

I/N News ... especially for you!

How to Improve Your Game... Tips from “Internet-wide” Players Excerpted from Youth Bridge Online



Andrew Gumperz, 25 years of tears and aspirations at the bridge table.

Though clubs may be the “lowest” suit,
Seven Clubs is still a hoot!

There are several keys to improving your game:

1. **Patience.** Bridge skills improve fairly slowly. While they are improving, you will make errors. To improve, you must be able to acknowledge the errors and live with them. If you won't accept an error as an error, you won't learn not to make it again.
2. **Learning and playing occur separately.** When playing, your goal is to do your best *with the skills you have at the moment*. There is a ton of stuff to think about and pay attention to. The last thing you need is someone explaining how you could have made the last hand on a squeeze. So don't ask for lessons from your partner *while you are playing*. You need that mental energy just to use the skills you already have. Instead, do your learning after the session by reviewing the hands. When you have added that skill to your toolbox, apply it during a future session.
3. **Focus on process, not outcomes.** Outcomes are your scores. Unfortunately, scores have a randomness factor. You can play a hand well and get a bad score. You can also play a hand poorly and get a good one. You can even play flawlessly for a whole session and get a mediocre score, or play mixed and get a great one. So outcome is a misleading indicator of the quality of your play. Process is the mental process you follow while choosing your bids and making your plays. If you focus on improving your process, you will be working on the part of bridge that you can control. Further, you can work on process even on hands where good process won't change the outcome. For example, you can practice counting declarer's shape and tricks even though he is simply cashing out.
4. **Rehearse the basic skills.** Skilled musicians spend countless hours rehearsing to gain facility on their instruments. You will need to rehearse as well. For example, With my students, I deal random hands, let them play versus robots, and I ask questions like “how are the clubs divided?” “How are the high cards divided?” asking yourself these types of questions on every hand is the equivalent of the musician mastering fingering on his stringed instrument. It is an underlying fundamental skill. It doesn't make you a great player by itself, but without mastering it, being good at the instrument simply isn't possible. Same with counting. Bridge skill starts with gathering information—observing the defender showed out on the second round of clubs. Then moves on to counting to establish in your mind all the information that is known, then moves onto drawing inference now that I know clubs were 6–4–2–1 around the table what can I infer about other suits?, and finally moves onto making a plan for how to take a certain number of tricks.

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Corey Cole, Ruby Life Master at bridge, still and always learning

The most important tool for improving your bridge game is to practice counting everything – distribution, high card points, etc.

By the way, “count” doesn’t mean 1, 2, 3, 4. It is more about recognizing patterns and doing simple arithmetic. For example, let’s say you are declarer and have five hearts in your hand and four in the dummy. That’s nine, and there are 13 hearts in the deck, so the opponents have four. They can be 0–4, 1–3, 2–2, 3–1, or 4–0. After you play a round, and let’s say both follow, then the remaining two hearts are either 0–2, 1–1, or 2–0.

Once you get accustomed to counting everything all the time, you can start making inferences. If an opponent opened the bidding, they probably have at least 11 high card points. If their partner responded, they probably have at least five. Listen to the auction and watch all of the plays. Did an opponent lead a King? Then they probably have the Ace or Queen of that suit, and that accounts for 9 or 5 high card points.

Count, count, count. Constantly adjust your counts based on new knowledge from the bidding and play. Practically every other bridge skill is dependent on accurate counting.

Carl Gentile, I’ve been playing bridge for 40 years. Still learning

Find a regular partner and play. And then play some more. Having a regular partner will allow you to develop a rhythm and a style. Keep your systems and agreements simple. Once you start having some success, start adding a few conventions. Unless you are playing at the top levels, less is more in the way of conventions.

It would be best to find someone at your level or a little better. More importantly, find someone who is positive and upbeat. Someone who will support you as you start to get better. Stay away from those that criticize and demean. If you find yourself not having fun, find another partner. By the way, treat your partner with respect as well. It’s OK to talk about a mistake, or suggest an alternate hand play, but do it with love and a desire to learn, not with the intent to make your partner feel bad.

When I first started to play, there was a guy who an excellent player, but a horrible partner. He would constantly criticize his partner and even the opponents. I had the honor of playing as his partner, exactly once. He knew I was a beginner, but halfway through the evening he said “It’s like three against one”. I then understood why he seemed to play with a different partner every week.

