



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – August 2, 2021

Top Online Master Point Earners at our Club

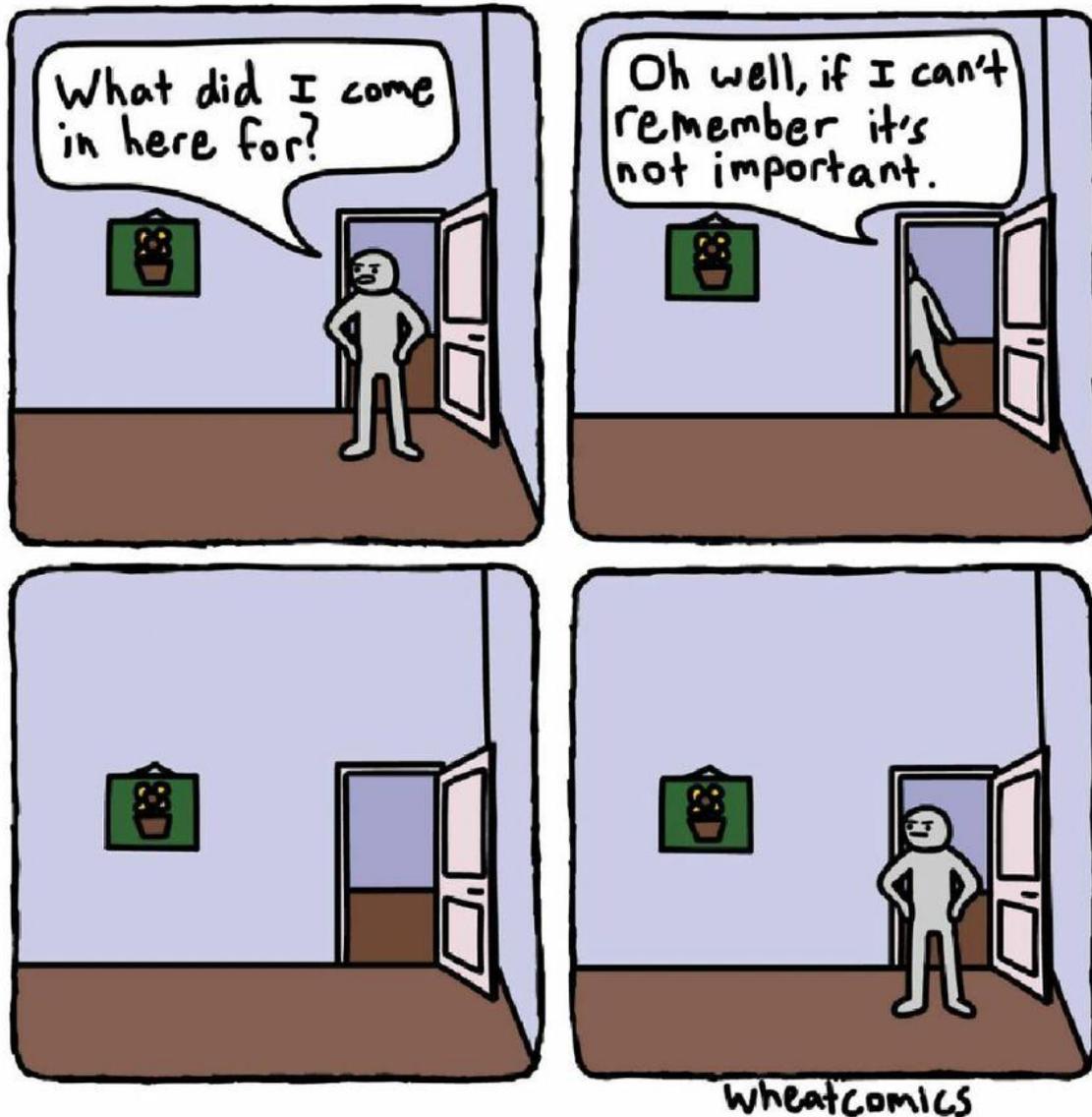
Contributed by Allen Pengelly

This table lists the individuals who have earned the most master points at our club in each of three master point bands since the beginning of June.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	54.08	1	Stephen Nantes	23.67	1	Joan Slover	10.73
2	Mike Peng	36.69	2	Brian Kirkconnell	21.76	2	Nancy Cattanach	9.80
3	Liz McDowell	34.16	3	Barbara Arthur	20.71	3	Anita Hanson	8.67
4	Margot Stockie	32.66	4	Shelley Metcalfe	18.55	4	Susan McDonald	8.58
5	Moira Hollingsworth	29.64	5	Suzanne Edwards	18.58	5	Susan Durance	8.03
6	Cindy Mahn	28.96	6	Salvatore Pace	14.07	6	Belinda Burt	7.83
7	Colin Harrington	27.22	7	Ron Lawrence	13.52	7	Molly Worden	7.66
8	Ted Boyd	25.91	8	Kathy Russell	13.14	8	Barb Neibert	7.43
9	Bruce Roberts	23.81	9	Roy Dandyk	12.37	9	Martin Jones	7.15
10	Dianne Aves	18.85	10	Ted Kennedy	11.54	10	Patricia Pietrek	6.89
11	John Vandergrift	18.81	11	Lori Cole	11.46	11	M. L. Benjamins	6.84
12	David Longstaff	18.68	12	David Embury	11.38	12	Susan Kerrigan	6.63
13	Tom Ramsay	16.38	13	Marlene Dopko	10.31	13	Ginny Alviano	6.28
14	Neil Jeffrey	16.15	14	Renate Boucher	10.18	14	Reinhold Kauk	5.48
15	Robert Griffiths	16.03	15	John Hanemaayer	9.77	15	Marianne Dziarski	5.41
16	Pat McMillan	15.41	16	Casey Baron	9.46	16	Elinor Girouard	5.38
17	John Moser	14.09	17	John Kip	9.14	17	Noah Pace	5.36
18	Sandy Graham	12.91	18	Karen Whitworth	8.86	18	Jim Fox	4.67
19	Edith Ferber	11.95	19	Cheryl Kip	8.55	19	Kim Wakeford	4.21
20	Scott Hills	11.68	20	Sue Voll	8.36	20	Joe Blake	4.19
21	Kandis Smith	11.11	21	Lynda Burnett	7.99	20	Steve Allen	4.19
22	Janet Howell	10.66	22	Kevin Latter	7.94	22	Joan Lawson	4.02
