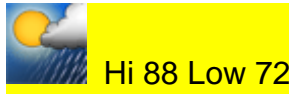


August 9-15



Daily Bulletin

Welcome to the Gateway to the West Regional!



New Life Master
None as yet...



THE BACKSTOPPERS INC.
the police officers & firefighters fund

Daily Hospitality



Complimentary Parking & Free Coffee
As part of our daily hospitality, we are pleased to offer you free coffee *while it lasts* at the start of each session in the main playing area. Each time you leave the lot you will need a ticket to open the gate. Pick up your ticket at the Director's table in the Main Playing area.

Charity Pairs Series Beings at 9 AM

Unit 143 has selected BackStoppers to receive the funds from we raise during the 4-session Series Game held at 9 AM Wednesday through Saturday mornings. We are supporting them to express our appreciation in a tangible way for a life given on behalf of others. BackStoppers provides needed support and financial assistance to the spouses and children of all local and county police officers, firefighters, publicly-funded paramedics and EMTs and volunteer fire protection units, who have lost their lives performing their duty.

Late Night Hospitality



St. Louis offers serous hospitality for all. Join us for snacks after the evening session. **Tonight's treat: Chat & Snack** on chips, pretzels, Chex® mix, & Cracker Jacks®, beer, and soft drinks.

Quips of the Day



- If you must go down, please get on with it.
- Count your winners and count your losers. If they add up to 14, count your cards.
- Misplay early, that way, you have more time to catch up.
- If you haven't found the best line of play by trick 10, try divine guidance.
- To finesse is human, to win is – divine.
- If your doubles are all successful, you are not doubling enough or your tables are too close together in a duplicate game.
- The hallmark of an expert is to be wrong for the most sophisticated of reasons.
- Your play was much better tonight, and so were your excuses.
- South: Alert! East: Yes? South: I'm requested to further misdescribe my hand.
- The difference between genius and stupidity is that genius has its limits.

Partnership Desk



Looking for a Partner? Or Teammates?
The Partnership desk opens one hour before each session morning, afternoons, and evenings. It is located in the main hallway. It will close 15 minutes before each event to allow volunteers to get to their tables. The same desk is used for ALL players in any event.

Photographer



Attention Winners! New Life Masters, I/N winners and all event winners will be photographed in the main hallway near the Photography poster from 11:30 a.m. – 12:30 p.m., 5:30 – 6:30 p.m., and 11:00 – 11:30 p.m. *starting Tuesday morning.* We really want to publicize your success, so be sure to stop by.

Today's Events

SERIES 4 Open Pairs
SERIES 2 Open Pairs
2-SESSION SWISS TEAM 1
SERIES 2 Open Pairs
BRACKETED KO #2 continued
BRACKETED KO #3
Intermediate/Newcomer Pairs
STRATIFIED SWISS TEAM

Sessions 1 of 4
Session 1-2 of 4
Sessions 1 of 2
Sessions 1 & 2 of 4
Sessions 3 & 4 of 4
Sessions 1 & 2 of 4
Single Sessions
Single Session

9 AM
1 PM, 7 PM
9 AM
1 PM & 7 PM
1 PM & 7 PM
1 PM & 7 PM
1 PM, 7 PM
7 PM

Today's Speakers: For the Advancing Player

Karen Walker
Mike Flader

"Balancing No Trumps"
"Ruling the Game"

Lambert Room
12:15 PM
6:15 PM

KOs matched by random draw every round, guaranteed to finish in four rounds, and open to teams of 4,5, or 6 players. Swiss Teams also may have 4 to 6 players. Unless other-wise indicated, master point ranges for stratified events will be 300/750/2000. Strata-Flighted events: A = 3000+, 0-3000; B/C/D = 300/750/2000. Gold Point Events in ALL CAPS. Under 200 MP events stratified: 20/100/200. Zero Tolerance is in Place!



