

Volume 6, Issue 6
May 1, 2012

UNITED STATES BRIDGE CHAMPIONSHIPS

“Trials” and Tribulations

TEAM PHOTOS

Peg Kaplan is here in Schaumburg for just a few days to take pictures for the USBF & ACBL websites and the ACBL Bulletin. Today we want to take team pictures of each of the teams in the Quarterfinal, in addition to candid photos of individual players. It won't take long to have your team picture taken, but we do need all of the players on your team in the same place at the same time. Peggy will be happy to make an appointment with you for a specific time. Please just tell her when you can all be available for a minute or two. If you can't find Peggy, you can tell Jan, Chris or Sol what time your team will be available. Thank you all for your co-operation in seeing that we have team pictures.

Round of 16 Results

#	TEAM	TOTAL	1-15	16-30	31-45	46-60	61-75	76-90	91-105	106-120
3	Fleisher	299	42	41	74	50	39	13	40	
14	Weinstein	203	39	26	18	36	8	40	36	WD
4	Mahaffey	220	58	56	31	49	16	10		
13	Robbins	91	6	2	27	21	14	21	WD	
5	Wolfson	221	32	29	8	42	27	20	20	43
12	Milner	284	27	33	46	39	11	33	40	55
6	Lee	258	25	22	53	45	44	21	30	18
11	Robinson	233	46	24	33	34	32	33	16	15
7	Jacobs	312	55	54	30	61	74	38		
10	Becker	136	29	8	3	6	59	31	WD	
8	Spector	256	61	68	71	56	Won			
9	Falk	58	22	9	11	16	WD			

USBF President
Joan Gerard

USBF Vice President
George Jacobs

USBF Secretary
Cheri Bjerkan

USBF Treasurer
Sylvia Moss

USBF Chief Operations Officer
Jan Martel

USBF Chief Financial Officer
Barbara Nudelman

Directors - USBC
Chris Patrias
Sol Weinstein

Operations Manager
Ken Horwedel

Appeals Administrator:
Joan Gerard

Appeals Committee:
Joan Gerard, Chairman

Henry Bethe
Bart Bramley
Doug Daub
Ron Gerard
Robb Gordon
Gail Greenberg
Chip Martel
Jeffrey Polisner
Bill Pollack
Barry Rigal
John Sutherlin
Peggy Sutherlin
Howard Weinstein
Adam Wildavsky

VuGraph Organizers
Jan Martel
Joe Stokes

Bulletin Editor
Suzi Subeck

Webmaster
Kitty Cooper

Photographer
Peggy Kaplan

In Seeding Order


One of the best lessons children learn through video games is standing still will get them killed quicker than anything else.

— Jinx Milea

Nickell	Frank Nickell, Capt Robert Hamman Jeff Meckstroth	Ralph Katz Zia Mahmood Eric Rodwell
Bye to Rnd of 8		
Diamond	John Diamond, Capt Eric Greco Brad Moss	Brian Platnick Geoff Hampson Fred Gitelman
Bye to Rnd of 8		
Fleisher	Martin Fleisher, Capt Bobby Levin Chip Martel	Michael Kamil Steve Weinstein Lew Stansby
Bye to Rnd of 16		
Gordon	Mark Gordon, Capt Alan Sontag Ron Rubin	Pratap Rajadhyaksha David Berkowitz Matthew Granovetter
Spector	Warren Spector, Capt Joe Grue Joel Wooldridge	Gary Cohler Curtis Cheek John Hurd
Wolfson	Jeffrey Wolfson, Capt Bart Bramley Chris Willenken	Larry Cohen Chris Compton Michael Rosenberg
Jacobs	George Jacobs, Capt Eddie Wold John Schermer	Steve Beatty Roger Bates Neil Chambers
Mahaffey	Jim Mahaffey, Capt Mike Passell Sam Lev	Michael Seamon Marc Jacobus Jacek Pszczola
Milner	Reese Milner, Capt Hemant Lall Justin Lall	John Kranyak Gavin Wolpert Kevin Bathurst
Levine	Michael Levine, Capt Peter Weichsel Dennis Clerkin	Dennis McGarry Russell Ekeblad Jerry Clerkin
Lee	Roger Lee, Capt Steve Garner	Nikolay Demirev Howard Weinstein
Falk	Allan Falk, Capt Mark Dahl Lloyd Arvedon	Doug Doub Peter Friedland John McLaughlin
Robinson	Steve Robinson, Capt Fred Stewart Mark Feldman	Peter Boyd Kit Woolsey Bill Pollack
Chan	Lapt Chan, Capt Christal Henner	Uday Ivatury Sheri Winestock
Rogoff	Bruce Rogoff, Capt Jeff Aker	Josh Parker Brady Richter
Weinstein	Jonathan Weinstein, Capt Franco Baseggio Jiang Gu	David Yang Andrew Stark Xiaodong Shi
Becker	Drew Becker, Capt Jeffrey Miller Stephen McConnell	Howard Liu William Wickham Phil Warden
Robbins	Larry Robbins, Capt Jon Sorkin	Jeffry Mandell Joseph Stokes

Entering the Final Stretch of the Round of 16

Board 62
Dealer: E
None Vul.

