

ACBL District 13 presents

I/N News ... especially for you!

With trump length, lead length

There are two diametrically opposite defensive strategies against trump contracts. You can lead from shortage and try to make your trumps by trumping; alternatively you can lead from length and try to force declarer to shorten his trumps so you gain trump superiority.

With four (or more) trumps you should generally lead from length and try to force declarer - this week's hand is a typical example:

For Beginners...

South Deals	♠ K Q 5		
N-S Vul	♥ K Q 3		
	♦ 8 7 5 3		
	♣ 8 7 6		
♠ A 7 4 2		♠ 8	
♥ 7		♥ A 6 4 2	
♦ K J 9 4 2		♦ Q 10 6	
♣ J 9 4		♣ Q 10 5 3 2	
	♠ J 10 9 6 3		
	♥ J 10 9 8 5		
	♦ A		
	♣ A K		
West North East South			
			1 ♠
Pass	2 ♦	Pass	2 ♥
Pass	3 ♠	Pass	4 ♠
Pass	Pass	Pass	

In 1995, Andrew Robson founded the highly successful Andrew Robson Bridge Club in South West London. He has written the courses which tens of thousands have taken at the Club over the years. He still teaches several weekends a year. Andrew has written the daily Bridge column for The Times for over 20 years. He has written weekly for Country Life for 30 years and weekly for Money Week for nearly 20 years. He also writes monthly for The Oldie. Andrew produces acclaimed daily instruction "BridgeCast" videos for all levels of players (go to andrewrobsonbridgecast.com) and has seen a meteoric rise in many of his subscribers.



West correctly led ♦4 to East's ♦Q and declarer's ♦A. At trick two declarer led ♠3 to dummy's ♠Q and continued with ♠K. West took his ♠A and played a second ♦. Declarer trumped and realised that if he drew all West's trumps he would have none left himself. He correctly played ♥5 to dummy's ♥K and East's ♥A. East played his third ♦ and declarer reluctantly trumped. He played a second ♥ and West trumped and played a fourth ♦. Declarer trumped in hand with his last trump. Unable to reach dummy to draw West's last trump, declarer played a third ♥. West trumped to defeat the contract.

Note that if West had led ♥7 rather than ♦4, declarer would make 4♠ easily; East would win ♥A, lead a second ♥ for West to trump, but he would only score his ♥A in addition.

ANDREW'S TIP: With trump length, lead length.

Robson, For Intermediates, continued on page 2

Some years ago a drink company sponsored bridge tips. Mine was this, 'If a preemptor leads his suit, play him for a singleton trump'. The most common shape for a (three level) preemptor is 7321 (about 4 times as common as 7222). He'll presumably lead his singleton - unless it's in trumps. Exercise: **Make 4 ♠ after West opens 3 ♥ then leads ♥ A and another.**

My Bols Tip

♠ K J 5 4
♥ K 5
♦ 7 6 5
♣ A K Q J

W N E
S

♠ A 10 8 6
♥ Q 8
♦ A 4 2
♣ 10 9 7 2

Win ♥ K and, playing West for a singleton spade, cash ♠ K. Assuming West follows low, continue with ♠ J, playing East for ♠ Q97x. Say East covers ♠ J with ♠ Q. You win ♠ A as West discards. You cross to ♠ A, lead 4 ♠ to (♠ 7 and) ♠ 8, cash ♠ 10 felling ♠ 9 and run minor-suit winners. Game made.

On our main deal (below), West's ♠ Q opening lead tells you a huge amount. Within the spade suit, he would not lead from ♠ A, so East has ♠ A; and moreover with West having seven spades, East's ♠ A is bare. Further, West chose to lead a spade rather than the singleton that most hands with seven-card suits contain: he probably has a singleton trump. The first move is to play dummy's ♠ 4, expecting East's ♠ A to 'beat air'. It duly does and East follows with ♣ AK then a hopeful ♣ Q. You ruff and must negotiate trumps for no loser.

