



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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## ALERT – August 30, 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 July.*

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	49.92	1	Brian Kirkconnell	22.42	1	Charlene Schell	7.50
2	Colin Harrington	26.31	2	Stephen Nantes	22.38	2	Anita Hanson	7.32
3	Margot Stockie	24.31	3	Shelley Metcalfe	17.21	3	Joani Horvath	6.84
4	Mike Peng	22.08	4	Barbara Arthur	17.07	4	Barb Neibert	6.61
5	Liz McDowell	21.64	5	Suzanne Edwards	15.56	5	Reinhold Kauk	6.60
6	Cindy Mahn	21.49	6	Salvatore Pace	14.49	6	Noah Pace	5.77
7	Ted Boyd	21.05	7	Ted Kennedy	13.00	7	Joe Blake	5.62
8	Moira Hollingsworth	21.03	8	Ron Lawrence	12.72	7	Steven Allen	5.62
9	David Longstaff	17.79	9	Casey Baron	11.09	9	Susan Durance	5.35
10	Bruce Roberts	15.24	10	Kathy Russell	10.33	10	Molly Worden	5.34
11	Neil Jeffrey	14.75	11	Barbara Lindsay	9.99	11	Belinda Burt	4.96
12	Robert Griffiths	14.68	12	Jim Dalglish	9.94	12	Susan McDonald	4.85
13	Tom Ramsay	14.56	13	Roy Dandyk	8.85	13	Elinor Girouard	4.82
14	Dianne Aves	13.86	14	John Kip	8.61	14	Kim Wakeford	4.62
15	John Moser	12.40	15	Sue Voll	7.88	15	Aggie Udvari	3.95
16	John Vandergrift	10.78	16	Jack Cole	7.58	16	ML Benjamins	3.91
17	Peggy Pearson	10.51	17	Joan Slover	7.56	17	Audrey Cook	3.90
18	Pat McMillan	9.77	18	Cheryl Kip	7.19	18	Nancy Cattanach	3.87
19	Adrian Record	9.35	19	Lynda Burnett	7.07	19	Valirie Binkle	3.81
20	Scott Hills	8.97	20	David Embury	6.98	20	Jim Fox	3.79
21	Malkin Howes	8.85	21	Kevin Latter	6.69	21	John Aldridge	3.73
22	John Hanemaayer	8.61	22	Robert Gilck	6.65	22	Debbie Miethig	3.71
23	Neil Coburn	7.86	23	Renate Boucher	6.50	23	Pat McDonald	3.53
24	Sandy Graham	7.76	24	Margie Whyte	6.37	24	Virginia Alviano	3.14
25	Kandis Smith	7.72	25	Jackie Logie	6.36	25	Elaine Doyle	2.89

# Grand River Bridge Club Re-Opening Plans

*Contributed by Cindy Mahn, President and Jim Dalgliesh, Club Manager*

It is increasingly clear based on the status of Covid-19 in Ontario and the resultant decisions by government that our bridge club will not re-open as hoped by or around October 1. The pre-conditions for returning to face-to-face play, as set by the board continue to be as follows.

1. Those players who want to return to face-to-face play, are required to be fully vaccinated. Players will need to provide proof of full vaccination before entering our club.
2. Our club will not reopen until the relevant authority allows for minimum indoor gatherings of up to 50 people with at least 50% capacity (allows for up to 12 tables, plus game director and assistant); there is no requirement for wearing masks indoors (although it is optional for those who wish to wear a mask); and there is no requirement to be physically distanced by 2 meters.

It is difficult to predict at this time a potential date for re-opening, but we will continue to monitor any changes in requirements by government entities that would permit a safe return to our club. Preparations made through the summer continue for a safe return to face-face play.