♠ 764 ♥ J854 ♦ AQ4 ♣ AQ5		♠ AQT8 ♥ AK3 ♦ K876 ♣ K7
-----------------------------------	---	-----------------------------------

♠ K952 ♥ 9 ♦ 953 ♣ J9632	♠ J3 ♥ QT762 ♦ JT2 ♣ T8
-----------------------------------	----------------------------------

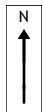
Open Room			
West	North	East	South
Willenken	Milner	Rosenberg	H Lall
		Pass	Pass
1C	Double	Pass	1S
Pass	3S	Pass	4S
All Pass			

Closed Room			
West	North	East	South
Kranyak	Wolfson	Wolpert	Cohen
		Pass	Pass
1C	Double	1H	1S
2H	3H	Pass	3S
Pass	4S	All Pass	

Both rooms bid and made game, Lall making with an overtrick to gain an IMP for Milner.

While East/West was far more active in the Closed Room than the Open Room, it did nothing to deter their opponents from bidding their game. In fact, it would appear more difficult in the Open Room where Lall was faced with the decision holding only four HCP, one of which was the jack in LHO's opening suit.

Board 64
Dealer: W
E/W Vul.

♠ 85 ♥ A976 ♦ AQ54 ♣ AJ3		♠ KJT9763 ♥ K8 ♦ 7 ♣ T76
-----------------------------------	---	-----------------------------------

♠ AQ2 ♥ JT54 ♦ T632 ♣ 92	♠ 4 ♥ Q32 ♦ KJ98 ♣ KQ854
-----------------------------------	-----------------------------------

Closed Room			
West	North	East	South
Woolsey	Garner	Stewart	H Weinstein
1NT (15-17)	Pass	4H (Transfer)	Pass
4S	All Pass		

Open Room			
West	North	East	South
Lee	Pollack	Demirev	Feldman
1NT (15-17)	Pass	4H (Transfer)	Pass
4S	All Pass		

Same auction, same opening lead, but very different results.

Both Norths led a high club. In the Closed Room, Woolsey ducked, risking two club losers, and Garner, seeing his partner's encouraging nine, continued with a low club. Woolsey won the jack, took the spade finesse, losing to the queen, and conceded two spades and a club to make the game.

In the Open Room, Lee won the first club, not giving Pollack a chance to go wrong. A spade was led to the jack and queen and Feldman returned the deuce of clubs. Pollack won and led a third club for partner to ruff. South later scored his ace of trump and the contract failed by a trick.

Hospitality Suite Information:

The hospitality suite for the 2012 USBC is Suite 3321. Players, kibitzers, friends and supporters are welcome in the Hospitality Suite during the tournament. Please join us for:



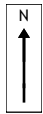
Breakfast each day from 8:30-10:00 am

Lunch on Monday-Sunday from 2:30-4:00.

Vugraph, casual chit chat, drinks & snacks during the rest of the playing hours and for a short time after the end of the day. Barbara Nudelman, Joan Gerard, Adrienne Cohen and Randee Machotka are working to make this as comfortable as possible for you and your guests. Please stop in and say hello whenever the mood strikes you.

Board 66 ♠ QJT3
 Dealer: E ♥ 7432
 N/S Vul. ♦ 4
 ♣ AJT6

♠ K98765
 ♥ AQ8
 ♦ T7
 ♣ 94



♠ A42
 ♥ KT65
 ♦ KJ93
 ♣ 72

♠
 ♥ J9
 ♦ AQ8652
 ♣ KO853

Closed Room

West	North	East	South
Woolsey	Garner	Stewart	H Weinstein
		1NT (10-12)	2NT (minors)
3S	5C	All Pass	

Open Room

Lee	Pollack	Demirev	Feldman
		1C (2+)	1D
2S	Pass	Pass	3C
All Pass			

The weak no trump opener in the Closed Room gave Weinstein a chance to show his hand in one bid. Garner jumped to the vulnerable game. Stewart led the ace of spades. Garner ruffed in dummy. He played ace of diamonds, ruffed a diamond in his hand and ran the ten of spades to the king, pitching a heart from dummy. Woolsey cashed his heart ace and led the heart queen. Garner ruffed in dummy, ruffed another diamond in hand, played the queen of spades, pitching a diamond from dummy and led the jack of spades which Stewart ruffed and Garner overruffed, claiming 11 tricks.

