$89 + tax

For information:

stansubeck@prodigy.net

or 847-509-0311

Stan Subeck Coordinator



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.

THE FOUR PHASES OF A BRIDGE HAND

BY EDDIE KANTAR FROM HIS CHEAT SHEET

Each hand of bridge is divided into four phases, which always occur in the same order: dealing, bidding for tricks, playing the hand, and scoring.



Bridge “suits” me fine!

1. Dealing

Someone (anyone) shuffles the deck, and then each player takes one card and places it face-up on the table. The player with the highest card is the dealer. He shuffles the cards and hands them to the player to his right, who cuts them and returns them to the dealer. The cards are dealt one at a time, starting with the player to the dealer’s left and moving in a clockwise rotation until each player has 13 cards.

2. Bidding for tricks

In this phase, players bid for the number of tricks they think they can take. (It’s like being at an auction.) Because each player has 13 cards, 13 tricks must be fought over and won in each hand. The bidding starts with the dealer and moves to his left in a clockwise rotation. Each player gets a chance to bid, and a player can either bid or pass when it’s his turn. The least you can bid is for seven tricks, and the maximum you can bid is for all 13. The bidding goes around and around the table, with each player either bidding or passing until three players in a row say “Pass” after some bid has been made.

3. Playing the hand

The player who buys the contract, determined by the bidding, is called the *declarer*. The declarer is the one who will play the hand. The player seated to the left of the declarer puts down the first card face up in the middle of the table; this is the *opening lead*. The play moves clockwise. The next player, the *dummy*, places her cards face-up on the table in four vertical rows, one row for each suit, and completely bows out of the action. In other words, only three people are playing.

Once the lead is on the table, the declarer plays any card from dummy in the suit that was led; third hand does the same, and fourth hand, the declarer, also does the same. Whoever has played the highest card in the suit wins the trick and leads any card in any suit desired to the next trick. The same process goes on for all 13 tricks. The rule is you have to follow suit if you have a card in the suit that has been led. If you don’t have a card in that suit, you can throw away (discard) any card you wish from another suit, usually some worthless card. After 13 tricks have been played, each team counts up the number of tricks it has won.

4. Scoring

After the smoke clears and the tricks are counted, you know soon enough whether the declarer’s team made its contract by taking at least the number of tricks they bid. You then register the score. The deal moves in a clockwise manner; the player to the left of the person who has dealt the previous hand deals the next one.

Top 50 I/N Masterpoint Winners in 2017 in District 13

Janet Hickerson	263.34	Kathleen Lewin	119.89
Kyle Rockoff	254.58	James Schultz	117.22
Nishat Chishti	214.11	Ruta Smulkstys	115.59
Jamie Carroll	213.19	Alan Horowitz	112.43
Paul Prez	199.77	Donald Ferris	112.03
Wayne Peters	199.28	Lee Schillinger	111.54
Thomas Young	188.1	Gabriel Peretz	103.17
James Bloedorn	174.44	Martha Adams	100.47
Philip McPeck	169.94	Walt Werner	99.57
Cindy Hermel	168.05	Mark Nehs	98.37
Marjorie Zolla	159.37	Ralph Schindler Jr	98.23
Carolyn Turek	153.52	Wayne Hall	98.2
Genny Cesario	153.27	Sherilyn Sorem	97.72
Fred Princehorn	150.38	Laina Marsh	96.51
Louis Smulkstys	143.23	Marcy Gookin	96.31
Lee Petzold	143.18	Arlene Erlebacher	95.74
Cynthia Polayes	141.05	Kimberly Davis	95.39
Bill Davis	139.89	Valerie Maragos	94.14
Judi Katz	139.43	A Bascon	94.1
Valy Lev	130.03	Neil Kazaross	94.01
Patrice Princehorn	129.98	Rosemary McCarthy	92.71
Daiva Vitukynaite	129.08	Robert Margolis	89.95
Daniel Wright	128.76	Jodi Smith	88.7
Geoffrey Priest	124.54		
Charles Vierthaler	124.18		
Gregg Underheim	123.41		
Christine Priest	121.68		



A Great Chance to Earn Gold Points!!