1. Pre-registration will be required for all face-to-face games and bridge labs. An online pre-registration form has been developed and tested. It's very easy to use.
2. A "Square" (that is a point-of-sale terminal) machine for payment of games, hopefully through the purchase of convenience cards, has been bought, installed, and tested. The use of the machine will reduce the handling of cash.
3. HEPA filter machines to improve the air quality at the club have been purchased, tested, and are ready for use.
4. A new housekeeping contract is currently in the works.
5. Purchases of needed supplies to re-open as identified by the different members of the management team are being bought.
6. An initial discussion has occurred with a representative from the Guelph Club on a possible common liability waiver. The board will be reviewing a draft waiver form at the next board meeting.
7. The Guelph Club will be sharing its planned initial face-to-face game schedule. Our game directors will then co-ordinate with the Guelph Club's game directors on what the new online game schedule will be when face-to-face games return.

We appreciate your continued support via participation in the virtual games and membership renewals. Periodic updates will be provided to keep our members and guest players informed.

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## **Rookie Ramblings – A Bus Named Bridge**

*Contributed by Kevin Latter*

When asked to contribute something for this column, I wasn't sure I would qualify since I'm not exactly a rookie of the game, albeit not a gnarled veteran of years of "hand-to-hand" bridge combat either. However, I do feel more qualified on the rambling front. I have rambled over many a year and many a mile in many a country - from Kenya, other African lands, all over Europe, and coast-to-coast several times within North America. In terms of verbal rambling (as a good few club members will know) I can generally hold my own. So, rookie - no; rambling - yes.

In bridge terms, my rookie observations are that bridge is a confounding game, and the more fascinating and interesting for just that. Firstly, there are rules which of course the game is based upon and one must learn and apply these in one's development.

Rule 1 - count your points, then do whatever is appropriate, bid, play, and enjoy. Of course, it is quickly realised that points are just one aspect of "the rules" and there are perhaps another four to ten things one ought to consider, not the least of which is your partner (it is a partnership game) before bidding and/or playing, and it is often open to discussion whether you did the right thing or not. The consolation, though, is that the upper-level players do have similar situations and don't always get it right either. Improvement and progress are measured by getting more decisions right than wrong and gaining confidence whilst maintaining enjoyment. Now for a little ramble, an anecdote set in Africa from a time when I travelled freestyle (walk, bus, train, hitchhike) extensively there and had to get myself up to speed (slow) with bus and other transportation systems. Apart from those in the larger cities, most bus "stations" are more or less a large or small piece of ground, dirt not paved, so dusty and mostly hot or with ankle deep mud and no rain shelter. In these bus parks are lots and lots of people with "stuff" moving hither, thither, and yon seemingly at random.

Ask which bus goes where, and there are multiple responses from different people who appear to be ticket agents and are willing to sell you a ticket to go anywhere on any bus! Brilliant idea, really. Ask four of them which bus is leaving first and they all say theirs, and furthermore their uncle or cousin or some relative is usually the driver and, when you try to pin them down, they all say "soon, bus goes soon". Your choices are almost bridge-like in this scenario.

When taking buses - not the fancy, shiny tourist buses but rather the local and inter-city buses, getting on and off is easy. If you know where it's going you just stick your hand out and it stops for you, and the same goes for getting off - just tell the driver and he stops. Our North American conditioning makes it difficult for us to accept not knowing details like where, when, how fast, etc. etc. of travel in the wider world, and in Africa there is a dearth of information along these lines.

However, after you have dealt with this "system" for a while, it becomes by far a more relaxed and stress-free experience. Passenger patience is ubiquitous. Rider rage is absent. In mid-Zimbabwe, after being dropped off by a trucker at a corner and asking when the bus was coming, I got the standard answer: "Bus comes when bus comes" - so I smiled and sat on my bag and waited.

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## Wednesday Morning YouTube Tournament

Mark Obermeyer would like to draw to your attention a YouTube channel called “**The Wednesday Morning Tournament**” (just Google it). It is hosted by Gavin Wolpert (a Canadian who now lives in NYC and is a professional bridge player) and Robert Barrington. Each week they play eight boards against the robots on BBO, explaining the rationale for their actions. There is some audience participation, as from time to time viewers are asked to write in what they would do now. Each show is about an hour long.

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## Bridge Picnic

We’ve missed seeing all of you. It’s just not the same seeing you on Zoom and reading messages on BBO chat!