23	Mary McClelland	10.19	23	Nanci Phelan	7.59	22	Aggie Udvari	3.97
24	Neil Coburn	9.93	24	Sue Peterson	7.55	24	Jane Wilson	3.93
25	Susan Lawton	9.72	25	Jim Veitch	7.05	25	Brian Gaber	3.79
						25	Rick Arthur	3.79
						25	Audrey Cook	3.79

Congratulations....

To **Dave Baker** and **Mike Peng** for coming third in the ACBL's Lounge Act online contest and getting their names in the *Bulletin*.



Past Copies of the Alert Online

Have you ever deleted your email Alert or wanted to check back on a previous article? You can now find them on the [GRBC website](#). We have been archiving the Alerts for the past year. Enjoy!

Our Flowers Will Become Our Budding Flowers

Our profilers, Louise Dawdy and Kathy Chandler, are running out of volunteers to profile. There are a few volunteers left to profile, but after that Louise and Kathy will turn their attention to some of our newer members. So don't be surprised if Louise or Kathy reaches out to you. We want to get to know you!



Rookie Ramblings - ACBL

Contributed by Lissa Lowes

I have always been a big fan of the ACBL Website. Anytime I go looking for something, I found something helpful. So, I decided to look around more thoroughly and share my discoveries with you.

I started with MyACBL. As soon as you log in, select **MyACBL** from the tab near the top of the page in the middle, and look for the options listed down the left side of the page. Under **Your Membership**, I found the way to request a missing Bridge Bulletin. And I could also print a card stating my rank and ACBL#. You can renew your membership here, and input your privacy settings. This is the place where you can indicate whether you agree to receive email and/or calls from ACBL for such things as ACBL Live For Clubs or about special events like Stardust Week.

