

I/N News ... especially for you!

Bidding Tips for Winning Bridge Games from Eddie Kantar's *Bridge for Dummies*

In bridge, bidding is considered the most important aspect of the game. It's a given that a good bidder equals a winning bridge player. Here are a few bidding tips to start you off:

- Before opening, add your high card points (HCP): Ace = 4, King = 3, Queen = 2, Jack = 1. With 12 or more HCP, open the bidding.
- To open 1♥ or 1♠, you need at least five cards in the suit.
- With two five-card suits, open in the higher-ranking suit first. The rank of the suits, from highest to lowest, is spades, hearts, diamonds, clubs.
- With two four-card suits, one a major (hearts or spades), one a minor (diamonds or clubs), open in the minor. With two four-card minors, open 1♦.
- Open 1NT with 15 to 17 HCP plus a balanced hand (no voids, singletons, or two doubletons).
- If your partner opens, pass with fewer than 6 HCP. With 6 or more HCP, bid your longest suit at the one level, if possible. Responding at the two level in a new suit requires 11 or more HCP. A response of 1NT shows 6 to 10 HCP and denies a four-card major if your partner opens 1♣ or 1♦.
- Supporting your partner's first bid major suit requires three or more cards in the suit; supporting *any* second bid suit requires four or more cards in the suit.
- A primary objective in bidding is to locate an eight-card or longer major suit fit between your hand and your partner's.

Eddie Kantar is a Grand Master in the World Bridge Federation and a two-time world bridge champion. He wrote *Complete Defensive Play*, a book listed as a top ten all-time bridge favorite, and is the author of the first three editions of *Bridge For Dummies*. His books are classics in the bridge world ... easy reading and painless learning!

Bridge For Dummies Cheat Sheet By Eddie Kantar

Arguably, bridge is the greatest card game ever. It not only is a lifelong friend, it also enables you to make lifelong friends because it's a partnership game. From the four phases of playing a bridge hand to some expert advice on bidding, this Cheat Sheet helps you get started with playing bridge and then refine your game to increase your chances of winning.

The Four Phases of a Bridge Hand

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.

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.

Quick Tips for Improving Your Bridge Game by Karen Walker

When you're declarer:

Don't play to the first trick too quickly. Force yourself to stop and think when dummy comes down. Look ahead and plan your play to at least the next few tricks.

Concentrate on the opening lead for a few seconds so you'll remember it later. Decide what it tells you about the leader's length or strength in that suit.

Mentally review the bidding. If one of your opponents has bid, try to come up with a general picture of his point-count and his length in the suit bid.

For *most* suit contracts, your general plan should be:

- 1** - Count your **losers**. Decide which ones can be disposed of or turned into winners (by trumping, by finessing or by discarding them on a side suit).
- 2** - Double check by counting your **winners**. Look at each suit and estimate how many tricks it offers -- top tricks and tricks that will be good after you establish the suit.
- 3** - If your plan calls for trumping one or more of your losers in the short-trump hand (usually dummy), do that **before** you lead trumps -- even if you have to give up tricks to set up the trumping position.
- 4** - Next, lead trumps, counting as the opponents follow to each trick. Pulling trumps will usually be your best plan if you have good honor strength and/or length in one or more of the outside suits.
- 5** - After you've collected all the opponents' trumps, lead your longest side suit. Give up your losers early.
- 6** - Last, cash honors in your short suits.

For *most* notrump contracts, your general plan should be:

- 1** - Count your **winners** and **potential winners**. If you don't have enough top tricks to make your contract, decide which suit offers you the best chance of creating more winners.
- 2** - Lead that suit first (it will usually be your longest side suit). Give up the tricks you have to lose early.
- 3** - Stick with one suit at a time. Keep leading it until you've established your tricks (count the defenders' cards as you go), then cash your winners in the suit. When you move to a different suit, start counting again.
- 4** - Last, cash honors in your short suits.

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Holding 4 queens
You've less of a guess
And you won't have to take
A losing finesse!

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.**

When you're a defender:

Lead attacking combinations -- suits with touching honors such as QJ10x, KQx, AKxx, J109x. Lead the top of an honor sequence.

Don't lead unsupported aces (Ax, Axx, Axxx) **unless** it's the suit partner has bid.

When in doubt about what to lead, lead the fourth-best card in your longest suit. Leading from length is the "standard" lead to a notrump contract, and it's often the safest lead to a suit contract.