MADISON WI

0-750 Non-Life Master REGIONAL

October 12-14, 2018
Fitchburg Community Center
5510 Lacy Rd, Fitchburg WI



GOLD RUSH PAIRS! KNOCKOUTS! SWISS TEAMS!

GUEST LECTURES
Fri & Sat 1:45pm

LET'S EAT!
• Free coffee and tea all day
• Yummy goodies every day
• Subs/Wraps for purchase Fri & Sat
• Map to 35 nearby restaurants

STRATIFICATION
A: 300-750 B: 100-300 C: 0-100

CHAIR
Glenna Shannahan
glshannahan@gmail.com

ONLINE PARTNERSHIP
Madison750NLM@gmail.com

ENTRY
\$12 for ACBL members
\$16 for unpaid ACBL members

HOST HOTEL
Wyndham Hotel (608) 274-7200
2969 Cahill Main, Madison WI
\$99 Bridge Tournament Rate

POINTS AWARDED: Players finishing in the overalls in a 2-session pair event will be awarded 25% gold points & 75% red points. 1st place in top strata of 2-session events & winner of top compact KO will receive 25% gold & 75% red points. All other point awards will be 100% red.

FRIDAY, OCTOBER 12
10:00 am Gold Rush Pairs
Compact Knockout
2:30 pm Gold Rush Pairs
Compact Knockout
Swiss Teams

SATURDAY, OCTOBER 13
10:00 am Gold Rush Pairs
Compact Knockout
2:30 pm Gold Rush Pairs
Compact Knockout
Swiss Teams

SUNDAY, OCTOBER 14
10:00 am Single Session
Swiss Teams
2:30 pm Single Session
Swiss Teams

FRIDAY & SATURDAY NIGHT FUN
7:00 pm Open Game
Bridge Club of Madison



District 13 Spring Regional April 2 - April 8, 2018
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 19th to ensure the Bridge Rate!

Monday, April 2

2:00, 7:30 **Two Session Stratified Open Pairs to benefit the Grass Roots Fund**

Tuesday, April 3

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)**

2:00, 7:30 **KO I: Sessions 1 & 2**

Wednesday, April 4

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)**

2:00, 7:30 **KO I: Sessions 3 & 4**

Thursday, April 5

9:30, 2:00, 7:30 **Thursday Side Game Series: Sessions 1, 2, 3 (single sessions)**

9:30 & 2:00 **Open Swiss Team ((0-1500; 1500-3000; 3000+)**

9:30 & 2:00 **Gold Rush Teams (0-100; 100-300; 300-750)**

7:30 **Single Session Stratified Swiss Team**

Friday, April 6

2:00 & 7:30 **KO II: 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)**

Saturday, April 7

2:00 & 7:30 **KO II: Session 3 & 4**

2:00 & 7:30 **Bracketed Swiss Teams**

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)**

Sunday, April 8

10:00 **Stratiflighted Swiss Teams (7 rounds)**

Flight A/X/Y

B/C/D Stratified

* **Player's Choice:** Player specifies which 2 sessions when purchasing entry



**Fresh Fruit
Hospitality Suite!!!
Daily Bulletins**

**Students 1/2 with student ID card!
Kibitzers: Golf, Tennis, Spa
Free Lunch with Entry on Wed. & Sunday**

**Tournament Chairman:
Suzi Subeck**

847-509-0311

Email: stansubeck@prodigy.net

**Mid-Chart for Top Bracket of the KO's
& Sunday Flight A/X/Y Swiss Teams
Stratified: A: 2000+; B: 750-2000; C: 0-750
Stratiflighted Teams:**

**A:5000+; X: 3000-5000; Y: 0-3000
B: 750-1500; C: 300-750; D: 0-300**

Open Teams:

**A: 3000+ X: 1500-3000 Y: 0-1500
Stratiflighted Pairs: 0-1500; 1500-3000; 3000+
Gold Rush Pairs: 0-100; 100-300; 300-750
Masterpoint Averaging When Permitted!**