In the Open Room, Demirev opened a short club. Feldman could not show his distribution in one bid. He overcalled one diamond, and over Lee's preemptive two spades, he balanced back in with three clubs. Pollack did not envision such perfect distributional values and passed. 10 IMPs back to Lee

*** 2012 Cavendish Moves To Monaco ***

The World Bridge Productions and The Monaco Bridge Federation will co-host **THE CAVENDISH** in Monaco, October 15th - 19th 2012.

Cavendish Teams Tournament : Monday 15th and Tuesday 16th
 try fee: 7,500 Euros Auction: no auctions

Cavendish Invitational Tournament: Wednesday 17th - Friday 19th
 try fee: 1,500 Euros Auction: minimum 5,000 Euros

Pairs International Tournament: (WBP Pairs) Wednesday 17th - Friday 19th
 try fee: 500 Euros Auction: minimum 500 Euro

more, contact Donna Compton at cdmra@mindspring.com or 214.394.5830.



Board 79
 Dealer: S
 N/S Vul.

♠ KQ9
 ♥ T8542
 ♦ Q3
 ♣ T86

♠ T5
 ♥ KJ76
 ♦ T8542
 ♣ 92



♠ J8642
 ♥ Q93
 ♦ 9
 ♣ J743

♠ A83
 ♥ A
 ♦ AKJ76
 ♣ AKQ5

Open Room			
West	North	East	South
Compton	J Lall	Bramley	Bathurst
1D (CRASH?)*	Double	1H	1C (strong)
All Pass			Double

Closed Room			
Milner	Rosenberg	H Lall	Willenken
Pass	2D	Pass	2C
Pass	4D	Pass	3D
Pass	5D	All Pass	4S

*Compton and Bramley don't have a Convention Card online so I can only surmise that they are playing CRASH where 1D shows two suits of the same color

It isn't often that you hold 25 HCP and don't get past the one level but that's exactly what happened in the Open Room. The defense was spot-on. Bathurst/Lall collected all their tricks when Bathurst led his singleton ace of hearts followed by an underlead of his ace of spades to Lall's queen. Lall dutifully led another heart, and when Bramley tried the singleton diamond out of his hand, Bathurst ducked. Lall won and led a third round of hearts. Declarer could score only three heart tricks for down four and -800.

In the Closed room, East/West wisely saw no reason to bid on their combined eight HCP. Their opponents found five diamonds... the limit of the hand. Senior Lall led the H3. Rosenberg won the ace in dummy and played off three high diamonds. He cashed the ace and king of clubs and the jack of diamonds, leaving Milner with his good ten of diamonds. The queen of clubs was led from dummy, but Milner slipped a trick and pitched. If he ruffs, declarer will have a stray second loser.

5 IMPs to Milner



Milner



J Lall



Bathurst

Life is ruff and it only gets rougher!



No Electronic Devices are Permitted in the Playing Area.
This applies to players AND kibitzers.
Severe penalties will be assessed for violation of this rule.
Please turn off all cell phones and check them at the door.
The USBF reserves the right to wand anyone entering the playing field.



Round Robin

Friday April 27th	10:00 - 12:15 12:25 - 2:40 2:40 - 3:50 3:50 - 6:05 6:15 - 8:30	Bds 1-7 & 8-14, clumped Bds 15-21 & 22-28, clumped 1 hour 10 minute break Bds 29-35 & 36-42, clumped Bds 43-49 & 50-56, clumped
Saturday April 28th	10:00 - 12:15 12:25 - 2:40 2:40 - 3:50 3:50 - 4:55 5:00 - 6:05 6:10 - 7:15	Bds 57-63 & 64-70, clumped Bds 71-77 & 78-84, clumped 1 hour 10 minute break Boards 85-91 * Boards 92-98 * Boards 99-105 *

*** NOTE: last 3 matches are "sequestered" - Closed Room pairs must play all 3 matches, no comparisons allowed ***

DRAW FOR BRACKET & CAPTAINS' MEETING FOR ROUND OF 16 WILL BE HELD AT ABOUT 7:30 PM (AS SOON AS QUALIFYING TEAMS ARE DETERMINED).