Then I clicked on **Bridge Bulletin** and discovered that I could see all Bulletins as far back as January 2005. These are not excerpts but the complete magazine. Click on Archives toward the right top of the screen.

Then under **Masterpoints** I was naturally wildly excited to find out exactly what points I had, what colours, what I needed for my next rank. Perhaps wildly excited is overstating things, as there was a little slumping of shoulders at how many I needed....

And then I tried **It's Your Call**. I recognized the title from the Bridge Bulletin. Each month I try the problems, and mostly read just the experts who support my bid...(I know this is not what I am supposed to do). This online version is very cool. All the problems are there: you select your answer, and send it in. Then later, you can see how you did and look back at all the monthly problems whether you solved them or not. It seems easier than covering up the answers in the magazine and trying not to look at them. If you want to read the expert analysis, you need to refer to the actual *Bridge Bulletin*, which you can access under that tab, or directly from here. You can also find the list of top scorers, a running list of top scorers, and your results from any time you did the quiz on-line.

The next tabs are **Find a Club - List Search** and **Find a Club - Map Search**. This is so helpful if you are away from home, or travelling and want to find a bridge game. You can search for the closest club. One of the wonderful things about bridge is that there are clubs everywhere, and everyone is so welcoming to guests. I have played in club games in Florida, Barbados, London, South Carolina, Collingwood, and of course Parry Sound. All were wonderful experiences (I am referring to face-to-face bridge).

These observations are really the tip of the iceberg, I am only highlighting things I was surprised to find or thought very useful. Do try logging on and clicking on anything you are curious about. Astonishing amount of information!



Dear David

Misdirection

You hold ♠102 and dummy has ♠Q43. The opening leader leads the ♠K. You play the ♠3 from dummy and false-card with the ♠10 in hopes that opening leader will switch to something else and give you time to discard your ♠2 later in the hand. Let's see if we can apply this principle in a different way.

		N North ♠10 ♥AK94 ♦8654 ♣QJ65													
W West ♠J98 ♥Q75 ♦KQ72 ♣A82	<table border="1"> <tr> <td>W</td> <td>N</td> <td>E</td> <td>S</td> </tr> <tr> <td></td> <td>Pass</td> <td>2♠</td> <td>Pass</td> </tr> <tr> <td></td> <td>3♠</td> <td>Pass</td> <td>Pass</td> </tr> </table>	W	N	E	S		Pass	2♠	Pass		3♠	Pass	Pass	E East ♠Q75432 ♥106 ♦AJ9 ♣K7	
W	N	E	S												
	Pass	2♠	Pass												
	3♠	Pass	Pass												
		S South ♠AK6 ♥J832 ♦103 ♣10943	<table border="1"> <tr> <td>3♠</td> <td>East</td> </tr> <tr> <td>0</td> <td>0</td> </tr> </table>	3♠	East	0	0								
3♠	East														
0	0														

South leads the ♣10, and you decide to win the ♣A in order to start spades from the dummy: ♠8, 10, Q, K is the next trick, and now South leads the ♣3. You know that it doesn't matter whether you play the ♣2 or ♣8. What you do know is that after you knock out the other high spade and draw trumps, you will be able to throw a heart away on the fourth round of diamonds – IF they don't cash their hearts after winning the second round of spades. So, if you play the ♣8 on the second club lead, you hope to plant the idea that you have at least two clubs in the hidden hand such that when South wins the ♠A he will lead a club instead of a deadly heart. If he does lead a club, you can trump it, draw the last trump, and pitch a heart loser on the diamond winner.

Here is another example:

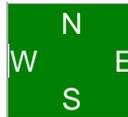
	♣QJ32	
♣10965		♣K874
	♣A	

When the club 10 is led, you are the only person who knows your ace is a singleton. If you cover with the jack, the king and ace will follow and your queen is now a trick. Even without the queen, if you play the jack the opponents will believe that you have another club and they will likely lead a second club when they get in. This may give you time to pursue your real objectives on the hand.