Count cards and points as you play. Use clues from the bidding, the opening lead and the play to try to come up with a mental picture of partner's or declarer's hand.

Think ahead, and be ready for critical plays. Indecision will often tell declarer what you hold in a suit, so try to decide in advance which card you'll play when declarer leads a suit toward or from dummy.

Use defensive signals to help partner during the play:

- When discarding or following suit, signal with the highest card you can afford in a suit you want partner to lead (play the 8 from AQ872). Play a low card if you have no interest in the suit (play the 4 from 954).
- When following suit, use count signals to help partner figure out how many cards you hold in the suit. Playing **high-low** in a suit tells partner you have an **even** number of cards. Playing **low, then high** shows an **odd** number of cards.

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Karen Walker is a National Champion who lives in Champaign-Urbana, Illinois. She is the editor of the District 8 newsletter and the chairman of the annual Champaign Regional.

Karen serves on the ACBL Disciplinary Committee, writes a regular column for the ACBL monthly bulletin, and is a great volunteer in the organization.

She and her husband, fondly known as "Puppy," do a great amount of travelling.

To hone your skills and to learn more about the game, go to Karen's website at: kwbridge.com.

As a bonus, you can see pictures and reflections from their many travels!!



Karen and hubby, Mike Halvorsen

When you're bidding:

Always search for a major-suit fit if one is possible, even if you've already found a fit in a minor suit. If you have a 4-card major you can show at the one-level, always bid it.

Consider playing 3NT instead of 5C or 5D when you have the strength for game, but your only fit is in a minor suit.

Keep the bidding simple. If you have a fit for partner's major, always raise.

If you have a fit for partner's suit, "stretch" to raise, especially in a competitive auction. If you have extra trumps (one more than you need for an 8-card fit), feel free to compete to the 3-level if the opponents bid over your 2-level partscore.

Stay low on misfits. When you have a minimum without support for partner and he doesn't show support for your suit, stop bidding as soon as possible. Unless you have game-going strength, don't bid higher just to show yet another suit and don't bid 2NT. Your goal is to stop in a reasonable contract, not a perfect one.

If you have length in the suit the opponent opened and are in doubt about what to bid, just pass, even when you have opening-bid strength. Don't show your problem by thinking too long about what to do.

Always assume partner has minimum point-count until he tells you otherwise. A minimum range is 12-15 points for the opening bidder, 6-10 points for responder.

If you have a minimum hand (13-15 points for opener, 6-10 points for responder), keep the bidding low until you find a fit. ***Don't bid past the one-level unless:***

- You're raising partner's suit (1H-2H, 1D-1H-1S-2S).
- You're rebidding your own long suit (1C-1H-2C, 1D-1S-1NT-2S).
- You're bidding a second suit that's **lower in rank** than your first suit (1D-1S-2C, 1S-1NT-2H).

There are two types of bids that pinpoint your point-count range -- **any notrump bid** and **any bid of an "old" suit** (one that you or partner have bid previously in the auction). If you're making any of these bids, be sure you show your point count by making the bid at the proper level:

- If you know you have 25+ combined points, jump to game in your suit or notrump. Don't give partner a chance to pass below game level.
- If you have an invitational hand (16-18 playing points if you're opener; 10-12 points if you're responder) and you think you and partner **might** have 25+ points, make your bid one level higher than necessary. This usually means you'll freely take the auction to 2NT or 3 of a suit (1D-1S-1NT-2NT, 1D-1H-2C-2NT, 1C-1S-3S, 1H-1NT-3H).
- If you have minimum strength, show it by making your bid at the lowest level available.

Give 'Em A Hand!

Dealer South. Both Vul.

♠ A 5 4 ♥ A 6 4 ♦ Q 5 2 ♣ 10 9 6 2	♠ 7 2 ♥ 10 5 2 ♦ A J 10 3 ♣ K 8 5 4
♠ 9 8 3 ♥ K Q J 9 ♦ K 9 8 7 6 ♣ 7	♠ K Q J 10 6 ♥ 8 7 3 ♦ 4 ♣ A Q J 3

West	North	East	South
—	—	—	1♠
Pass	1NT ¹	Pass	2♣
Pass	3♠	Pass	4♣
Pass	Pass	Pass	

1. Forcing for one round

This deal was played in four spades after identical auctions in a team match. Both West players led the king of hearts, seeking to develop tricks in that suit, rather than leading the singleton in declarer's second suit.