Round of 16

Sunday April 29th	10:00 - 12:10 12:25 - 2:35 2:35 - 3:45 3:45 - 5:55 6:10 - 8:20	Segment 1, Boards 1-15 Segment 2, Boards 16-30 1 Hour 10 minute break Segment 3 Boards 31-45 Segment 4 Boards 46-60
Monday April 30th	10:00 - 12:10 12:25 - 2:35 2:35 - 3:45 3:45 - 5:55 6:10 - 8:20	Segment 5 Boards 61-75 Segment 6 Boards 76-90 1 Hour 10 minute break Segment 7 Boards 91-105 Segment 8 Boards 106-120

**Tournament
Schedule**

Quarterfinals

Tuesday May 1st	10:00 - 12:10 12:25 - 2:35 2:35 - 3:45 3:45 - 5:55 6:10 - 8:20	Segment 1 Boards 1-15 Segment 2 Boards 16-30 1 Hour 10 minute break Segment 3 Boards 31-45 Segment 4 Boards 46-60
Wednesday May 2nd	10:00 - 12:10 12:25 - 2:35 2:35 - 3:45 3:45 - 5:55 6:10 - 8:20	Segment 5 Boards 61-75 Segment 6 Boards 76-90 1 Hour 10 minute break Segment 7 Boards 91-105 Segment 8 Boards 106-120

Semi-Finals

Thursday May 3rd	10:00 - 12:10 12:25 - 2:35 2:35 - 3:45 3:45 - 5:55 6:10 - 8:20	Segment 1 Boards 1-15 Segment 2 Boards 16-30 1 Hour 10 minute break Segment 3 Boards 31-45 Segment 4 Boards 46-60
Friday May 4th	10:00 - 12:10 12:25 - 2:35 2:35 - 3:45 3:45 - 5:55 6:10 - 8:20	Segment 5 Boards 61-75 Segment 6 Boards 76-90 1 Hour 10 minute break Segment 7 Boards 91-105 Segment 8 Boards 106-120

Finals

Saturday May 5th	10:00 - 12:10 12:25 - 2:35 2:35 - 3:45 3:45 - 5:55 6:10 - 8:20	Segment 1 Boards 1-15 Segment 2 Boards 16-30 1 Hour 10 minute break Segment 3 Boards 31-45 Segment 4 Boards 46-60
Sunday May 6th	10:00 - 12:10 12:25 - 2:35 2:35 - 3:45 3:45 - 5:55 6:10 - 8:20	Segment 5 Boards 61-75 Segment 6 Boards 76-90 1 Hour 10 minute break Segment 7 Boards 91-105 Segment 8 Boards 106-120

Minnesota USBF Regional (Mon – Sun)

Co-sponsored by Unit 103 and Unit 178 -- Sanction #R1210087



October 8-14, 2012
Holiday Inn St. Paul East , 2201 Burns Ave.



Time	9:15 am Tuesday – Saturday 10 am Sunday	1:30 pm	7:00 pm
Mon. 10/8			KO #1 (1 st session of 4) Stratified Charity Pairs I/N Single Session Charity Pairs (0-5 mps free)
Tues. 10/9	KO #1 (2 nd session of 4) Morning Side Game Series I/N Single Session	KO #1 (3 rd session of 4) KO #2 (1 st session of 4) Open Pairs (0-2000, 2000+) Gold Rush Pairs (0-300, 300-750) Afternoon Side Game Series I/N Single Session	KO #1 (final) KO #2 (2 nd session of 4) Open Pairs (0-2000, 2000+) Gold Rush Pairs (0-300, 300-750) Evening Side Game Series Single Session Swiss Team I/N Single Session
Wed. 10/10	Morning Swiss #1 (1 st session) Choice Pairs (play any 2 of 3) Morning Side Game Series I/N Single Session	KO #2 (3 rd session of 4) KO #3 (1 st session of 4) Choice Pairs (play any 2 of 3) Afternoon Side Game Series I/N Single Session	KO #2 (final) KO #3 (2 nd session of 4) Choice Pairs (play any 2 of 3) Evening Side Game Series Single Session Swiss Team I/N Single Session
Thurs 10/11	Morning Swiss #1 (2 nd session) Morning Side Game Series I/N Single Session	KO #3 (3 rd session of 4) KO #4 (1 st session of 4) Open IMP Pairs (0-2000, 2000+) Gold Rush Pairs (0-300, 300-750) Afternoon Side Game Series I/N Single Session	KO #3 (final) KO #4 (2 nd session of 4) Open IMP Pairs (0-2000, 2000+) Gold Rush Pairs (0-300, 300-750) Evening Side Game Series Single Session Swiss Team I/N Single Session
Fri 10/12	Morning Swiss #2 (1 st Session) Choice Pairs (play 2 of 3) Morning Side Game Series I/N Single Session	KO #4 (3 rd session of 4) KO #5 (1 st session of 4) Choice Pairs (play 2 of 3) Afternoon Side Game Series I/N Single Session	KO #4 (final) KO #5 (2 nd session of 4) Choice Pairs (play 2 of 3) Evening Side Game Series Single Session Swiss Team I/N Single Session
Sat 10/13	Morning Swiss #2 (2 nd Session) Morning Side Game Series I/N Single Session	KO #5 (3 rd session of 4) Compact KO (1 st session) Open Pairs (0-2000, 2000+) Gold Rush Pairs (0-300, 300-750) Afternoon Side Game Series I/N Single Session	KO #5 (final) Compact KO (final) Open Pairs (0-2000, 2000+) Gold Rush Pairs (0-300, 300-750) Evening Side Game Series Single Session Swiss Team I/N Single Session
Sun 10/14 10 am	Roger Anderson Aide-de-camp Stratiflighted SwissTeams play through Flight A/AX (3000+ and 0-3000) Strats B/C/D (1000-2000. 500-1000. 0-500)		