West Deals ♠ K 4
None Vul ♥ J 4 2
♦ A K Q J
♣ 8 5 3 2

♠ Q J 10 9 8 7 3
♥ 3
♦ 10 4
♣ 10 6 4

W N E
S

♠ A
♥ Q 10 8 6
♦ 9 7 5 2
♣ A K Q 9

♠ 6 5 2
♥ A K 9 7 5
♦ 8 6 3
♣ J 7

West	North	East	South
3 ♠ ¹	Db1 ²	Pass	4 ♥
Pass	Pass	Pass	

1. Weak hand (err yes) with a decent seven-card suit.
2. Take-out, but (very) marginal. North is asking partner to bid at the four-level holding a weak notrump hand without four cards in the other major. Dubious - but at least partner will have a good idea of the opposing hands from the bidding.

Playing West for a singleton heart, the best way to broach the suit is to cross to dummy and run ♥ J. This will be successful unless West's singleton is ♥ Q: ie four times out of five.

You lead to ♦ A and advance ♥ J. East covers with ♥ Q and you win ♥ K, West following with ♥ 3. You cross to ♦ K and lead ♥ 2, covering East's ♥ 6 with ♥ 7, as expected West discarding. You cross to ♦ Q lead ♥ 4 to ♥ 8 and ♥ 9, cash ♥ A felling ♥ 10, then cross to ♠ K to dump ♠ 6 on ♦ J. 10 tricks and game made.

Robson for Advanced Players,
continued on page 3

For Intermediates...

Robson For Advanced Players...

Playing for overtricks

On our featured – much discussed – grand slam deal from our Wednesday afternoon Duplicate you have 12 top tricks (assuming trumps are no worse than 3-1). What is the safest way to make the thirteenth, bearing in mind that suits are unlikely to split evenly given East's preemptive 3♦ opener?

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

1. Weak with a goodish seven-card suit.
2. Marginal – normally you'd have opening values to bid over an opposing preempt. But pass is too supine with such a shapely hand including a void in their suit.
3. Trying to make a nuisance of himself.
4. Pinches himself and checks the backs of the cards to verify that everybody is playing with the same pack. Satisfied they are, he uses Roman Key Card Blackwood (spades).
5. One or four of "five" aces (including ♠K); note that South does not show his diamond void as an ace.
6. Asking for ♠Q.
7. Showing ♠Q and ♣K – in case North is interested in 7♣.
8. Indeed he is – and knowledge of ♠Q and ♣K opposite is just what he needed.

How about winning the queen of hearts lead with the king, trying ace-king of trumps (slightly surprisingly West, the non-preemptor, discarding), then cashing the ace of hearts and ruffing a heart with dummy's low trump? No good – East overruffs. Strike one.

How about – after winning the heart and trying two top trumps – trying the king of clubs and leading over to the ace (planning to throw your third club on a top diamond)? No good – East ruffs. Strike two.

The best line, pretty much guaranteeing 13 tricks (with no void lurking) unless West has a singleton club (unlikely given East's preempt) is as follows: Win the ace of hearts (preserving dummy's king), cash the king of clubs, cross to the king of trumps (but don't play a second trump), cash the ace-king of diamonds discarding both small clubs from hand (key play) then lead a low club. It will do East no good to ruff the small club (you'll overruff) – he will do best to throw his remaining heart. You ruff, cash the queen of trumps, cross to the ace drawing East's trumps), then cash the ace of clubs, ruff a fourth club, back to the king of hearts and enjoy the fifth-round club length winner – your extra trick. Your remaining card is a trump and that's 13 tricks and grand slam made. No justice but at another table North made 7 NT for the extra ten points and a top. He cashed his spade and diamond winners and watched West squirm, unable to guard both hearts and clubs.

Keeping Partnership Notes and Practicing...

Most any system in bridge can work as long as you and your partner are on the same wave length.

One pitfall, even in established partnerships, occurs when something “off” comes up at the table and you realize you don’t have a clear cut call for the occasion. This results in a partnership discussion where frequently East thinks one thing is best and West thinks another! These discussions are good unless you do not come to a clear conclusion with which both of you can feel comfortable. Don’t walk away from the discussion until everything is clear!

Most established, highly ranked players have “notes.” Notes only pertain to the bidding stage of the game. Notes can be cumbersome and are trying at times, but they are an excellent way to keep track of agreements and nuances that have come up in past (as opposed to “passed”) auctions. Notes can be very helpful as a reference if a partnership does not agree on what they had actually determined in the past.

Reviewing notes intermittently can be a chore but they are excellent at refreshing your memory and keeping the system at the forefront in your head!