The first declarer proceeded quickly and without evident thought. He took the king of hearts with the ace and drew trumps ending on the table. Next, he led the ten of clubs and ran it when East played low. He was pleased to see that he had won the trick but was less pleased when he led a club to his jack and West discarded a diamond. Now he had to lose two hearts, a diamond and a club for down one.

At the other table, declarer took a moment to form a better plan. Like his counterpart, he observed that his best chance to make the contract was for East to hold the king of clubs. So, after winning the first trick with dummy's ace of hearts he led the two of clubs and played the jack on East's low card. When that held, he cashed the king and queen of trumps. After a trump

to dummy's ace, he called for the ten of clubs and ran it when East followed with another low club. West's discard of a diamond on the second club was not a problem, for it allowed declarer to claim ten tricks on the marked club finesse.

Dealer North. EW Vul.

♠ A J 5 ♥ A 10 9 8 4 ♦ K 4 2 ♣ 9 5	♠ K Q 10 9 7 6 3 ♥ J 6 5 3 ♦ — ♣ J 10
♠ 2 ♥ 7 ♦ 10 9 8 7 5 3 ♣ 8 7 4 3 2	♠ 8 4 ♥ K Q 2 ♦ A Q J 6 ♣ A K Q 6

West	North	East	South
—	1♥	3♠	5♥
Pass	5♠	Pass	5NT
Pass	6♦	Pass	7NT
Pass	Pass	Pass	

South's leap to five hearts asked for a spade control and North duly showed his ace of spades, which South knew could not be a void, for otherwise North would not have had an opening bid. Five notrump asked for more information and North bid his king of diamonds. The final leap to seven notrump was not a big gamble, on the grounds that North had an opening bid and East likely had both the king and queen of spades.

West led the ten of diamonds. Declarer played low from dummy and was surprised to see East discard a spade. After winning the first trick in hand with the jack of diamonds, declarer cashed three top clubs, discarding a spade from dummy. When East discarded a spade on the third club, declarer knew that East must have at least three hearts. So, declarer cashed his king of hearts, noting that both defenders followed

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The ACBL has cancelled all face-to-face tournaments through June of this year because of the Pandemic. This could be extended. We will keep you posted through this newsletter and with email blasts when bridge life returns to "normal."

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with low cards.

Next, declarer led a spade to dummy's ace. When West followed with the two of spades, declarer counted East as have started with an original 7-4-0-2 distribution (and West with an initial 1-1-6-5 shape).

So, declarer led the ten of hearts next and ran it when East played low. As expected, West could not follow, so declarer cashed the queen of hearts and claimed 13 tricks – one spade, five hearts, four diamonds and three clubs.

Since East observed that a spade lead would surely have beaten seven notrump, knocking out a dummy entry prematurely, he unkindly inquired if West had seen the bidding.



Play for Bonus Awards While Helping Grass Roots Efforts

Win DOUBLE black points when you play during Grass Roots Weekend in the Virtual Clubs! This new online special event runs May 15-16 (Saturday and Sunday) on Bridge Base Online.

When you play, you'll also be supporting your area's local efforts to grow participation in a variety of events, including Grand National Teams and North American Pairs. Additional amounts raised will be sent back to each club's home district.

No registration is required. Simply play in your usual weekend Virtual Club game to participate.

Eight Ever, Nine Never...
Rhyming Tips are always clever!

**Unit 123, CCBA,
is planning
to hold the
Labor Day Sectional
in Skokie, IL
over
Labor Day Weekend...
Go to bridgeinchicago.com
for more info as available!**

Unit 222 is planning on holding the:

Fallfest Tournament *
Good Hope School
Glendale, WI
Sept 29 - Oct 2, 2021

**For more information as it becomes
available,
go to**

**<http://unit222.com/tournaments/>
* means no flyer available at this time**

**Unit 149 has no updates regarding face-to-
face tournaments at this point... they
expected them in late April so check back
frequently at:
[http://www.acbl-
wumba.org/u149tournamentFlyers.htm](http://www.acbl-wumba.org/u149tournamentFlyers.htm)**

Rank Advancements

Congrats to All!