Reduced Entry Fee\$

Intermediate/Novice pair game fee is \$10/player/session. Student Discounts: Our Regional offers a 50% discount on each full session at each Regional event for full-time students ages 25 and under with ID proof. Be sure to inform the director when purchasing the entry.



Prize Desk

There are First Overall trophies for ALL Intermediate/Novice events. We will give Section Top Awards for any Pairs event. Prizes will be awarded from results posted in the *Daily Bulletin*. The only exception will be awards for the Sunday events; they must be picked up within one hour of the end of the event. **No prizes will be mailed.** The prize table is located in the main hallway. It will be open 30 minutes prior to the afternoon and evening sessions Tuesday evening through Saturday, and one hour prior to morning sessions Friday and Saturday. The prize table will close promptly 15 minutes prior to the sessions in order to allow our volunteers to get to their games. You can help us greatly if you can tell us the day, session, and type of event, the section letter and direction of your section top. No prize can be awarded until the directors have officially certified the results, which includes the time period set for scoring corrections.

Players with Non-ACBL Masterpoints

Players with non-ACBL Masterpoints must inform the director before entering any Flighted, Stratified, or Bracketed event. Failure to do so may result in disqualifications and loss of any MPs won.

Hotel Information

We are at the:
Renaissance St. Louis Hotel Airport
9801 Natural Bridge Rd.
St. Louis, MO, 63130
Phone: 314-429-1100
Fax: 314-429-3625
Toll free: 888-340-2594



Special bridge rate and Marriott Rewards program credit. High-speed internet is available in all rooms at \$12.95/day with complimentary in-room coffee/tea, toll-free phone calls, and shoeshine. An ATM is on site. Check in is 3 p.m., check out time is Noon.



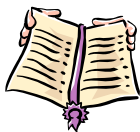
Lost and Found

Check with a Director at the head table in the main playing area or with the Front Desk as some items found may be turned in to Hotel Security.



First Aid/Medical Service

For immediate care in case of an emergency, contact any director, or Unit Board Member, or Hotel employee and an EMT will be summoned.



Restaurants

Come by the Partnership desk for info on area restaurants, address, and phone numbers.



Ground Transportation

Contact front desk or doorman for hotel shuttle or taxis or call 314-993-TAXI. The region's light rail connects downtown to the airport; there is a convenient MetroLink stop at the airport.

Turn Them OFF!

Please and Thank You!!!



Except for health-related equipment or by permission of the Director-In-Charge of the tournament or event, **cell phones, audible pagers, or any similar communication equipment MAY NOT be operated or operable in the playing area during a session of play.** If you are expecting an emergency call, you may leave your phone at the director's station.



Smoking Policy

This is a **NO SMOKING** tournament and hotel. You may smoke outside the hotel entrances. Please use provided receptacles. Hospitality breaks will be provided.

Area Attractions



Visit the www.unit143.org Homepage for a link for your friends and family to do in St. Louis while you are playing bridge. The top attractions are, of course, the Gateway Arch, Clydesdales & brewery tour, and the MO Botanical Garden. Arch trams to the top every 10 minutes, 8:20 am to 9:10 pm. Brewery tours: Mon-Sat: 9 am - 5 pm - Sun: 11:30 am - 5 pm. The Garden hours are 9 am - 5 pm.



Hotel Restaurant

Starbucks coffee is available in main lobby.
Daily Dinner Specials in the Main Dining Room
Wednesday
Pan Seared Salmon with
Jasmine Rice
Sautéed Spinach

Cash Concessions

Where

- Main playing area

When

- ♦ Tuesday thru Saturday 11:30 am - 1:00pm
- ♦ Sunday 11am - 4pm Swiss Team Play-through

What

⇒ Wednesday feature:

- ❖ Turkey Club Half with Condiments @ \$3.00
- ❖ BBQ Pork Sandwich with Condiments @ \$4.00
- ♦ Hot and cold sandwiches @ \$3.00 to \$4.00
- ♦ Individual Bags of Potato Chips @ \$3.00
- ♦ Whole Fresh Fruit/Including Bananas @ \$3.00
- ♦ Cookie @ \$1.00
- ♦ Assorted Soft Drinks (Diet Coke) @ \$1.00
- ♦ Assorted Bottled Juices & Bottled Water @ \$2.50
- ♦ Fresh Fruit Bowl @ \$3.00



Bookseller

Britain Beasley is located in the main hallways during the Regional.