Good luck. Bridge is a game you can play your whole life and never master. It’s a little like golf without the slice.

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**Overheard at the table:
"You make it hard for us to find a brilliant defense ...
when you play the hand so badly!"**



Bridge:
Hands can
generate
Many a story,
But winning at
Tournaments:
All about glory!



Holding queens around
Is good for success
I won't have to guess
A two way fines!

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Helene Hoegsbro Thygesen, Bridge enthusiast, 5th top contributor to Bridge Base Forum

One underrated factor is physical fitness. Get enough exercise before the game and enough water during the game. Good nutrition should aim at keeping your blood sugar stable.

Avoid alcohol, even if you are one of those who think they can still think clearly after one or two drinks. You just can't. But maybe alcohol prevents you from noticing your mistakes.

Provide psychological support for partner. Give compliments when appropriate. Never give unsolicited critique, especially not during the session.

Identify your weaknesses and try to find out which of them you can improve on. Counting is a key skill to improve for many bridge players.

When discussing bridge with partner, put the emphasis on agreements. Unless you are both very strong in bidding and signalling theory, don't try to reinvent the wheel but rather select a good textbook and agree to follow it. You can then discuss interpretations of the text and you can maybe consider omitting some of the conventions.

When discussing bidding and card play with partner, use hypothetical hands as examples. Using hands you actually played will bias you towards what happened to work on that hand.

If you want to take your agreements a step further after you have gotten the basic bidding system straight, put emphasis on carding, leads, overcall style and preempt style. I deliberately did not include "add more bidding conventions" to the list. Conventions are overrated.

Read books by Hugh Kelsey, Dorothy Truscott and Larry Cohen. Bergen's "Points Schmoints" are also good.

Alan Bustany, Trinity Wrangler, Congress Director

The best way for you depends a lot on you and your current ability, but for the average Club player one of the better ways to improve your results is to concentrate more on defense.

Too many people play automatically in defense. They follow suit with the lowest card, discard the lowest card, and don't think about the timing of winning tricks. You should learn about and use signals for attitude, count, and suit preference and make sure your opponents rarely if ever get an extra trick.

You play only about 25% of hands as Declarer. You play twice as many hands as a Defender. Defence makes twice as much difference as your ability to make your own contracts.

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Aleksis Zalitis, Junior international.

You can improve your bridge game by doing the following things

(Note, that doing these is helpful if you want to improve in other areas besides bridge):

- **Practice**

This can be either by playing hands with a partner you like to play with, doing bidding practice or bidding tests, to improve your judgment, as well as solving defense and play problems.

An important thing to keep in mind is that **when playing you should always be counting.**

- **Discuss Bridge with other people, preferably those, who are better than you.**

For example, I had not too far in the past this hand:

9;KJ9xx;9;AJ9xxx(x=irrelevant small card)

The auction goes 1 spade by partner, opponent overcalls 2 diamonds – what do you do now? You have not played much with your current partner. A key to consider is what to do when partner bids 2 spades over your bid.

- **Communicate with your partner, never yell at them!**

By this I mean the following: Bridge is a game of mistakes, sometimes you, sometimes your partner will make mistakes, and you should know how to handle them.

You should always try to find what is the reason why the mistake was made – there are cases when this happens due to missignaling, not understanding a signal correctly, or making confusing bids during the auction. What you should do is try to and minimize the amount of mistakes that happen due to misunderstanding.

There is a good saying about this as well: **It is better to have a bad agreement, then no agreement.** Also, during the session, once you make a mistake, forget about the board and play the next one.

- **Consume bridge content.**

There are a few online bridge forums in which you can participate and read what other people have to say about the game, this goes back to point 2.

Reading books and blogs about bridge is also good.

Some sites you can check out: Bridge Winners, The Beer Card, Justin Lall

- On youtube:

Peter Hollands, tgwnn

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- **System is less important than you might think.**

If you are a system fanatic, then I can tell you that in the grand scheme of things it matters way less than you think. Playing with only basic agreements you will reach the right spot I'd say at least 80% of the time, if you have good judgement.

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Dave Cunningham, had to play at age 8, rejoined ACBL to play Swiss Teams with a friend – did well

From the standpoint of learning various conventions, *almost any text about Bridge will do you nicely.*

Once you are familiar with “how to bid” you enter the wonderful area where the best teacher is experience. Which means, of course, that to improve your play, you must play as much as you can.