NEW JUNIOR MASTERS

Mary A Adriansen
La Vern P Breunig
Patricia A Breunig
Lawrence S Bundy
Kate L Ferraro
Barbara Splitgerber

NEW CLUB MASTERS

Donald Blatnik
Nancy M Garrigus
Lenette M Hertz Ortega
Larry L Rapsky
Mrs Doris R Smits

NEW SECTIONAL MASTERS

Kathleen Heyroth
Mr John C Joseph
Margo C Pearson
William P Rogerson
Leif Sorensen

NEW REGIONAL MASTERS

Neil Aaronson
Mr David Kempner
Mr Garry E Leep
Judith D Shane

NEW NABC MASTERS

Carol L Gepner
Herbert L Gerecke
Maryjoy Madrigrano
Kathryn Norman
Gerald E Pierce
Mr Jeffrey A Rabin
Pam J Seaman
Jay Zahn

NEW ADVANCED NABC MASTERS

Mrs Missy Ravid

NEW LIFE MASTERS

Ellen Easley
Annie F Krause
Ms Annette D Lamon
Nanci J McKeon



2021 Online Event Schedule



All events tentative based upon BBO/ACBL IT capabilities and COVID-19 protocol changes

January

18-24 **Silver Linings Week**
Silver masterpoints* awards in Virtual Clubs

February

13-14 **Valentine's Weekend**
Upgraded masterpoints* awards in Virtual Clubs

18-21 **Hollywood Magic**
Regionally rated events

22-28 **Educational Foundation Week**
Upgraded masterpoints* awards in Virtual Clubs

March

6-8 **Spring 2021 NABC Robot Individual**
NABC Robot Individual tournament

11-21 **Spring 2021 North American Online Bridge Championships (NAOBC)**
Knockout event and pair event

22-28 **Stardust Week**
Upgraded masterpoints* awards in Virtual Clubs

April

12-18 **Charity Week**
Upgraded masterpoints* awards in Virtual Clubs

22-25 **Stay@Home, Play@Home**
Regionally rated events

May

15-16 **Grass Roots Weekend**
Upgraded masterpoints* awards in Virtual Clubs

24-30 **Silver Linings Week**
Silver masterpoints* awards in Virtual Clubs

June

1-30 **North American Pairs (NAP) Qualifying**
Qualifying games for the North American Pairs

19-20 **The Longest Day**
Upgraded masterpoints* awards in Virtual Clubs

24-27 **Endless Summer**
Regionally rated events

July

10-12 **Summer 2021 NABC Robot Individual**
NABC Robot Individual tournament

15-25 **Summer 2021 North American Online Bridge Championships (NAOBC)**
Knockout event and pair event

26-1 **Stardust Week**
Upgraded masterpoints* awards in Virtual Clubs

There's good and there's bad to playing online,
But most of the time, it goes along fine!

This is no kidding. It isn't a joke...
Unlike face-to-face, you cannot revoke!

Unlike face-to-face, no leads out of turn.
Less calls for directors; more time to learn.

You must play in tempo to maintain the pace,
Things are all clocked, unlike face-to-face.

You can't see your partner and he can't see you.
You're all on your own to do what you do.

You may play for hours until you are done,
Always be ethical. It will be fun!

Standard American Bidding (5-Card Major System) from KWbridge.com

Point Count: Ace = 4 points King = 3 points Queen = 2 points Jack = 1 point Total points in the deck = 40

Suit Rank (lowest to highest): Minors: ♣ Clubs ♦ Diamonds Majors: ♥ Hearts ♠ Spades Notrump

A good trump suit: A "fit" of 8 or more cards in one suit, combined in your two hands in any way (4-4, 5-3, 6-2, etc.).

First choice: A major (hearts or spades) if you have at least an 8-card fit.

Second choice: Notrump if you have balanced strength and no fit in a major suit.

Third choice: A minor (clubs or diamonds) if you have at least an 8-card fit and unbalanced strength.

Contract requirements -- What you and your partner need in your two hands to make these contracts:

Suit partscore (bid of 1, 2 or 3 in any suit) -- 18-24 points and at least an 8-card trump fit.

Notrump partscore (bid of 1NT or 2NT) -- 20-24 points and preferably no 8-card major-suit fit.

Major-suit game (4H, 4S) -- 25+ points and at least an 8-card fit. (Game and slam contracts pay a scoring bonus.)