A long-time partnership like that of Ralph Katz and Nick Nickell has a gazillion pages of notes, but they are well organized and sections can be easily accessed when necessary.

Keeping notes can also be helpful if you find yourself in a committee or appeals panel at a tournament justifying to them why you took a certain approach to your hand evaluation and bidding. There are situations where different partnerships play conventions different ways and notes validate the explanation you provide to the committee or panel. They provide corroboration for your thinking and subsequent action.

Notes are especially important when you have several partners. Keeping systems straight can be grueling and having notes upon which to rely makes things much easier. Be sure your notes and partners are identical.

It is always a good idea to strengthen a partnership by practicing in relaxed, social situations... especially when you can verbally chat across the table to straighten out any confusion on a call. For that, RealBridge provides an excellent environment. Players play online in a “room” where they can see one another when their cameras are on. They can talk just as you would at a face-to-face table. All four players can hear and see everything that transpires within their “room.”

BridgeBaseOnline (BBO) is another alternative... however, the “live” or “real” aspect you feel on RealBridge is missing. It is still fun and provides a good arena for honing your partnership from home. On BBO, there are robot players available if you and partner don’t have another live partnership to play against when convenient for you. The robots are not perfect, but then, neither are real live players!!

Work on your partnerships! Start with one or two serious ones and build from there. Bridge is a game where we keep learning and every experience enhances our knowledge of the game!

Las Vegas

Find and circle all of the words that are hidden in the grid.
The remaining 24 letters spell something you might see in Las Vegas.

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

ATTRACTIONS	ENTERTAINMENT	NEON SIGNS	SINGERS
BUFFETS	FOOD	NEVADA	SOUVENIRS
CASINOS	FREMONT STREET	NIGHTLIFE	SPRING MOUNTAINS
CELEBRITIES	HOTELS	PERFORMERS	SUNNY
CLARK COUNTY	IMPERSONATORS	PLAYS	TOURISTS
COMEDIANS	LAS VEGAS STRIP	RESORTS	TOURS
CONCERTS	LIGHTS	RESTAURANTS	TRIBUTE ACTS
CONVENTIONS	MAGICIANS	SHOPPING	VACATION
DESERT	MARRIAGES	SHOPS	WARM
DINING	MUSICALS	SHOWS	WEDDING CHAPELS
DRINKS			

The Fall NABC will be in Las Vegas... If you go, you will love it!

Thoughts on Bridge vs Poker

Bridge and poker are quite similar in both aspects. In terms of skillset, you have to be good at probability and some kind of deductive logic reasoning. In terms of competitiveness, both are easily accessible, you can play bridge/poker tournaments online on BBO/poker websites, you can play live bridge at your local club, and live poker at local casino/poker club. Also, bridge and poker are among the few games where the top-tier tournaments are accessible to the public, for bridge we have NABC, and for poker we have WSOP. So if you are interested in playing with/against some high profile players in either game, bridge and poker are great for that.

Now the differences between bridge and poker:

First, the randomness in bridge (it is not small, mind you) is lower than that of poker (especially tournament poker). Some people enjoy higher variation, but some people wish randomness to be more controllable.

Second, while you can win money at poker, you pay to play bridge. The most prestigious championships in the bridge arena provide no monetary prizes for the winners. Bridge players at the highest levels and down the line, play for recognition and for masterpoints. Poker players play for money. However, that said, it means that playing in top-tier tournament in bridge costs very little relative to top-tier poker. Compare a bridge entry fee of \$25+/session in a Spingold to that of \$10000+ main event of WSOP. Third, poker is a solo game. Your wins and losses are all on yourself. But bridge is a partnership/team game. Trust and understanding between partners and teammates are essential to your success. It also means that you can play poker anytime you want, but you can only play bridge when your partner is available (unless you choose to play with/and/or against robots).



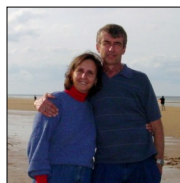
In bridge and in
poker,
You're playing
for "prizes!"
In both
situations,
The cream
always rises!

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.**

Karen Walker is a National Champion who lives in Champaign, Illinois. She is the editor of the D8 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.

Opening 3-Bids by Karen on page 9

Give Me a Hand!