Back up north, I knew a person named Tannah Hirsch, Bridge who wrote the “Goren” bridge columns for many years.

The key to improving play is to make horrible mistakes, according to him. It is only by seeing where things can go wrong that one learns what amount of risk to take in bidding and playing hands.

I am not an expert – I only hold a bit over 25 Gold Points with the ACBL. I have a few more mistakes to go (I started playing over 60 years ago, and only recently joined the ACBL).



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Setting up a side suit by Andrew Robson

Setting up a suit to promote Length winners is usually associated with notrumps. Yet in trump contracts, you can set up a suit by trumping (“ruffing”). This extra option enables you to set up suits without losing the lead, and can be very lucrative (if oft neglected).

Take $\spadesuit A 5 4 3 2$ $\heartsuit K 6$ (as on this deal). You lead $\heartsuit K$, then over to $\heartsuit A$. In notrumps, you have to give up the third round (on a 3-3 split), or the third and fourth rounds (a 4-2 split), in order to promote Length Winner(s).

In a trump contract, those rounds can be ruffed. Note that the ruffs will not be extra tricks, because they will be with long trumps (that would have scored anyway). However they certainly facilitate promoting those Length Winners. Intermediate deal of the month

		\spadesuit Q 10 3	
South Deals		\heartsuit 6 5 2	
Both Vul		\diamondsuit A 5 4 3 2	
		\clubsuit J 9	
\spadesuit 9 8 5	North	\spadesuit 6	
\heartsuit K 8 7	West	\heartsuit J 10 9 4	
\diamondsuit J 9	East	\diamondsuit Q 10 8 7	
\clubsuit K Q 8 3 2	South	\clubsuit A 10 6 5	
		\spadesuit A K J 7 4 2	
		\heartsuit A Q 3	
		\diamondsuit K 6	
		\clubsuit 7 4	

West	North	East	South
			1 \spadesuit
Pass	2 \spadesuit ¹	Pass	4 \spadesuit
All pass			

Contract: 4 \spadesuit by South
Opening Lead: \clubsuit K

- The single major raise does not guarantee four-card support, and, here, is a much better alternative to the nebulous 1NT (you are not stong enough for 2 \heartsuit)

What happened

West led $\clubsuit K$, East signaling encouragement with $\clubsuit 10$ (“throw high means aye”). West continued with $\clubsuit 3$ to $\clubsuit A$, whereupon East switched to $\heartsuit J$. Declarer tried $\heartsuit Q$, but when West won $\heartsuit K$ and returned $\heartsuit 8$ to $\heartsuit A$, he was staring at a heart loser.

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Andrew Robson is a highly accomplished bridge professional, writer and teacher. From his home in the United Kingdom, Robson is the bridge columnist for The Times and Country Life. Andy was born on January 5, 1964 in Chester, United Kingdom



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At the table, declarer saw no way. He ran all his trumps and hoped for a miracle (or a bit of help). He got neither, West cleverly retaining ♥7, and East keeping a diamond guard. Down one.

What should have happened

After winning ♥A at Trick Four, declarer needs to set up dummy's diamonds. This should be started before touching trumps, because he needs dummy's trumps as entries in the establishment process. This is the correct line: Cash ♦K, cross to ♦A, ruff ♦3 with ♠J. The 4-2 diamond split revealed (a bore, but it can be handled), cross to ♠10, and ruff ♦4 with ♠K. Dummy's fifth diamond set up, cash ♠A, cross to ♠Q (drawing their trumps), and lead ♦5, a Length Winner, on which ♥3 can be dumped. 10 tricks - game made.

If you remember just one thing:

Making Length Winners is particularly attractive in trump contracts - the suit can be set up by ruffing.



Valentine Sectional
Unit 222

FEBRUARY 15 - 18, 2023
GOOD HOPE SCHOOL (4 ACES BRIDGE CLUB) - ROOM #26
 2315 W. Good Hope Road - Glendale WI
(The school is not visible from Good Hope Road)
From I-43: Exit #80 Good Hope Road West for 1½ miles
 Turn left just before the tennis courts on the south
From I-41: Exit # 47 Good Hope Road East for 5.5 miles
 Turn right just after the tennis courts on the south side. The drive will take you to the school.
 Enter through the main door (#1) and follow the signs to the club.