Minor-suit game (5C,5D) -- 29+ points and at least an 8-card fit.

Notrump game (3NT) -- 25+ points and preferably no 8-card major-suit fit.

Small slam (any bid of 6) -- 33+ points

Grand slam (any bid of 7) -- 36+ points and all four aces.

These contract guidelines apply when you have relatively balanced hands. If you have a strong trump fit, long side suits and/or unusual distribution, you'll need fewer points to make these contracts.

Rules for Opener (the first player to make a bid other than Pass)

Your first bid: Always open the bidding at the 1-level if you have at least 13 points You may open a hand of 11 or 12 points if you have a long suit, distributional strength and/or good quick tricks.

The meanings of your opening bids are:

1NT = Exactly 15-17 points and balanced distribution (at least 2-3 cards in every suit). Balanced distributions are 4-3-3-3, 4-4-3-2 and 5-3-3-2.

1H or 1S = 13-21 points and at least 5 cards in your suit.

1C or 1D = 13-21 points and at least 3 cards in your suit. Choose your longer minor. If you have two 3-card minors, open 1C to keep the bidding low.

This is called a convenient minor -- it tells partner you have opening points, but your hand doesn't meet the requirements for an opening bid of 1H, 1S or 1NT.

2NT = Exactly 20-22 points and balanced distribution.

2C = Artificial bid that starts the description of a very strong hand (22-23+ points). Partner must respond.

2D, 2H or 2S = A weak two-bid -- 5-9 points with a good 6-card suit.

3 of a suit = A weak hand (5-9 points) with a long, strong suit (7 cards).

If you have two 5-card suits, open the higher-ranking suit, then rebid the lower-ranking suit (if you have 5 clubs and 5 diamonds, open

1D and bid clubs at your next turn). This allows partner to choose between your two suits without raising the level of the bidding.

Your second bid (called a rebid), A rebid is made after partner responds to your opening bid.

A new suit (1C - 1H - 1S) -- At least 4 cards in the suit, 13+ points.

Simple rebid of your first suit (1C - 1H - 2C) -- Extra length (usually a 6+ cards) and a minimum (13-15 points). To show a stronger hand with a long suit, you can jump-rebid your suit -- 1C - 1H - 3C.

Single raise of partner's suit (1C - 1H - 2H) -- 4 cards in the suit partner responded and a minimum (13-15 points). To show a stronger hand with a fit, you can jump-raise his suit -- 1C - 1H - 3H or 4H.

Notrump (1C - 1H - 1NT) -- A balanced minimum opener (13-14 points) WITHOUT 4 cards in partner's suit and without a new 4-card suit you could bid at the 1-level. To show a stronger balanced hand, you can open 1NT (with 15-17 points). To show a very strong balanced hand (19 points), open a suit bid and then jump in notrump -- 1C - 1H - 2NT.

As Opener, if you have fewer than 16 points, DON'T go to the 2-level unless:

- 1 - You're raising partner's suit (to confirm a trump fit (1D - 1S - 2S); or
- 2 - You're rebidding your own extra-long suit (1D - 1S - 2D); or
- 3 - You're showing a second suit (4 cards or longer) that is lower in rank than your first suit (1D - 1S - 2C).

Rules for Responder (after your partner opens the bidding):

Respond to partner's opening bid if you have 6 points or more.

If partner opens 1H or 1S and you have 3-card support -- Always raise to confirm the 8-card trump fit.

If partner opens 1C or 1D and you have a 4+-card major -- Always respond 1 of your major.

If you have two 4-card majors, respond the cheaper major to keep the bidding low.

If you have fewer than 10 points, DON'T go to the 2-level unless you're raising partner's suit (to confirm a trump fit) or rebidding your own extra-long suit.

With some unbalanced hands, you'll have to respond 1NT to keep the bidding low.

Your first response (after partner opens one of a suit):

- 1 of a new suit (1C by partner - 1H by you) = At least 4 cards in your suit and at least 6 points.
- 2 of a new minor (non-jump) (1H - 2D) = A 4+-card suit and at least 10-11 points.
- 2 of a new major (non-jump: the auction 1S - 2H) = A 5+-card suit and at least 10-11 points.

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Single raise of partner's major (1S - 2S) = At least 3 cards in partner's suit and 6-10 playing points to show a stronger hand with support, make a jump-raise -- 1S - 3S or 1S - 4S.