Answer to Tuesday's Brain Teaser

| Culprit | Weapon | Location |
|-----------------|-------------|----------|
| Miss Scarlet | spanner | kitchen |
| Professor Plum | rope | study |
| Colonel Mustard | lead piping | library |
| Mrs. White | gun | |

Today's Puzzles

Yesterday's Solution
Sudoku 1



| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 7 | 2 | 5 | 3 | 1 | 9 | 6 | 8 | 4 |
| 6 | 1 | 4 | 8 | 2 | 7 | 5 | 9 | 3 |
| 8 | 3 | 9 | 5 | 4 | 6 | 2 | 1 | 7 |
| 3 | 9 | 6 | 1 | 5 | 2 | 4 | 7 | 8 |
| 1 | 4 | 8 | 7 | 6 | 3 | 9 | 2 | 5 |
| 2 | 5 | 7 | 9 | 8 | 4 | 3 | 6 | 1 |
| 5 | 6 | 3 | 2 | 7 | 8 | 1 | 4 | 9 |
| 4 | 8 | 1 | 6 | 9 | 5 | 7 | 3 | 2 |
| 9 | 7 | 2 | 4 | 3 | 1 | 8 | 5 | 6 |

Sudoku 2

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 4 | 6 | 1 | 8 | 9 | 5 | 2 | 7 | 3 |
| 8 | 9 | 3 | 6 | 7 | 2 | 4 | 5 | 1 |
| 7 | 2 | 5 | 3 | 4 | 1 | 8 | 6 | 9 |
| 3 | 5 | 9 | 1 | 6 | 8 | 7 | 4 | 2 |
| 1 | 4 | 7 | 2 | 5 | 9 | 6 | 3 | 8 |
| 2 | 8 | 6 | 4 | 3 | 7 | 9 | 1 | 5 |
| 5 | 3 | 4 | 9 | 8 | 6 | 1 | 2 | 7 |
| 6 | 1 | 8 | 7 | 2 | 3 | 5 | 9 | 4 |
| 9 | 7 | 2 | 5 | 1 | 4 | 3 | 8 | 6 |

Sudoku 3 -Demanding

| | | | | | | | | |
|---|---|---|---|---|---|---|--|---|
| | | 9 | 1 | | | | | |
| | 2 | | | | 5 | 8 | | |
| 8 | | | | | | 7 | | 6 |
| | | | | | 1 | | | |
| | 4 | 1 | | 9 | 8 | 2 | | |
| | 7 | | | 5 | | 4 | | |
| | 1 | | 3 | | | | | |
| | | | | | 6 | | | |
| 3 | | 8 | | 1 | | | | 2 |

Sudoku 4 - Demanding

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 3 | | | | 8 | 1 | | | |
| 4 | 8 | | | | | | 7 | |
| | 7 | | | 2 | | | | 5 |
| | 5 | | | | | 7 | | 1 |
| | | | 4 | | | | | |
| | | | 8 | | 9 | | 3 | 2 |
| | | | | 3 | | | | |
| 1 | | 9 | | | | | | |
| 2 | | 7 | | | 5 | | | |



Zero Tolerance Policy



Be cool! Bridge is fun.

We are committed to improving acceptable player behavior at all times. The ultimate purpose of the Z-T policy is to create a much more pleasant atmosphere in our game. We are attempting to eradicate unacceptable behavior in order to make the game of bridge more enjoyable for all.

If a player at the table behaves in an unacceptable manner, the director should be called **immediately**. Annoying behavior, embarrassing remarks, or any other conduct which might interfere with the enjoyment of the game is specifically prohibited; the director has the authority to assess disciplinary penalties.