We will follow ACBL and local regulations regarding Covid protocols

Wednesday - 2/15: 9:30 a.m. Pair/Team Game & 499er Pair Game
 2:00 p.m. Pair/Team Game & 499er Pair Game

Thursday - 2/16: 9:30 a.m. Pair/Team Game & 499er Pair Game
 2:00 p.m. Pair/Team Game & 499er Pair Game

Friday - 2/17: 9:30 a.m. Pair/Team Game & 499er Pair Game
 2:00 p.m. Pair/Team Game & 499er Pair Game

Saturday - 2/18: 9:30 a.m. & 2:00 p.m. *BRUCE BROWN CUP OPEN PAIRS*
 9:30 a.m. & 2:00 p.m. - 499er Pair Game (Single Sessions)

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 Yvette Neary (414-526-9035) yneary@gmail.com
 ACBL Sanction Number: 52302335



Strata for all open games: 0-999, 1000-2999, 3000+
 Strata for 499er games: 0-74, 75-199, 200-499
 (Strats may be adjusted as attendance warrants)



Racine
SPRING
 SECTIONAL

March 29 - March 31
The Lanes on 20
 6501 Washington Ave,
 Mt. Pleasant, WI
 From I-94: Exit 333 East 5 Miles
 The Bowling Alley is on the South Side of HWY 20

We will follow ACBL and local regulations regarding Covid protocols

Wednesday, March 29

9:30 AM Pair/Team Game 499er Pairs		2:00 PM Pair/Team Game 499er Pairs
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Thursday, March 30

9:30 AM Pair/Team Game 499er Pairs		2:00 PM Pair/Team Game 499er Pairs
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Friday, March 31

9:30 AM Pair/Team Game 499er Pairs		2:00 PM Pair/Team Game 499er Pairs
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Strata for All Open Events
 0-749/750-2000/-2499, 2500+
 Strata for 499er Events
 0-99/100-299/300-499
 0-5 Points Play Free
 Strata may be adjusted
 as attendance warrants.

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.

Quick Tips from Karen Walker

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.

Give Me a Hand!

Dealer East. EW Vul.

<p>♠ A K 10 8 6 3 ♥ A K 8 7 5 3 ♦ 7 ♣ —</p> <p>♠ 2 ♥ J 10 6 ♦ 10 9 ♣ A K Q 9 7 4 3</p> <p>♠ 9 4 ♥ Q 9 2 ♦ A 8 5 4 2 ♣ 8 6 2</p>	<p>♠ Q J 7 5 ♥ 4 ♦ K Q J 6 3 ♣ J 10 5</p>
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West	North	East	South
—	—	Pass	Pass
3 ♣	4 ♣ ¹	Pass	4 ♥
Pass	6 ♥	Pass	Pass
Pass			

1. 5+-5+ in the majors

To make twelve tricks after West leads the ace of clubs, if trumps are 4-0, you will need spades to be 3-2. When both opponents follow to the first round of trumps, the aim should be to make twelve tricks even when West has a small singleton spade.

The way to achieve this is to cash one high spade, cross to your hand with the ace of diamonds and lead a spade towards dummy. West cannot help the defensive cause by ruffing. Suppose West correctly discards a club and you win the second round of spades with dummy's king. Now you lead a third round of spades and ruff it with the queen of trumps. (If you ruff with the nine, West will overruff and lead another round of trumps, removing your last trump and leaving you with a spade loser.)

Next, you ruff a diamond in dummy and lead a fourth round of spades, ruffing it with the nine of trumps. As the cards lie, West can overruff now but it will do him no good. You will win his return, draw the last trump, and enjoy the established spades in dummy. If West had been unable to overruff, you would ruff a club back to dummy, cash the king of trumps and run the spades, losing a trick only if the trumps were 3-1 originally.

If West ruffs the ace of diamonds then you have to fall back on spades being 3-2. You would ruff the club return, cash a second trump honour and play on spades.

Dealer North. EW Vul.