For Intermediate *Jake's*
Play a Bad Hand Well

#33

♠ A 8 3
 ♥ K 5 3
 ♦ 7 5 3 2
 ♣ Q 10 4



♠ K J 9 7 5 4
 ♥ Q J 10 4 2
 ♦ 8
 ♣ 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♦	2 ♦ ¹
Dbl	2 ♥	Pass	2 ♠
Dbl	3 ♠	4 ♣	4 ♠
Dbl	All pass		

1. Michaels cue bid (majors)

I chose to compete in this auction despite my meager point count because my distribution was so good, and one thing led to another until my partner and I landed in 4♠, not surprisingly doubled. West led the ♦4 to his partner's ♦A, and East led back the ♦Q at Trick 2. I ruffed the diamond and West followed suit. What now?

SOLUTION

For sure you have to lose the three outstanding aces, meaning that the key to making your contract is to play the trump suit for no losers. When you are missing four cards in a suit and have no information about their distribution, the accepted technique is to play for the drop (eight ever, nine never). However, the probability of success of this technique over finessing is very small (52% vs 48%), and the balance is easily tipped.

In this case, you *do* have some information about the distribution of the missing spades. West didn't compete in the minor suits but preferred to penalize you, which suggests that he may have the ♠Q. Furthermore, East's bidding suggested that his holding in the minor suits was 5-4, in turn suggesting that West holds more spades than East. The theory of vacant places in bridge states that when the distribution of one or more suits is completely known, the probability that an opponent holds a particular card in any other suit is directly proportional to the number of vacant places remaining in their respective hands. The theory of vacant places makes it more likely that West, who we think has three spades, holds the ♠Q.

Of course, you also have to worry about the ♠10. If West holds three spades including both the ♠Q and the ♠10, you will be out of luck. Since the only way you can avoid a spade loser is if the ♠10 is with East, you mentally assign it to East, probably a singleton.

Bearing all this in mind, at Trick 3 lead the ♠J from your hand and float it around to East unless West covers. In the event, West plays a small spade and, as you had hoped, East plays the ♠10. Now that the spade situation is known, you can cash the ♠K and ♠A and proceed to set up your hearts. Making four, doubled.
Here is the full hand.

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

At the end of the hand, you should be sure to thank West for doubling and giving you the information that you needed in order to tackle the spades correctly.

**With the rise of self driving
vehicles, it's only a matter of time
until there's a country song where
the guy's truck leaves him**



STARDUST WEEK

A VIRTUAL CLUB EVENT JULY 26 - AUG 1

From Monday, July 26 to Sunday, August 1, all of our games will be Stardust games, meaning they will award **double** regular club rating masterpoints and awards will be 25% **gold**, 75% black. There will be a \$BBO2 surcharge.

Coming Virtual Events

- Friday, July 30, 12:30 pm, **99er game (20-22 boards) \$7**
- Friday, July 30, 1:00 pm, **499er game (24 boards) \$7**
- Friday, July 30, 7:00 pm, **open game (24 boards) \$7**
- Saturday, July 31, 1:00 pm, **199er game (20-22 boards) \$7**
- Sunday, August 1, 10:00 am, **499er game (18 boards) \$7**
- Monday, August 2, 12:30 pm, **49er game (18 boards @ 8 minutes) \$5**
- Monday, August 2, 1:00 pm, **open game (24 boards) \$5**
- Monday, August 2, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, August 3, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, August 3, 1:00 pm, **open game (24 boards) \$5**
- Wednesday, August 4, 1:00 pm, **499er game (24 boards) \$5**
- Wednesday, August 4, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, August 4, 7:00 pm, **open game (24 boards) \$5**
- Thursday, August 5, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, August 5, 1:00 pm, **open game (24 boards) \$5**
- Thursday, August 5, 6:30 pm, **19er game \$5**
- Thursday, August 5, 7:00 pm, **999er game (24 boards) \$5**

If you would like to play in a particular game but lack a partner that day, you can either:

♠ Log in to [Pianola](#), click on Partner Finder, and create a Partner Finder Advert. This needs to be done at least a few hours in advance of the game. OR

♠ Log in to the game in question and register yourself on the Partnership Desk tab.

If you are looking for a regular partner, contact [Cheryl Kip](#), our membership lead.

We have fun in **spades**.
We play with all our **hearts**.
We treat our members like **diamonds**.
We thank our helpful opponents at our **club**.