Meet Your Directors

Chris Patrias, Head Director

- Rick Beye
- Larry Brobst
- Donna Coker
- David Cotterman
- Judy Cotterman



- Michael Flader
- Charles MacCracken



- Tom Whitesides



Recorder Forms

Recorder forms are available from the Head Director. Milt Zlatic is the District 8 Recorder. The aim of the recorder system is to establish a method of dealing with complaints that: 1) by themselves do not warrant the filing of formal charges; 2) are very serious but there is only the implication of wrongdoing without substantial evidence necessary to bring formal charges or 3) should be addressed by counseling and/or education.



Daily Bulletins & Results

Bulletins will be available in the main hallway each morning.

Bulletins and daily results can be found at www.unit143.org. Results will be posted online late, late, late each night. Daily Bulletins will be uploaded each morning.

Did you see a great play? Have an amusing anecdote? Know someone who passed a bridge milestone while at our Regional? Contact The Daily Bulletin editor and the tournament photographer in the playing area or leave a message in the basket if you have news for the Bulletin. We love to bring you your news and photos. New Life Masters, please give us your home town & the event that put you over.



More Bridge
T-Shirt Humor

Nobody knows the
Doubles I've seen
◆
Bridge
Destroying marriages
Since 1927
◆
Warren, Bill and I
Play Bridge
◆

INTERMEDIATE/NOVICE PLAYERS PAGE

The Principle of Fast Arrival

by Eric Rodwell

One of the major advantages of the 2/1 game forcing response is that it allows the partnership to take its time exploring for the best contract and deciding whether there is enough extra strength to consider a slam. Neither partner is worried about a bid being passed below the game level. So why would either player jump to game after a 2/1 response and use up some of the extra bidding room? It has to do with the *principle of fast arrival*. Let's look at this interesting—and controversial—topic.

The basic guideline for fast arrival is:

Principle of Fast Arrival

When the partnership has found a fit and is committed to the game level:

- Bidding quickly to game shows no interest in slam.
- Bidding slowly toward game shows interest in slam.

It's actually an extension of the KISS approach. If we know HOW HIGH and WHERE the partnership belongs, we should get there directly before something goes wrong. "The one who knows... goes!"

One advantage of going directly to game without make any 'extra' bids is that it gives less information to the opponents.

They may not get off to the best opening lead, and they may have difficulty finding the best defense thereafter. There is also the preemptive factor. Jumping right to game makes it tougher for the opponents to come into the auction with an overcall or double.

Consider these two hands:

| WEST | EAST | WEST | EAST |
|----------------|-------------|------|------------------------|
| ♠ A Q 10 8 7 5 | ♠ J 6 3 | 1♠ | 2♦ ★ <i>game force</i> |
| ♥ A K 8 | ♥ 9 3 | 2♠ | 4♠ |
| ♦ 8 | ♦ K Q J 7 5 | | |
| ♣ J 8 4 | ♣ K Q 6 | | |

After West opens 1♠, East's 2♦ response commits the partnership to the game level. West has a nice hand but simply shows the extra length in spades by rebidding the suit. There will be lots of time to show the extra strength later. At this point, East 'knows' WHERE the partnership belongs: Spades. With a minimum for the 2/1 response—12 high-card points plus 1 length point for the five-card suit—East also 'knows' HOW HIGH: Game. Unless West has considerable extra values, slam is unlikely. Using the principle of fast arrival, East wastes no more time and jumps directly to game. West would like to bid more but is warned by the jump to game that East has no interest in slam. The partnership does well to stop in game. Slam has no chance, and a five-level contract could be defeated if the spade finesse loses.