<p>♠ K 3 ♥ A 8 5 3 ♦ Q 10 4 2 ♣ A K 5</p> <p>♠ — ♥ 10 7 6 2 ♦ K J 9 6 3 ♣ Q J 10 6</p> <p>♠ A Q J 10 8 ♥ K Q J 9 4 ♦ — ♣ 8 7 3</p>	<p>♠ 9 7 6 5 4 2 ♥ — ♦ A 8 7 5 ♣ 9 4 2</p>
--	--

West	North	East	South
—	1 ♦	Pass	1 ♠
Pass	1 NT ¹	Pass	3 ♥
Pass	4 ♣	Pass	4 ♦
Pass	4 ♠	Pass	5 ♦
Pass	6 ♣	Pass	6 ♦
Pass	7 ♥	Pass	Pass
Pass			

1. 15-17

How do you plan to make this grand contract after West leads the queen of clubs? You have twelve winners and the way to make a thirteenth is to reverse the dummy and ruff two diamonds in hand.

You should begin by winning the first trick with the ace of clubs and ruffing a diamond. Next you cash the king of trumps. If all follow, draw the remaining trumps, organise a second diamond ruff and claim. You make five spades, four trumps, two diamond ruffs and two clubs.

When the hearts are 4-0 there is a problem. If you ruffed the first diamond with the four of trumps, you will go down because you will have to use a spade to get to dummy either to draw trumps or take a second diamond ruff. While a singleton club occurs more often than a void in spades, West is highly unlikely to have led a singleton queen against a grand slam. So, when West has four trumps you should plan to use the king of

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clubs to get back to dummy to draw the last trump. The play is to ruff the first diamond with the nine of trumps, cash the king-queen of trumps and then lead the four of trumps to finesse dummy's eight. After a second diamond ruff follows, you cross back to dummy with a club and draw the last trump with the ace, throwing the jack of clubs from hand. As the spades are solid you have thirteen tricks.

What would happen if it was East who had four trumps? Then you would have to hope East began with at least two clubs and one spade, for you need the two remaining black suit entries to ruff a second diamond and draw the last trump.

Dealer South. Both Vul.

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

West	North	East	South
—	—	—	2 ♣
Pass	2 ♦	Pass	2 ♥
Pass	3 ♥	Pass	3 ♠
Pass	4 ♥	Pass	Pass
Pass			

When North failed to cue bid over three spades, it suggested that the control he promised by raising two hearts to three was in the spade suit. Consequently, you were content with game. How do you plan to make ten tricks after West leads the queen of spades?

After drawing trumps you should play the king of diamonds. If East takes this with the ace and returns a diamond, you play the jack. If West takes this with the queen, the ten of diamonds will be an entry to dummy. The situation is no better for West if he lets the jack of diamonds hold, for then you will continue with a third round of diamonds. West will have to take that and lead a spade or a club and, if the latter, you will make certain of two tricks in clubs by playing low from dummy.

What would happen if West had the ace of diamonds? If he takes the king of diamonds with the ace and exits with a low diamond then either dummy's nine will hold or East take it with the queen. As long as you unblock the jack in the latter case you will have an entry to dummy.

The only other wrinkle happens is when the king of diamonds holds. Then, you will continue diamonds and the defence can do no better than cash its two diamond tricks. We have seen what happens if West wins the defence's second diamond. If East wins the second diamond trick and exits with a low club you will let that run to dummy, making certain of a second club trick. A spade exit gives you the tenth trick immediately and a fourth round of diamonds achieves the same (you will discard a club from hand and ruff in dummy).

The recommended line requires no prior knowledge of how the minor suits lie while other lines do so.

Dealer South. Both Vul.

♠ K 7 3 ♥ 9 7 5 4 2 ♦ 9 4 ♣ A 5 4	♠ 9 ♥ Q J 10 ♦ Q 10 8 3 2 ♣ Q 9 7 2	♠ Q J 10 8 ♥ K 8 6 3 ♦ J 5 ♣ J 10 8	♠ A 6 5 4 2 ♥ A ♦ A K 7 6 ♣ K 6 3
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West	North	East	South
—	—	—	1 ♠
Pass	2 ♠	Pass	4 ♠
Pass	Pass	Pass	

This was the layout the declarers in a local duplicate game faced. How would you plan to make ten tricks after West leads the queen of hearts?

The majority found a quick way to emerge with only nine tricks. Their plan went along these lines: there are four trump winners whenever the suit breaks 3-2. As there are five top winners on the side, one diamond ruff will be enough to make ten tricks.