Single raise of partner's minor (1D - 2D) = At least 4-5 cards in partner's suit, 6-10 points and no 4+-card major suit. To show a stronger hand with support, make a jump-raise -- 1D - 3D.

Notrump (1S - 1NT) = Weak (6-10 points) with no support for partner's suit and no suit you can bid at the 1-level. To show a stronger balanced hand, jump in notrump -- 1S - 2NT or 1S - 3NT.

Jump in a new suit (1S- 3C) = Very strong (18-19+ points) and a long, strong suit. This is a jump-shift.

As Opener OR Responder, you are showing your point-count range any time you:

1 - Open or rebid notrump -- 1C - 1NT 1C - 1S - 1NT 1S - 2H - 2NT

2 - Raise partner's suit (to confirm that you have an 8-card fit) -- 1H - 2H 1C - 1H - 2H 1C - 1H - 1S - 2S

3 - Rebid your own long suit -- 1D - 1S - 2D 1H - 1S - 1NT - 3S

The level you choose for these bids shows whether you have a minimum, invitational or forcing point-count range.

Rules for Overcaller (after an opponent opens the bidding)

1-level suit overcall (1H by left-hand opponent - 1S by you) = 10+ points with a good 5+-card suit.

2-level, non-jump suit overcall (1H - 2D) = 12+ points with a strong suit

Jump overcall (1H - 3C) = Weak hand (5-9 points) with a long, strong suit (6+ cards).

1NT (1H - 1NT) = 15-17 points (some play 15-18) with balanced distribution and stoppers in the opponent's suit.

Double (1H - DBL) = 12+ points, shortness in the opponent's suit, 3+ cards in all unbid suits. This is called a takeout double because it asks partner to take it out of the auction by bidding his longest suit.



Card Game Humor

Bridge

U	C	S	E	L	L	A	C	R	E	V	O	E	S
E	E	R	E	D	O	U	B	L	E	O	P	I	J
N	M	D	I	A	M	O	N	D	S	E	P	G	G
T	S	E	W	B	S	O	U	T	H	N	O	N	D
M	M	T	S	Q	U	E	E	Z	E	D	N	I	E
P	I	S	N	C	S	S	C	O	U	P	E	N	A
A	N	A	V	O	O	M	O	U	R	L	N	E	L
R	O	E	D	N	S	L	A	M	D	A	T	P	E
T	R	T	H	T	O	D	R	D	R	Y	S	O	R
N	M	R	E	R	E	T	T	C	L	U	B	S	N
E	A	I	A	A	R	E	R	A	L	C	E	D	O
R	J	C	R	C	T	R	E	U	R	A	T	U	R
S	O	K	T	T	M	R	A	B	M	Y	I	M	T
O	R	S	S	E	T	A	C	I	L	P	U	D	H

SQUEEZE
 REDOUBLE
 OVERCALL
 MAJOR
 CLUBS
 HEARTS
 NOTRUMP
 NORTH
 DEALER
 PARTNERS
 ENDPLAY
 MINOR
 DIAMONDS
 OPENING
 EAST
 SOUTH
 SLAM
 OPPONENTS
 WEST
 CONTRACT
 DUPLICATE
 DECLARER
 COUP
 TRICKS

1	Gorm Heilskov	WI	145.10
2	Joy Sweet	Barrington	81.62
3	Ginney Qian Ye	Matteson	81.26
4	Sonya Dailey	Lake Geneva	77.74
5	Julie Shelton	Wilmette	77.59
6	Mary Krienke	Hartland	62.17
7	Scott Krienke	Hartland	57.38
8	Charlotte Lindstrom	Madison	57.35
9	Mary Lindstrom	Madison	57.35
10	Pete Peterson	Osceola	56.79

**2020 Mini McKenney 20-50 MP
 omitted from last issue by mistake**



1	Kunal Pujara	Highland Park	IL	151.89
2	Cathy Mc Guire	Madison	WI	143.42
3	Barbara Gomberg	Highland Park	IL	128.91
4	Carol Gepner	Madison	WI	123.06
5	David Junge	Ingleside	IL	121.95
6	Jim McClure	Prairie View	IL	120.11
7	Charles Burton	Wauconda	IL	104.99

**2020 Mini McKenney 100-200 MP
 omitted from last issue by mistake**