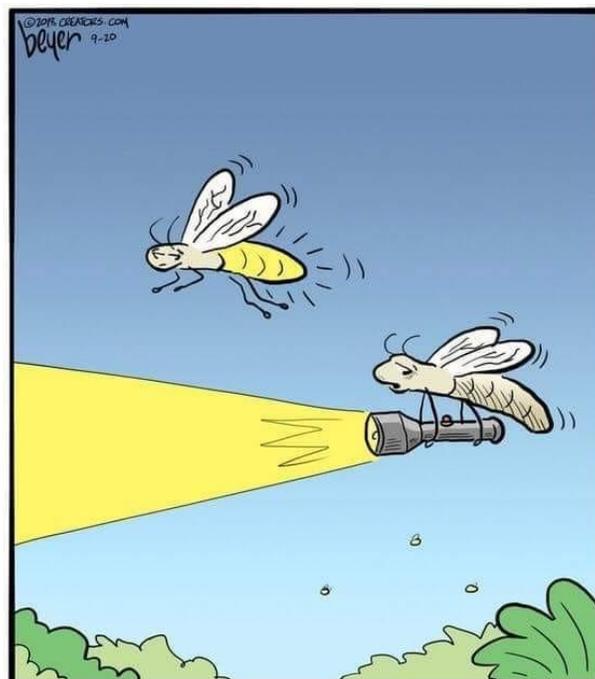
A picnic is planned for **Sunday, September 12, from 2:00 pm to 4:00 pm**. Bring your own food, drinks, and chair, and we can visit on the lawn next to the parking lot in front of our club. This is a mask-optional event outside. The washrooms at GRBC are available for use but you must wear a mask when going inside.

If it rains or is too cool outside, the event will be cancelled.

If you have any questions, email [Liz McDowell](mailto:Liz McDowell).

See you there!

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*“When you get to be my age, things don’t work like they used to.”*

# Time You Learned Your Lessons!

This fall, we will be offering lessons for **beginner**, **novice**, and **intermediate** players. We would also like to offer lessons for **open** players but so far haven't found a teacher. With the current plan to re-open some time this fall, we will be offering online lessons in September for sure and expect to be able to offer face-to-face lessons at some point later on. Click [here](#) for the draft fall teaching schedule and to register. Click [here](#) for information on how to pay.

The fee for the workshops is \$20 for members/ \$25 for non-members. The fee for the five-week courses is \$75 for members/ \$85 for non-members. The Play of the Hand (Suits) five-week course charges an additional \$20 for the textbook. The fee for the four-week Bidding for Intermediates course is \$70 for members/ \$80 for non-members.

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## Beginner 1 Lessons

*Do you like puzzles?*

*Are you up for new challenges?*

Then you should definitely take our five-week duplicate bridge course for beginners!

Besides having a lot of fun, you will also:

- ♠ Discover an inexpensive pastime you can enjoy for the rest of your life;
- ♥ Connect to a strong social network of like-minded people;
- ♦ Keep your brain healthy and improve your memory; and
- ♣ Be able to make instant new friends when you travel.

Instructor: Al Pengelly

Dates: Thursday evenings, 6:30 pm – 9:00 pm, September 16, 23, 30, October 7 & 14

Fee: \$85 (includes textbook and HST)

To register: Visit [www.grandriverbridgeclub.com/beginner-lessons](http://www.grandriverbridgeclub.com/beginner-lessons)

***Due to COVID 19, this course is ONLINE.***

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## Letter to the Editor

I would like to thank GRBC and Guelph Club directors for all the work they do in running online games, especially for their patience in handling director calls. Theirs must seem to be a rather thankless job, which could cause major migraines for lesser mortals! The online games have been salvation for my sanity (though some of my partners might dispute this) - and I'm sure for many other players! Well done! Patricia McMillan

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## Keeping Control

*Contributed by Robert Griffiths*

Here's an interesting hand from a pairs game. I was South. My partner passed and East opened a pre-emptive 2♥. I doubled with my big hand (but only three spades), hoping my partner would forgive me if he charged off in a shaky four-card spade suit. West put the pressure on us with a jump to 4♥ and my partner, who hates to be shut out, decided to charge off in his shaky four-card spade suit, bidding 4♠.