Their first move was to cash the ace and king of trumps, only to discover the 4-1 trump break. So they had to lose two trumps, a diamond and a club.

The best player in the game showed how to make ten tricks on this layout. He cashed the ace and king of diamonds and ruffed a diamond. East overruffed and returned the jack of clubs, which was taken in dummy with the ace. Next he cashed the king of trumps and ruffed a heart back to hand to ruff his last diamond in dummy. It did not matter whether East overruffed or not, for all declarer could lose was one club trick and two trump tricks.

That plan also succeeds when East has two or three trumps. In the former case he has no trump left to overruff dummy again, and in the latter case, once East overruffs, there is only one trump left outstanding.

WUMBA APPLETON SECTIONAL

Appleton WI

April 13 – 15, 2023

Holiday Inn Appleton

1565 N Casaloma Drive, Appleton, WI 54913 United States
Front Desk 1-920-441-0206 Ask for Bridge Rate

If this is an electronic document this is a link to the special rate [Holiday Inn Bridge rate](#)

SCHEDULE OF EVENTS

DATE	TIME	EVENT(S)
Thursday, April 13	1:30 PM	Stratified Pair/Team (Single Session)
	6:30 PM	499er Pairs – Non-Lifemaster Stratified Pair/Team (Single Session)
Friday, April 14	9:00 AM	499er Pairs – Non-Lifemaster Stratified Pair/Team (Single Session)
	1:30 PM	499er Pairs – Non-Lifemaster Stratified Pair/Team (Single Session)
	7:00 PM	Short Match Swiss (Single Session)
Saturday, April 15	9:00 AM	Stratified Swiss (Two Separate Events) 499er NLM Swiss (3 Team Minimum)

ACBL COVID PROTOCOLS APPLY – PROOF OF VACCINATION REQUIRED!

Stratified Pairs: 3000+/1000 – 3000/0 – 1000

Pairs Select Their Own Teammates for ALL Pair-Teams Friday!

Entry Fees \$10 Per Session ACBL Members with 0 – 5 Masterpoints Play for Free!

499er/Non-LifeMaster Events: Stratified by the Director

Sanction Number -- 2304354

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

WUMBA WINTER BRIDGE SECTIONAL

Ripon, WI
February 3 – 5, 2023
ROYAL RIDGES

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

SCHEDULE OF EVENTS

DATE	TIME	EVENT(S)
Friday, February 3	1:30 PM	Stratified Pair/Team (Single Session)
	6:30 PM	499er Pairs – Non-Lifemaster Stratified Pair/Team (Single Session)
Saturday, February 4	9:00 AM	499er Pairs – Non-Lifemaster Stratified Pair/Team (Single Session)
	1:30 PM	499er Pairs – Non-Lifemaster Stratified Pair/Team (Single Session)
	7:00 PM	Short Match Swiss (Single Session)
Sunday, February 5	9:00 AM	Stratified Swiss (Two Separate Events) 499er NLM Swiss (3 Team Minimum)

ACBL COVID PROTOCOLS APPLY – PROOF OF VACCINATION REQUIRED!

Fish & Chicken Buffet Served at Royal Ridges between Sessions on Friday

Famous Prime Rib Buffet Served Following First Session of Swiss on Sunday

Stratified Pairs: 3000+/1000 – 3000/0 – 1000

Pairs Select Their Own Teammates for ALL Pair-Teams Friday & Saturday!

Entry Fees \$10 Per Session ACBL Members with 0 – 5 Masterpoints Play for Free!

499er/Non-LifeMaster Events: Stratified by the Director

Sanction Number – 2302334

TOURNAMENT CONTACTS

Title	Name	Telephone	Email
Co-Chairperson:	Rob Webster	(920) 748-4114	rwebster@webstersunited.com
Co-Chairperson:	Lee Prellwitz	(920) 748-2536	Lee.A.Prellwitz@gmail.com
Partnership:	Chuck Dahlke	(920) 385-8839	cmd724@icloud.com

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

Upcoming Sectionals!