KO= 4 session Knockout Team Games CKO= 2 session Compact Knockout Team Games
 Strats/Brackets are determined by the average of the pair's or team's MPs.

Patti Stuhlman, Co-chair pstuhlman123@comcast.net 952-829-7382
 Sue Jackson, Unit 178 Co-Chair sjackson@smumn.edu 651-636-4446

Minnesota USBF Regional (Mon- Sun)

Co-sponsored by Unit 103 and Unit 178 Sanction # R1210087

October 8-14, 2012



Site: Holiday Inn St. Paul East

2201 Burns Ave. (Exit I-94 at McKnight Road-- turn south to Burns Ave – hotel is on corner of Burns Ave. and McKnight Road) , St. Paul, MN 55119 , 651-731-2220

Room Rates: \$90 single/double - \$110 Junior Suite - \$135 Innovation Suite

www.holidaymn.com

Reserve rooms by Sept. 10, 2012 (by phone 651-731-2220 or on the web)

Free Parking -- Free Coffee –Free Lunches– Dinner Shuttle for out of town guests

Entries: \$12/session for ACBL Members; \$9/session for single session I/N games; \$6/session for students under 25 with proper ID (non ACBL members and unpaid members: \$2 more per session)

Flights: Stratified Events: A: 2000+ B: 750-2000 C: 0-750 (based on pair's MP average)
Stratiflighted Teams (Sunday) A: unlimited A/X 0-3000 B: 1000-2000 C: 500-1000 D: 0-500
I/N Strats: 0-50, 50-100, 100-200, 200-300
All Knockouts are bracketed

KO = 4 session Knockout Team game CKO = 2 session Compact Knockout Team game

Intermediate - Newcomer Program (0-300)

Monday 7:00 pm (Free for 0-5 master points)

Tues. through Saturday 9:15 am 1:30, 7:00 single session pairs

Sunday Swiss Team 10 am and TBA (approx 1:45 pm)

I/N Strats: 0-50, 50-100, 100-200, 200-300

A separate 0-49 section will be played if there are sufficient tables for a game.

Tuesday, Thursday or Saturday afternoon and evening play in the Gold Rush Pairs (\$12/session)

Partnerships: Call or email Maureen Weiman at 603-882-9424 or jhnsnmaur@aol.com

(Do not call once the tournament has started.)

Go to the partnership desk at the hotel 45 minutes before game time.)

Hospitality: Free coffee; Free lunches; Dinner shuttle for out of town guests

Special Events: Lecture Series 12:45-1:15 pm Tuesday, Wednesday, Thursday, Friday, and Saturday

Gold Point Events:

Consult the director for criteria to earn gold points. (Two or more session events)

Choice Pairs; Stratified Pairs; Gold Rush Pairs

Four-session KOs and two- session Compact Knockouts (CKO)

Morning Side Game Series (must play in 2 morning sessions to be eligible for gold points)

Afternoon Side Game Series (must play in 2 afternoon sessions to be eligible for gold points)

Evening Side Game Series (must play in 2 evening sessions to be eligible for gold points)

Sunday Stratiflighted Swiss Team play-through

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

Sudoku

**Answers to Puzzle
No Peeking!**

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

Cartoon Laws of Physics:

1. ANY BODY SUSPENDED IN SPACE WILL REMAIN SUSPENDED IN SPACE UNTIL MADE AWARE OF ITS SITUATION.

Daffy Duck steps off a cliff, expecting further pastureland. He loiters flippantly until he chances to look down. At this point the familiar principle of 32 feet per second takes precedence.