	♠ A 10 9 4										
	♥ 4										
	♦ 7 4 3 2										
	♣ J 10 9 6										
♠ Q 7 6 5	<div style="display: inline-block; background-color: #2e8b57; color: white; padding: 5px; text-align: center;"> <table style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table> </div>		N		W		E		S		♠ J 8
	N										
W		E									
	S										
♥ A 5 3 2		♥ K J 10 9 8 6									
♦ Q 5		♦ J 10									
♣ 8 3 2		♣ Q 7 4									
	♠ K 3 2										
	♥ Q 7										
	♦ A K 9 8 6										
	♣ A K 5										
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>								
	Pass	2♥	Dbl								
4♥	4♠	All pass									

This was passed out and East led the ♥J, West winning the ace and returning a heart. This was a chance for my partner to go wrong. If he were to ruff this trick, he would be in big trouble when he ran into the expected 4-2 spade split. On a hand where the opponents have a long outside suit, you don't want either of them to have more trumps than you.

So, even though he didn't have a loser to discard, my partner discarded a diamond in order to keep control of the trumps.

Now, West, not wanting to give Declarer a ruff/sluff, got off lead with a club which was won in dummy so that Declarer could lead a spade to his 10. East won the jack and exited with another club. This was won in dummy. Now three more rounds of spades cleared the suit, finessing West's queen along the way.

After the spades were drawn, partner was lucky to find that the diamonds were very well behaved and ten tricks came in, losing just two hearts and one spade.

We are told always to avoid giving up a ruff/sluff (allowing declarer to throw away a loser from one hand while ruffing in the other). On a hand like this however, where the declarer is solid in the off suits and not-so-solid in trumps, it is likely the best strategy.

East should see at Trick 2 when Declarer does not ruff that his problem suit is likely to be spades and that the best way to attack our spades is to continue to lead hearts, giving Declarer problems in his weakest suit.

**Sometimes it's okay to give the opponents a ruff/sluff.**

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FOR OPEN PLAYERS



# Dear David

## More Trash Talk

I play a convention called “Trash Stayman” that helps me escape from a bad 1NT contract into a hopefully-better suit contract. The auction always begins with 1NT by partner and 2♣ by me. The 2♣ bid is a “relay” to 2♦. When someone tells you a bid is a relay to another suit, it just means that the bid is artificial and has no meaning – but rather is just a method to be used to describe your hand. Let’s look at an example hand and work our way through it.