Let's give East a stronger hand:

| WEST | EAST | WEST | EAST |
|----------------|-------------|------|------|
| ♠ A Q 10 8 7 5 | ♠ K 6 3 | 1♠ | 2♦★ |
| ♥ A K 8 | ♥ 9 3 | 2♠ | 3♠ |
| ♦ 8 | ♦ A Q J 7 5 | 4♥ | 4NT |
| ♣ J 8 4 | ♣ K Q 6 | 5♥ | 6♠ |

The auction starts the same way, but after West's 2♠ rebid, East takes the 'slow' approach by raising to only 3♠, safe in the knowledge that West can't pass because game has not yet been reached. Why? East knows WHERE the contract belongs—spades—but is not sure HOW HIGH. East has enough extra strength that slam is still a possibility. Over East's 3♠ raise, West is happy to have the opportunity to

West *cuebids* 4♥ to show some values in that suit, and the partnership is on its way. How the auction continues depends on the partnership's slam bidding methods, but East and West are likely to reach the excellent 6♠ contract.

Let's try another example.

| WEST | EAST | WEST | EAST |
|-------------|-----------|------|------|
| ♠ 8 3 | ♠ J 6 | 1♥ | 2♣★ |
| ♥ A K 8 7 3 | ♥ Q J 4 | 3♣ | 4♥ |
| ♦ A 5 | ♦ 9 7 3 | | |
| ♣ Q 10 7 4 | ♣ A K J 6 | | |

As soon as West opens 1♥, East is planning to take the partnership to 4♥. However, an immediate jump to 4♥ would be preemptive, and East can't make some form of forcing raise—such as Jacoby 2NT—with only three-card support. So East 'temporizes' by bidding a new suit, with no intention of actually playing in clubs.

After West shows the club support, East follows through with the plan to put the partnership in game in hearts. The jump to 4♥ tells West that East has a minimum for the 2/1 response with little help outside of clubs and hearts. West is happy to pass.

Let's give East a better hand:

| WEST | EAST | WEST | EAST |
|-------------|-----------|------|------|
| ♠ 8 3 | ♠ J 6 | 1♥ | 2♣ |
| ♥ A K 8 7 3 | ♥ Q J 4 | 3♣ | 3♥ |
| ♦ A 5 | ♦ K Q J | 4♦ | 4♥ |
| ♣ Q 10 7 4 | ♣ A K J 6 | Pass | |

Now East bids only 3♥ over West's raise, leaving lots of room to explore slam. West cooperates by cuebidding the ♦A. East is worried about spades, however, and can't afford to venture beyond game. West also has nothing in spades, so the partnership stops at the game level. But at least the possibility of slam was investigated.

Fast Arrival Is Not a Signoff

Fast arrival does not rule out the possibility of slam when partner has considerable extra values.

| WEST | EAST | WEST | EAST |
|-----------------|-------------|------|------|
| ♠ K Q 8 7 6 4 3 | ♠ A J 6 | 1♠ | 2♥ |
| ♥ K 3 | ♥ A Q J 6 2 | 2♠ | 4♠ |
| ♦ A 9 | ♦ 8 4 2 | 4NT | 5♥ |
| ♣ K 7 | ♣ 9 5 | 6♠ | |

With a minimum for the 2/1 response, East jumps to game over the 2♠ rebid. That doesn't deter West from going to slam once East shows a fit for spades, along with enough strength for a 2/1 game forcing response.

The Principle of Fast Arrival

by Eric Rodwell

Both Partners Can Play

Responder isn't the only one who can use fast arrival. Sometimes opener can show a minimum by taking the fast route to game when a slower route is available.

| | | | |
|-------------|--------------|------|------|
| WEST | EAST | WEST | EAST |
| ♠ A K J 7 5 | ♠ 8 2 | 1♠ | 2♥ |
| ♥ K J 6 | ♥ A Q 10 7 4 | 4♥ | Pass |
| ♦ 8 4 | ♦ K Q 6 | | |
| ♣ 9 8 | ♣ Q 7 4 | | |

West likes East's 2♥ response, but has a minimum opening bid with no help outside of hearts and spades. West quickly takes the partnership to game. East knows that opener could have simply raised to 3♥ to leave more room for slam exploration.