Dlr: East
Vul: Both

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

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

West	North	East	South
		Pass	Pass
1♣	1♥	Pass	2♦
Pass	3♦	Pass	4♦
All Pass			

On this deal from the 1999 San Antonio Nationals North-South have an ill-fitting 23 count, but 4♦ has some decent play. However, South has to be very careful on the ♠J lead. The point is not entirely obvious, but if declarer takes his club ruff and then cashes the ♦A and tries to get off dummy, West will gain the lead and play the fourth club. That lets East score his ♦K and sets the hand, because West gets two further trump tricks. If South tries to exit from dummy at the critical moment by leading spades, West overruffs on the third round of the suit and gets the same trump promotion on the lead of the fourth club.

The winning line for declarer is to lead a diamond (this is a sort of Scissors Coup) at trick two. South wins the minor suit return, ruffs a club, and unblocks the ♦A. Now he can ruff a diamond to hand to play a second trump, and has killed the trump promotion.

(continued on page 8)

Sometimes it seems possible to make a very large amount of bricks from surprisingly little straw. Witness the following fine declarer play exhibition by Craig Gower of South Africa, from this year's Cavendish Teams tournament.

Dlr: East
Vul: E/W

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

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

West	North	East	South
<i>Schulle</i>	<i>Convery</i>	<i>Sosler</i>	<i>Gower</i>
		2♥	2NT
Pass	3NT	All Pass	

North-South look destined to reach Three No-trumps, whether or not East pre-empts, unless they can stop off to double their opponents if they go overboard in diamonds. However, when the defence to 3NT starts by clearing the diamonds, nine tricks seem a long way off. Nonetheless, in the match between the teams captained by Chu and Sosler both tables reached 3NT, and did remarkably well.

When Craig Gower as South was declarer, West led a top diamond. Craig took the second diamond, led the queen of hearts, covered by the king and ace, and then played off the top spades to try to exert a little pressure on West. When she pitched two diamonds, Gower worked out why, and guessed to take the heart finesse. Now he cashed out the hearts, and threw West in with a diamond to lead clubs, for his ninth trick. Remarkably, this was for a 4-imp loss, since David Berkowitz had made the same play in 3NT doubled in the other room, to land nine tricks.

Note that if West had smoothly bared the ♠K early on, declarer would almost certainly have misjudged the play.

An opening Three-Bid, called a **preempt**, shows a weak hand can take five or more tricks if your suit is trumps, but is unlikely to take any tricks in any other suits. To open (or overcall) a Three-Bid, you should have:

- A good, long suit (6 or 7 cards, with at least two honors).
- No ace or king in any other suit.
- No 4-card major (especially if partner is not yet a passed hand).

Always consider the vulnerability. If you're vulnerable (your side has made a game), the penalties for not making your contract are much higher. Open a **vulnerable** Three-Bid only if you have strong 7-card suit. Here are some example hands:

♠973 ♥3 ♦KQJ942 ♣Q43 -- Open 3D (but pass if you're vulnerable).

♠AKJ10743 ♥5 ♦8654 ♣8 -- Open 3S at any vulnerability. If you're white v red, consider opening 4S.

♠A6 ♥J943 ♦Void ♣KJ86432 -- Pass. You have too much strength outside your suit to open 3C, which would make it almost impossible to find a heart fit if you have one. This hand may be easier to describe later (with an overcall, or a response to partner's opening bid).

♠AKJ10763 ♥82 ♦QJ54 ♣Void -- Open 4S. This has too much playing strength for 3S.

♠K84 ♥AK108654 ♦86 ♣4 -- Open 1H. This hand is too strong for a 3-bid.

Once you make a Three-Bid, you've described your entire hand, so you shouldn't bid again unless partner makes a forcing bid. The only ways partner can force are by bidding a new suit, by cuebidding the opponent's suit, or by asking for aces.

Responding to a Three-Bid

If partner opens a Three-Bid, it's up to you to place the contract. With a weak hand and no fit, you pass. With a stronger hand, don't count just points -- what's important is the **number of tricks** you can take. Consider the vulnerability and try to visualize partner's hand, then count your potential tricks.