Minocqua-Lakeland Bridge Sectional



The Friendly Northwoods Tournament
JUNE 9 - 11, 2023

Woodruff Town Hall

Hwy 47 (1418 - 1st Avenue), Woodruff, WI 54568

JUNE						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	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	

Friday, June 9

1:30 p.m.
Stratified 499er Pairs
Stratified Open Pair/Team

7:00 p.m.
Stratified 499er Pairs
Stratified Open Pair/Team

Saturday, June 10

9:00 a.m.
Stratified 499er Pairs
Stratified Open Pair/Team

1:30 p.m.
Stratified 499er Pairs
Stratified Open Pair/Team

7:00 p.m.
Stratified 499er Pairs
Short Match Swiss

Sunday, June 11

9:00 a.m. & TBA
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: # S2306325

For more information:

Chair: Lee Schultz • lschultzupnorth@gmail.com • (715)356-4143
Partnerships: Bill Christensen • christensenbill37@gmail.com • (715)356-5310
WUMBA (Unit #149) website: www.acbl-wumba.org

Accommodations: Ask for Bridge Rate

Quality Inn • 1-715-358-2588
AmericInn • 1-715-356-3730

STRATIFICATIONS

499er: 0-100; 100-300; 300-500
Open: 0-1000; 1000-3000; 3000+



Making decisions
Like what suit to lead,
Sequences make it
Better indeed!

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.



I hate when the hostess
 Has chutzpah... that's nerve...
 And chooses a strange lunch...
 As something to serve!

Waukesha Unit 222 Summerfest Sectional



June 27th thru June 30th

Tuesday 6/27

9:30am Pair/Team & 299er Pair Games
 2:00 pm Pair/Team & 299er Pair

Return of the annual Pot Luck Luncheon!!!
 Bring your appetite and a dish to pass

Wednesday 6/28, Thursday 6/29 & Friday 6/30

9:30 Pair/Team & 299er Pair Games
 2:00 Pair/Team & 299er Pair Games

Paula Slesar 262.695.2585
 Tournament Chair

Strata for all pair/team games
 0-1000, 1000-3000, 3000+

Hospitality Chair
 Judy Burzynski 262.391.0970

Strata for all 299 Events
 0-50, 50-100, 100-300

Strats may be adjusted as attendance warrants

St John Neumann's Parish Hall
 2400 W State Road 59
 Waukesha WI
 (enter rear lower level)



We will follow ACBL 1 of 1 ding Covid Protocols

Summer

Find and circle all of the summer words that are hidden in the grid.
 The remaining letters spell an additional summer item.

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J U N E S T S S S S Y K S E U L B M
U S M E A U Y E O U H I K I N G S A
S M W E E A N L U B N W A S E Y R E
U T W I R R S G I C A B L N A R E R
N S H V M T C C L T E A U D T V L C
T Y U G I M Y S E A D B I R S S K E
A G L C I C I R N N S L R R N D N C
N R E U L F M N A U O S E A R G I I
O E A E J E R S G H S W E A B N R C
S E D A L B R E L L O R O S R I P R
C N A O F L O G T L T B T E E T S E
H G N I H S I F F A E O A E E A H C
O R C A M P I N G T W T H B Z O C C
O A C I N C I P A W A S P S E B A O
L S F L I E S K M O S Q U I T O E S
T S U G U A S I L L A B E S A B B O
G N I N E D R A G S U N S H I N E N
  
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- | | | | |
|----------|-------------|---------------|--------------|
| ANTS | FISHING | JULY | SUNBURN |
| AUGUST | FLIES | JUNE | SUNGLASSES |
| BARBECUE | FLOWERS | MOSQUITOES | SUNSCREEN |
| BASEBALL | GARDENING | NO SCHOOL | SUNSHINE |
| BEACH | GOLF | PICNIC | SUNTAN |
| BEEES | GREEN GRASS | ROLLER BLADES | SWEAT |
| BICYCLE | HAT | SANDALS | SWIMMING |
| BLUE SKY | HIKING | SKATEBOARD | U V RAYS |
| BOATING | HOLIDAYS | SOCCER | WASPS |
| BREEZE | HOT | SOLSTICE | WATER FIGHTS |
| CAMPING | ICE CREAM | SPRINKLERS | WATERMELON |

**Save the Dates:
 Unit 123 Invitational Pairs
 Sectional... 3/7-3/8
 Northbrook, IL
 Email blast coming soon!**

**GNT: February 25-26
 Renaissance Glenview Suites
 Look for email updates!**