West's jump to game is sometimes referred to as a *picture bid*. It paints a nice picture of the West hand: a minimum opening bid with most of the high cards in hearts and spades. With extra values, or high cards in clubs and diamonds, West could raise to 3♥. With shortness in clubs or diamonds, West could make a *splinter* jump to 4♣ or 4♦, if the partnership uses that convention.

The overlap among concepts such as 'fast arrival' and 'picture bids' is one reason that fast arrival is a somewhat controversial subject. Not all experts agree on the best use of a jump to game in some sequences.

Still, it's a good idea to have some partnership agreement about whether jumps to game show minimum values or extra values! So the principle of fast arrival is a useful guideline.

Other Uses of Fast Arrival

The concept of fast arrival arises in many situations that have nothing to do with 2/1. For example, what message do you think West is sending in this auction?

| | | |
|------|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WEST | EAST | |
| 1♠ | 2♣ | West is making a slam try! If West merely want to play at the game level after East raised to 2♣, West would have jumped to 4♣. If West was simply trying for game with the 3♦ bid, West would have passed when East showed nothing extra by bidding 3♣. So we can infer from West's 'slow' approach that West is actually interested in more than game. |
| 3♦ | 3♣ | |
| 4♣? | | |

| | |
|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ♠ A K 8 7 5 2 | West might have a hand like this. If East had shown some interest over the 3♦ bid, West was willing to take a shot at slam. When East shows no interest, West settles for game. |
| ♥ ----- | |
| ♦ Q 10 7 3 | |
| ♣ A K 7 | |

Here's one final example in a competitive situation.

| | | |
|-------------|------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WEST | EAST | After North overcalls 2♦, East's <i>cuebid</i> of the opponents' suit shows a limit raise (10-12 points and four-card spade support) or better. West is expected to bid 3♣ to turn down the invitation, or jump to 4♣ to accept the invitation. |
| ♠ K Q 9 7 3 | ♠ A J 7 4 | |
| ♥ K Q 4 | ♥ A 10 2 | |
| ♦ Q 7 3 | ♦ 6 2 | |
| ♣ 4 2 | ♣ Q 10 9 5 | |

| | | | | |
|------|-------|------|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WEST | NORTH | EAST | SOUTH | |
| 1♠ | 2♦ | 3♦ | Double | South's double, which presumably shows something in diamonds, gives West an additional option. West could pass. Passing certainly sounds weaker than bidding 3♣ and many players would take this approach. Adherents of fast arrival, however, might see things differently. Since East's cuebid committed the partnership to at least 3♣, getting there quickly—by bidding 3♣—would show no interest in going any further. |
| ? | | | | |

Taking the slow route—by passing would show some interest! As you can see, the principle of fast arrival is a fascinating concept. You might want to discuss it with your partner to see if you are on the same wavelength!

Previous articles in this series by world-class player and theorist Eric Rodwell can be found at: www.betterbridge.com/articles

Tuesday's Results

SIDE SERIES 1 Open Pairs

Session 2 of 4

9 AM

16.5 Tables

| | A | B | C | | |
|------|---|---|---|----------------------------------------------------------------|--------|
| 4.10 | 1 | | | Michael McGuire, Hernando MS; Daniel Arendell, Coulterville IL | 69.63% |
| 3.49 | 2 | 1 | | Norman Goldman - Sanford Becker, Chesterfield MO | 65.38% |
| 2.62 | 3 | 2 | | Leonard Gross - Hugh Williams, Carbondale IL | 64.74% |
| 1.76 | 4 | | | En Xie, Saint Louis MO; Susan Kilo, St Louis MO | 61.59% |
| 1.30 | 5 | | | Donna Overbey, Florissant MO; Bobbie Holmes, Saint Louis MO | 61.37% |
| 0.97 | 6 | | | David Langer, Buffalo Grove IL; William McFall, New Berlin WI | 58.36% |
| 1.96 | | 3 | | Mark Ludwig, Maryland Hts MO; Robert Wheeler, Florissant MO | 56.66% |
| 1.47 | | 4 | | Albert Fultz, Ft Mitchell KY; Larry Jones, Pickerington OH | 56.23% |
| 2.58 | | 5 | 1 | Linda Brazier - James Reid Brazier, Moro IL | 55.73% |
| 1.94 | | 6 | 2 | Ann Ruwitch, Saint Louis MO; Julie Woods, Chesterfield MO | 54.96% |
| 1.45 | | | 3 | Jan Pass, Saint Louis MO; Gretchen Smith, St Louis MO | 53.08% |
| 1.09 | | | 4 | Nancy Burke, Saint Louis MO; Shirley Ringland, Chesterfield MO | 53.06% |
| 0.82 | | | 5 | Helene Siegfried - Judy Pass, St Louis MO | 48.59% |