- **A bid of game in partner's suit or notrump** (3H-4H or 3D-3NT) shows a strong playing hand with a fit and quick tricks (aces and kings).
- **A new suit response** (3C-3S) shows a strong hand and a good, usually 6+-card suit. Partner won't have 4-card support (even 3-card support is unlikely), so don't suggest a new suit unless you have a very good one.
- **A simple raise below game** (3C-4C) shows a trump fit, but no interest in game. You may raise to put pressure on the opponents, to compete for the contract or to sacrifice. A raise does **not** invite partner to bid again.

The Sacrifice

A Three-Bid can be valuable when you want to "steal" the hand with a sacrifice. If the opponents bid game, you bid higher in partner's suit, hoping to get a smaller minus score than if the opponents had made game.

For a sacrifice to be profitable, your hand must be weak enough in high cards for you to be sure the opponents can make a game. Your hand must also be strong enough in playing tricks and trump support for you to be sure you won't be set more than two (sometimes three) tricks.

The best time for a sacrifice is when you are **not** vulnerable and the opponents are--when their game would give them a 700-point rubber. You can then afford to be doubled and go down as many as three tricks (losing 500 points) for your sacrifice to be profitable.

(continued with quiz on page 13)

District 13 Rank Advancements! Congrats All!

Sandra Davis	Junior Master
Lynne Denemark	Junior Master
Glenn Hafstad	Junior Master
Ann Hammersmith	Junior Master
Larry Lewis	Junior Master
Luvie Myers	Junior Master
Sharron Sailor	Junior Master
Laurence Segil	Junior Master
Michelle Seo	Junior Master
Aida Sulayman	Junior Master
Brenda Ward	Junior Master
James Skinner	Club Master
Zhaofeng Wang	Club Master
Cecilia Zappa	Club Master
Lisa Hague	Sectional Master
Anna Powers	Sectional Master
Jackie Snuttjer	Sectional Master
Kathy Myers	Regional Master
Elizabeth Oestreich	Regional Master
Sara Drury	NABC Master
John Knoepke	NABC Master
Robert Listernick	NABC Master
Sydney Lund	NABC Master
Dave McCarty	NABC Master
Margo Lablonde-Carli	Adv NABC Master
Barbara Ehrmann	Life Master
Terry Carter	Bronze Life Master
Barbara Ehrmann	Bronze Life Master
Vicky Lantz	Bronze Life Master
Mary Glasson	Silver Life Master
James Schultz	Silver Life Master
Jenny Schwartz	Silver Life Master
Dennis O'Dowd	Gold Life Master
Ronald Gould	Sapphire Life Master
Michael Heins	Sapphire Life Master
Craig Allen	Platinum Life Master
Stephen McConnell	Grand Life Master



Come for the food.
Stay for the game.
If something goes
wrong,
There's partner to
blame!

Upcoming District Tournaments Pages 10-12!



Mabel, Maybel, play a card!
Bridge just isn't all that hard!

2024 WUMBA BRIDGE - WAUSAU SECTIONAL

September 12 - 14, 2024

Playing Site:

Covenant Community Presbyterian Church

1806 Weston Avenue, Schofield, WI

DATE TIME EVENTS

Thursday, Sept 12

1:30 pm Open Pairs/Teams

499er Pairs

6:30 pm Open Pairs/Teams

499er Pairs

Friday, Sept. 13

9:00 a.m. Open IMP Pairs

499er Pairs

1:30 pm Open Pairs/Teams

499er Pairs

7:00 pm Short Match Swiss

499er Pairs

Saturday, Sept 14

9:00 am Swiss 1 Stratified Swiss Teams

Two Single Sessions

Buffet Lunch \$10.00

1:00 pm Swiss 2 Stratified Swiss Teams

\$ 10 per session ACBL Member

\$14 Unpaid ACBL Member

Free: ACBL Members 0-5 Master Points

Current ACBL Covid protocols will apply

All Pair-Team events: Sign up as a pair or a team

Open Stratified: 0 - 1000 1000 - 3000 3000+

499er Stratified by Director All Events Stratified by Average

Chairperson Emalyn Nikstad 715-845-2012 emnikstad@gmail.com

Partnership Bonnie Mealy 561-302-6403 bmealybug@charter.net



Masterpoints Simplified:

Masterpoints are the exclusive currency of the ACBL as the measure of lifetime achievement in duplicate bridge competition. Masterpoints are awarded in six “color” categories and are essential to rank advancement. The ACBL has 16 player ranks that require a specific number and color of masterpoints.