2. ANY BODY IN MOTION WILL TEND TO REMAIN IN MOTION UNTIL SOLID MATTER INTERVENES SUDDENLY.

Whether shot from a cannon or in hot pursuit on foot, cartoon characters are so absolute in their momentum that only a telephone pole or an outsize boulder retards their forward motion absolutely. Sir Isaac Newton called this sudden termination the stooge's surcease.

3. ANY BODY PASSING THROUGH SOLID MATTER WILL LEAVE A PERFORATION CONFORMING TO ITS PERIMETER.

Also called the silhouette of passage, this phenomenon is the specialty of victims of direct pressure explosions and reckless cowards who are so eager to escape that they exit directly through the wall of a house.

4. THE TIME REQUIRED FOR AN OBJECT TO FALL 20 STORIES IS GREATER THAN OR EQUAL TO THE TIME IT TAKES FOR WHOEVER KNOCKED IT OFF THE LEDGE TO SPIRAL DOWN 20 FLIGHTS OF STAIRS TO ATTEMPT TO CAPTURE IT UNBROKEN.

Such an object is inevitably priceless; the attempt to catch it, inevitably unsuccessful.

5. ALL PRINCIPLES OF GRAVITY ARE NEGATED BY FEAR.

Psychic forces are sufficient in most bodies for a shock to propel them away from the surface. A spooky noise or an adversary's signature sound will induce motion upward, usually to the cradle of a chandelier, a treetop or the crest of a flagpole. The feet of a running character or the wheels of a speeding auto need never touch the ground, ergo fleeing turns to flight.

6. AS SPEED INCREASES OBJECTS CAN BE SEEN IN SEVERAL DIFFERENT PLACES AT ONCE.

This is particularly true in tooth-and-claw fights, in which a character's head may be seen emerging from a cloud of altercation at several places simultaneously. This effect is common as well among bodies that are spinning or being throttled, and simulates our own vision's trailing retention of images. A "wacky" character has the option of self-replication only at maniac-high speeds and may ricochet off the walls to achieve the velocity required for self-mass-liberation.

7. CERTAIN BODIES CAN PASS THROUGH A SOLID WALL PAINTED TO RESEMBLE A TUNNEL ENTRANCE, OTHERS CANNOT.

This tompé l'oeil inconsistency has baffled generations, but at least it is known that whoever paints an entrance on a wall's surface to trick an opponent will be unable to pursue him into this theoretical space. The painter is flattened against the wall when he attempts to pursue into the painting. This is ultimately a problem of art, not science.

8. NECESSITY PLUS WILL PROVOKES SPONTANEOUS GENERATION.

Dangerously palpable objects - such as mallets, dynamite, pies and alluring female attire - can be manifested from what might previously have been considered "thin" air, but only when the friction of immediate jeopardy makes the object's appearance imperative. The controversial "pocket" theory suggests these objects are drawn from unseen recesses of a character's costume, or from a storehouse immediately off-screen, but this merely defers the question of how any absolutely apt object is instantaneously available.

9. ANY VIOLENT REARRANGEMENT OF FELINE MATTER IS IMPERMANENT.

Cartoon cats possess more deaths than even the traditional nine lives afford. They can be sliced, splayed, accordion-pleated or disassembled, but they cannot be destroyed. After a few moments of blinking self-pity, they re-inflate, elongate, snap back or solidify.

10. FOR EVERY VENGEANCE, THERE IS AN EQUAL AND OPPOSITE REVENGEANCE.

This is one law of animated cartoon motion that also applies to the physical world at large. For that reason, we need the relief of watching it happen to a duck instead.

Board 77
 Dealer: N
 All Vul.

♠ AKJT762
 ♥ AJ
 ♦ 8
 ♣ 973

♠ Q53
 ♥ KQ542
 ♦ Q2
 ♣ J64



♠ 9
 ♥ T9763
 ♦ JT5
 ♣ AKQ8

♠ 84
 ♥ 8
 ♦ AK97643
 ♣ T52

Open Room			
West	North	East	South
H Weinstein	Robinson	Garner	Boyd
	1S	Double	3D
3H	3S	Pass	4S
All Pass			

Closed Room			
Feldman	Demirev	Pollack	Lee
	1S	Pass	3D
Pass	4S	All Pass	

At both tables, East led a high club and continued with two more rounds of clubs followed by a high heart.