| | | | NORTH-SOUTH | SECTION J | EAST-WEST | | | | |
|---|---|---|----------------------------------------------------------------------|-----------|-----------|---|---|----------------------------------------------------------------|--------|
| A | B | C | | | A | B | C | | |
| 1 | 1 | | Leonard Gross - Hugh Williams, Carbondale IL | 64.74% | 1 | | | Michael McGuire, Hernando MS; Daniel Arendell, Coulterville IL | 69.63% |
| 2 | | | En Xie, Saint Louis MO; Susan Kilo, St Louis MO | 61.59% | 2 | 1 | | Norman Goldman - Sanford Becker, Chesterfield MO | 65.38% |
| 3 | | | Donna Overbey, Florissant MO; Bobbie Holmes, Saint Louis MO | 61.37% | 3 | 2 | | Mark Ludwig, Maryland Hts MO; Robert Wheeler, Florissant MO | 56.66% |
| 4 | | | David Langer, Buffalo Grove IL; William McFall, New Berlin WI | 58.36% | 4 | | | Stephen Apodaca, Santa Fe NM; Miguel Reygadas, Polanco Mexico | 55.95% |
| 5 | 2 | | Albert Fultz, Ft Mitchell KY; Larry Jones, Pickerington OH | 56.23% | 5 | 3 | 1 | Linda Brazier - James Reid Brazier, Moro IL | 55.73% |
| 6 | | | Valentin Kovachev, Stony Brook NY; John Russell, North Barrington IL | 48.95% | 6 | 4 | 2 | Ann Ruwitch, Saint Louis MO; Julie Woods, Chesterfield MO | 54.96% |
| 7 | 3 | 1 | Mary Fort - Susan Hall, Saint Louis MO | 48.21% | 7 | 5 | 3 | Jan Pass, Saint Louis MO; Gretchen Smith, St Louis MO | 53.08% |
| | 4 | 2 | Sue George - Margaret Baldwin, Saint Louis MO | 47.63% | | | | | |
| | 5 | 3 | Elizabeth Meteer, Wildwood MO; Martha Hanley, Chesterfield MO | 47.12% | | | | | |

Answers to Yesterday's Bridge Trivia

1. Book
2. Egypt
3. A method of dealing cards which are not properly shuffled, and dealt 5 at a time to each player twice and then three at a time.
4. Commonly called the "Traveller"
5. The lowest one.
6. Lead as the others may be preceded by "Double".
7. International Match Point.
8. Zia Mahmood
9. ACOL was named after a North London Club on the Street of the same name.
10. Weak two bids.
11. 1827:1
12. A term for four deals of Chicago.
13. George Rapee; he was Stayman's customary partner and invented the convention; however, Stayman popularized it and wrote numerous articles, hence the name.
14. Dwight Eisenhower; he used to play with experts nearly every Saturday night, and attended national tournaments whenever possible
15. Harold Vanderbilt, the grandson of Cornelius Vanderbilt, was sailing through the Panama Canal when one of his guests infuriated him with her wacky scoring system for a system of auction bridge. He invented the scoring system for contract bridge that night, and it has remained almost unchanged to this day.