Masterpoints are “pigmented” to reflect the level of competition.

There are formulas for computing masterpoint awards for all ACBL-sanctioned events.

Masterpoint Pigments

Black points are awarded for overall positions, section positions, and match awards in ACBL-sanctioned club games.

Silver points are awarded for success in events at sectional tournaments.

Red points are awarded for all regional-rated events at North American Bridge Championships (NABCs) and for all events at a regional tournament when the masterpoints are not gold.

Gold points are awarded at NABCs in national-rated events that have an upper limit of at least 750 masterpoints. Gold points are awarded for overall positions and for section firsts in all two-session, regional-rated events with an upper limit of at least 750 masterpoints at NABCs and regional tournaments.

Platinum points are awarded for NABC+ events (which are national-rated events with no upper masterpoint limit).

Unpigmented points are awarded for success in online play and are colorless.

Stan Subeck Central States Regional
White Eagle Banquets & Restaurant
6839 N. Milwaukee Ave, Niles (Chicago)

Friday November 8

10 and 3 Open Pairs (stratified)
Gold Rush Pairs (stratified)

Tournament Chair: Suzi Subeck
stansubeck@prodigy.net

Partnership Chair:
TBD

Saturday November 9

10 and 3 Open Pairs (stratified)
Gold Rush Pairs (stratified)

Sunday November 10

10 and 3 Open Pairs (stratified)
Gold Rush Pairs (stratified)

Monday November 11 (Veteran's Day)

10 playthrough
Open Swiss (stratified)
Gold Rush Swiss (stratified)

Open Stratification 0-2500/2500-5000/5000+ MP averaging
Gold Rush stratification 0-200/200-400/400-750
MP averaging but no player may be over 750



Unit 123 Labor Day Sectional
Weber Leisure Center
9300 Weber Park Place, Skokie
August 31st—September 2nd, 2024

Saturday, August 31
10:00 am Pair/Team Game
3:00 pm Pair/Team Game

Sunday, September 1
10:00 am Invitational Pairs Qualifying Round
10:00 am Pair/Team Game
3:00 pm Invitational Pairs Barometer Final
3:00 pm Pair/Team Game

Monday, September 2
10:00 am Stratified Swiss Teams Playthru

Bring lunch or pick up something quick and yummy nearby! There is no Snack Bar on site!

Pair Events are Single Session (excluding the Invitational Pairs!)
 Separate Under 750 Pair/Team Events if Attendance Permits (Director's Discretion)

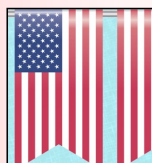
Masterpoint Averaging
 Stratifications: A=3000+, B=1500-3000, C=0-1500

Tournament Chairs:
Guy Franklin
 guyfranklinchicago@gmail.com
 773.412.4882
Bob Maxson
 bishopmaxson@yahoo.com
 708.366.8995
Partnership Chair:
Steve McConnell
 stevepmac@sbcglobal.net
 312.890.1064
Invitational Pairs Chair:
Adrienne Cohen
 dolly370@aol.com
 630.699.5050



No Thank You, Dear.
 I think it is scummy
 When you and your friends
 Call me the "dummy!"

Our starting times at 10 and 3
 Make eating nearby a fait accompli!
 Our Restaurant Guides offer choices galore
 For dine-in or take-out on the North Shore.



Milwaukee Summer
Fun Regional
August 20 – 24, 2024
Knights of Columbus Hall
732 Badger Ave.
South Milwaukee WI

DIRECTIONS: I-94 to College Ave. (Exit 319); go East to N. Chicago Ave. (W32)
 Turn right (South) for .2 miles – then turn left onto Badger Ave.
 The Knights of Columbus Hall is on the left.