Demirev had no information from the auction. He won the heart and laid down the ace and king of spades, hoping for the slightly favored 2-2 split. When that didn't happen, he went light one for -100.

At the other table, Robinson had a little help. Garner made a take-out double on his ten count with proper distribution, but it backfired. Playing Garner for shortness in trump, Robinson won the heart ace and ruffed the heart jack. He led the S8 off dummy and took the finesse. He was rewarded by making the hand and collecting 12 IMPs.

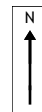
Closed Room			
West	North	East	South
Feldman	Demirev	Pollack	Lee
2C (Precision)	2D	3C	Double (resp)
5C	Pass	Pass	5D
All Pass			

Open Room			
West	North	East	South
H Weinstein	Robinson	Garner	Boyd
1C	1D	Pass	2C
2NT	3C	Double	Pass
Pass	3D	Pass	3S
Pass	4S	All Pass	

Board 84
 Dealer: W
 All Vul.

♠ K72
 ♥ Q87
 ♦ AK8543
 ♣ 3

♠ A9
 ♥ K64
 ♦ 7
 ♣ KQJT954



♠ JT4
 ♥ J95
 ♦ T92
 ♣ A762

♠ Q8653
 ♥ AT32
 ♦ QJ6
 ♣ 8

In the Open Room, Weinstein led the CK. Garner overtook with his ace and returned the jack of hearts. Boyd rose with the ace and played a spade to the king and a spade ducked around to the doubleton ace. In the end game, he lost one club, one heart and one spade to score +620.

In the Closed Room, Feldman/Pollack put the pressure on their opponents by opening 2C. Demirev overcalled 2D; Pollack bid 3C and Lee responsive doubled. Feldman skipped the bidding to 5C. Demirev could not judge how many tricks he could collect and passed. Lee, in 4th seat, could see definite possibilities for 11 tricks. He dutifully bid the diamond game. Pollack led the CA, followed by a heart, ducked to his partner's king. Feldman cashed his spade ace and the contract failed by a trick.

12 IMPs to Robinson

Board 97
 Dealer: N
 None Vul.

♠ AJ72
 ♥ AK9
 ♦ J872
 ♣ 82

♠ 96
 ♥ 86543
 ♦ T96
 ♣ K43

♠ QT4
 ♥ JT72
 ♦ AK54
 ♣ 95

♠ K853
 ♥ Q
 ♦ Q3
 ♣ AQJT76



Open Room			
West	North	East	South
Willenken	Wolpert	Rosenberg	Kranyak
	1D	Pass	2C
Pass	2NT	Pass	3S
Pass	3NT	All Pass	

Closed Room			
Bathurst	Bramley	Lall	Compton
	1D	Pass	2C
Pass	2H	Pass	3S
Pass	4S	All Pass	

Usually it's right to play in your 4-4 major suit fit... but not always.

In the Closed Room, Bramley/Compton reached the "normal" 4S contract after a series of scientific bids.

In the Open Room, playing a more straightforward system, using less science but great reasoning, Gavin Wolpert, after finding the 4-4 spade fit chose to play in 3NT.

You cannot succeed in 4S with the spade queen and club king offside while 3NT will succeed against most positions. 10 IMPs to Milner

Board 98
 Dealer: E
 N/S Vul.

♠ KJ97
 ♥ AT
 ♦ QT2
 ♣ A964

♠ Q4
 ♥ KQJ63
 ♦ K854
 ♣ K2

♠ A65
 ♥ 954
 ♦ AJ973
 ♣ T8

♠ T832
 ♥ 872
 ♦ 6
 ♣ QJ753



Open Room			
West	North	East	South
Willenken	Wolpert	Rosenberg	Kranyak
		Pass	Pass
1NT	Pass	3NT	All Pass

Closed Room			
Bathurst	Bramley	J Lall	Compton
		Pass	Pass
1H	Double	2C	2S
3D	Pass	4H	All Pass

Back to back 10 IMP swings: On one, it's right to play in the major and the other, it's right to play in no-trump. Unfortunately for Wolfson, he was on the wrong side of both.