TUESDAY – AUGUST 20

10AM and 3PM	OPEN PAIRS	(0-1500; 1500-3000; 3000+)
10AM and 3PM	GOLD RUSH PAIRS	(0-100; 100-300; 300-750)

WEDNESDAY – AUGUST 21

10AM and 3PM	OPEN PAIRS	(0-1500; 1500-3000; 3000+)
10AM and 3PM	GOLD RUSH PAIRS	(0-100; 100-300; 300-750)

THURSDAY – AUGUST 22

10AM and 3PM	STRATIFIED SWISS TEAMS	(0-1500; 1500-3000; 3000+)
10AM and 3PM	GOLD RUSH TEAMS	(0-100; 100-300; 300-750)

FRIDAY – AUGUST 23

10AM and 3PM	OPEN PAIRS	(0-1500; 1500-3000; 3000+)
10AM and 3PM	GOLD RUSH PAIRS	(0-100; 100-300; 300-750)

SATURDAY – AUGUST 24

10AM and TBA	STRATIFIED SWISS TEAMS	(0-1500; 1500-3000; 3000+)
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ACBL Members with 0-5 Masterpoints PLAY FREE
 GREAT HOSPITALITY – FREE COFFEE AND BREAKFAST TREATS
 Lunch Included with Entry Fee on Saturday

Tournament & Partnership Chair:
 Yvette Neary – 414-526-9035
 Email: yneary@gmail.com



MAD CITY SECTIONAL
MADISON, WI
DEC 5-7, 2024

WUMBA Tournament - Silver Points

Patrick Henry Building (left side of building in back)
 313 W Beltline Hwy, Madison WI 53713



ACBL Sanction # 2412314

Thursday, Dec 5

9:30 499er Pair Game
 Open Pair/Team* Game
2:00 499er Pair Game
 Open Pair/Team* Game
7:00 499er Pair Game
 Open Pair/Team* Game

Friday, Dec. 6

9:30 499er Pair Game
 Open Pair/Team* Game
2:00 499er Pair Game
 Open Pair/Team* Game

Saturday, Dec. 7

9:30 SWISS TEAM
 2-session play-through
 499er section if sufficient teams
 LUNCH INCLUDED WITH ENTRY FEE

Great hospitality

Coffee and lots of snacks

Free lesson

Friday 1:15-1:45 pm

Entry fee

\$10/session

ACBL members with 0-5 points play for free

Stratifications by director

(generally, 0-1000, 1000-3000, 3000+)

*Pair/Team Games: you may buy a team-of-four entry with partners

Tournament Chair

Marge Morgan
 (608) 271-6460
mumorgan55@gmail.com

Partnerships

David Raitt
david.raitt1@gmail.com
 (612) 554-7913 (text preferred)
 Partners guaranteed up to ½ hour before game

Opening 3-Bids Quiz from Karen Walker

(Continued from page 9)

AT THE TABLE

You are not vulnerable. Partner opens 3S and the opponent on your right passes. What is your bid?

♠J87 ♥9 ♦AK72 ♣AJ1054

4S. Your spade support will help partner take at least 5 (or as many as 7) trump tricks, plus your three top tricks in the minor suits. It's also likely that he can score one or two more tricks by trumping hearts in your hand or setting up your clubs.

♠86 ♥KQJ5 ♦KJ65 ♣AJ3

Pass. This hand has more points than the previous example, but much less playing strength. You know partner has no outside aces or kings, so you may have at least three side-suit losers (or perhaps five!), as well as a possible spade loser or two.

♠J982 ♥4 ♦A10432 ♣876

4S. You have no real hopes of making this contract, but your excellent spade support and singleton heart guarantee that partner won't go down very many tricks. You know the opponents are short in spades and that they can surely make at least 4H or 5C (or even 3NT) if you let them bid it. Your 4S bid is an "advance" sacrifice -- it uses up bidding space before the opponents can find their contract. And if partner holds a hand such as ♠AKxxxxx ♥xxx ♦xx ♣x, you'll even make your game.

You are vulnerable. Partner opens 3C and the opponent on your right passes. What is your bid?

♠AJ8 ♥A53 ♦Q1054 ♣A92

3NT. Partner is vulnerable, so he should have a good 7-card suit (you have the ace and jack, so he must have at least the ♠KQ). You can therefore count 9 tricks -- 7 clubs and 2 aces -- and you have a "stopper" in diamonds if the opponents lead that suit.

♠5 ♥A94 ♦AKQ1076 ♣A53

6C. You know the opponents have the ace of spades, but you can be almost sure that this is the only trick partner will lose. Count your possible tricks. Partner will take at least 6 or 7 club tricks (he should have the ♣KQ of clubs), 1 heart and 3 diamonds right off the top. He should be able to find 2 or 3 more tricks by trumping his spades in your hand or by running your diamonds.

Opening Weak 2-Bids

from Karen on page 14

Weak Two-Bids are popular because they allow you to preempt more often (making it difficult for the opponents to bid when it's their hand) **and** because they provide a good description of your hand (making it easier for your partner to bid when he has strength). To play Weak Two-Bids, you and your partner must agree to change the meaning of **all four** opening Two-Bids. The new meanings are:

- **2C** = Artificial and forcing, showing a Strong Two in a suit (or notrump) to be named at your next bid. 2C forces the partnership to at least 2NT or 3 of a major. To decide whether or not you should open a Strong 2C, you can use the same general guidelines you would follow for old-fashioned Strong Two-Bids.
- **2D, 2H, 2S** = Good 6-card suit, 5-10 points, **no more than one Ace or King outside your suit**. A Weak Two is a preempt, but tends to be more constructive than a 3-bid.

Watch the vulnerability!

If you're not vulnerable, you can open a Weak Two with very light hands:

♠K109654 ♥43 ♦753 ♣K5 or ♠432 ♥AQ9865 ♦753 ♣5

A vulnerable Weak Two should promise a stronger suit and more playing strength:

♠KQJ987 ♥4 ♦764 ♣K54 or ♠73 ♥4 ♦AQJ1084 ♣J1092 .

Responses to a Strong 2C Opening

- **2D** = A "waiting" bid that lets the 2C opener describe his hand. You can bid 2D with a negative hand (0-6 points) or a better hand that has no clearcut action.
- **2H, 2S, 3C, 3D** = Positive response (7+ points) and a good 5+-card suit (headed by AK, AQ or KQ).
- **2NT** = 8-10 points, balanced distribution.

When in doubt, respond 2D. After 2D, opener will bid his long suit or show a strong balanced hand by bidding 2NT or 3NT.

Over opener's suit rebid, you can bid naturally (raise his suit with support or bid a 5+-card suit of your own).

Over opener's 2NT rebid, use your notrump system for your follow-ups (3C Stayman, 3D and 3H are transfers). If you have a "double negative" hand (0-3 points without a king, no fit for partner), respond 2D, then bid the cheapest number of notrump over partner's rebid. You can then stop below game (3H, 3S, 4C or 4D) if partner doesn't have a super-strong hand.

Responses to a Weak-Two Opening (2D, 2H or 2S)

Partner's Weak Two is a preempt -- you're not obligated to respond unless you want to preempt higher in his suit or try for game. The meanings of responses are:

- **New suit** = Strong hand, long suit (6+ cards or a **very strong** 5 cards). The Weak Two opener must bid again.
- **2NT** = Good hand (14+ points, usually with a fit for partner's suit), at least invitational to game. 2NT asks opener to show an outside Ace or King by bidding that suit at the 3-level. If he doesn't have one, he "retreats" to 3 of his suit.
- **Simple raise of opener's suit** = A weak, competitive raise that furthers the preempt. It shows a fit for partner's suit and a few tricks, but is not invitational to game. Partner should always pass.
- **3NT or 4 of a major** = To play. Partner should not bid again.

To assess your chances for game, don't count high-card points. Since you have a picture of partner's hand, you should instead count winners and losers. **For example:**

♠QJ52 ♥J ♦KQ732 ♣AQJ

If partner opens 2H, pass. Even though you have 16 points, your poor fit gives you little hope of game. You have four possible losers in the outside suits and partner could have two heart losers. Even if partner has an outside Ace or King, you can't count 10 tricks. However, if partner had opened 2S, your trump fit makes this hand much more powerful and you would bid 4S.

♠J854 ♥6 ♦KQ65 ♣KQ73

If partner opens 2S, this 11 points is worth at least 14 points in playing strength. Bid 2NT to ask for an outside Ace or King. If he answers 3C or 3D, bid 4S. Count your tricks: three in the minor where partner has the Ace, one in the other minor, at least five spades (your length fills in his suit) and one or more heart ruffs in dummy. If partner instead answers **3H** (showing the ace or king of hearts), you aren't sure of game, so bid only 3S and let partner decide.