The only way to defeat 4H is to underlead the CA. Then, when North wins the trump ace, he can lead a club to his partner and get a spade through declarer's hand. Now declarer will need to guess the diamond to collect ten tricks. At the table, Bramley chose to lead a spade, ducked to the queen. Bathurst knocked out the trump ace and Bramley exited with the SK. Bathurst won this in dummy, pulled trump and played a diamond to the king and a diamond to the ace. When Compton showed out, Bathurst played a third diamond and Bramley was helpless.

In the Open Room, Wolpert made another great decision. Against 3NT, he could have led either black suit, holding four of each... and many experts would claim that this auction called for the lead of a major. Gavin led a low club. Bingo! When he won the ace of hearts, he was able to collect four club tricks and defeat the contract one trick. 10 more IMPs to Milner

Board 115
 Dealer: S
 E/W Vul.

♠ KQJT964
 ♥ A32
 ♦ 4
 ♣ J8

♠ A732
 ♥ QJ7
 ♦ 5
 ♣ K7654

♠ 85
 ♥ 9
 ♦ AK97632
 ♣ QT3



Open Room			
West	North	East	South
Willenken	J Lall	Rosenberg	Bathurst
			3D
3H	4S	5H	5S
6H	6S	Double	All Pass

Closed Room			
Kranyak	Bramley	Wolpert	Compton
			1D
1H	4S	Double	All Pass

Five hearts appears to always make. Declarer will be able to discard a club on the ace of spades and establish the club suit. South cannot force dummy in diamonds without establishing declarer's diamonds or forcing his partner to underruff in front of dummy.

Bathurst/Lall found the 5S sacrifice but fell from grace when their opponents bid slam and Lall decided his side was not taking a diamond or a spade trick to go with his heart ace. Rosenberg doubled and collected 500.

At the other table, Compton opened a precision style one diamond. Kranyak overcalled one heart and Bramley's four spade bid brought a double from Wolpert.

Four spades went down one for a 9 IMP gain.

Howie Doing ...

Katz could find himself in quite a pickle.
 If dice rolls pay off, we'll say, "good bye Nickell."

If steady play wins, then Spector's in trouble,
 Since he chooses to play with Master Redouble.

Diamond has class; Jacobs has flair.
 When the fat lady sings, who will be there?

Give me the quarter. I'll do the toss.
 Heads say it's Gitelman. Tails say Moss.

Mahaffey or Milner? This one is tough.
 I've seen them choose pitch when the right play was ruff!

Milner's the winner. This is a cinch.
 Passell's signed on for the Seniors, playing for Lynch.

Fleisher is fresh. Lee's getting stale.
 Playing four handed, he's sure to derail.

Jack has a problem. He hasn't a clue.
 Leave it to Howie... He knows what to do!

Howie... Doing better and better!!

Limey Jack ...

Greetings from "Merry Old".

Perchance Howie Dung will flip a coin and be right 40% of the time, but as a prognosticator he is a bag of wash. His lack of bridge knowledge can only be likened to his rum go of writing skills. He would not know a sonnet from a bonnet.

As for the quarter-finals, 7 good teams remain.

As seems to happen every year, the wee people imploded against a four handed team with one partnership only. Fleisher handily disposed of Weinstein, getting one of the 4 withdrawals. This tilt is a dead cert for the favourite to win. I will be truly rumbled to find Lee still playing after the 7th furlong.

Mahaffey-Milner: Milner had to play their full match while Mahaffey enjoyed a spot of downtime. This is a simple question of who plays less badly. Both of the main characters are notorious for the occasional meltdown with imps flying out the parlour window. Seeing as how Lev-Pepsi and playing great, the nod goes to Mahaffey.

Diamond-Jacobs: Another ridiculous pick from the Dung Master who predicted Becker to roust Jacobs. If the match had continued to fruition, Jacobs might have set a record with 400 imps scored. Diamond, however, is another kettle of fish. If Jacobs gets out the gate fast, Diamond make have a serious case of Delhi Belly (Ed note: upset stomach), but it is far more likely that Diamond, while rusty, will have their way. Diamond in a nipper.

Nickell-Spector: No matter who they play, Nickell starts slowly and always is behind. Form will follow. The only question is can they overcome the initial deficit. Limey Jack says no, and you can put an extra fiver on it for me. The youngsters on this team will be singularly unimpressed by the old warhorses who are completing the final act as Nickellites. There is no fairytale ending to the the story of Hamman and Zia. The play at the club is decidedly mundane since Zia has been stateside. Hurry back to us, old sod.

You need to listen to Limey Jack in these matters. This Dung fellow leave a trail of droppings, no matter from which end he speaks.

Ta,

Limey Jack