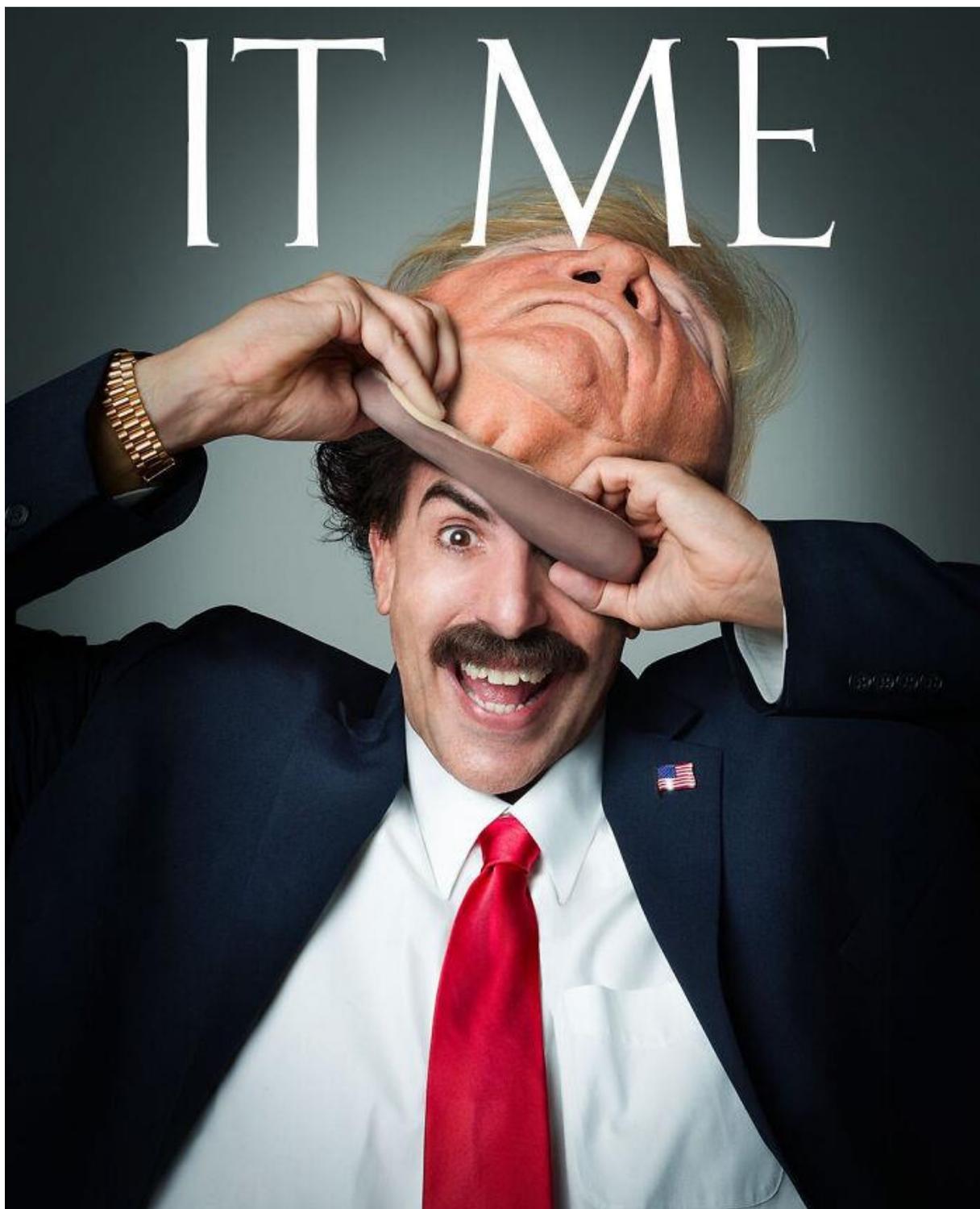
D	9			W	N	E	S
		N North			1NT	P	2♣
		♠ AK63			P	2♦	P
		♥ A1032			P	P	P
		♦ J6			P	P	P
		♣ A53					
W West			E East				
♠ Q105			♠ 42				
♥ K9865			♥ Q74				
♦ 1087			♦ AK943				
♣ 42			♣ KQ9				
		S South					
		♠ J987					
		♥ J					
		♦ Q52					
		♣ J10876					
				2♠ S	NS: 0 EW: 0		

If South had bid 2♥ over 2♦, that would have shown hearts and spades (at least 4-4) or EXACTLY four hearts and a LONGER minor and not enough points to be in game. On this auction, South bid 2♠, which shows EXACTLY four spades and a longer minor. North would always pass with four spades and always bid with two spades. With three spades, he could pass (a 4-3 trump fit is not so bad), or run if he was at least 3-3 in the minors, which guarantees at least an eight-card fit in a minor.

North/South tied for a top board for making eight tricks in spades. Another pair bid and made 3♣. Three pairs played 1NT, going down one or two tricks. Three East/West pairs played 2♦ and got a good result. What we can see from this example is that when one hand is strong and the other is weak, finding a playable suit is more beneficial than languishing in NT.

The remaining question is “How do I find a 4-4 major-suit fit if I can’t play regular Stayman?” If I have a game-going hand, 1NT-3♣ is Puppet Stayman, asking for a four- or five-card major. The purpose of this article was not an attempt to get you to convert to Trash Stayman. Indeed, there is more to the system than I have described above. I have attempted to describe what a relay bid means. Similarly, a waiting bid (2♦ after a 2♣ opener is a waiting bid) promises more to come and says nothing about diamonds.

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## #37

♠ K J 9 4 3  
 ♥ 8 3  
 ♦ J 3  
 ♣ J 8 6 2



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

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

West led the ♠2, you played the ♠3 from the board, and East inserted the ♠7. What should you do now?

### SOLUTION

You have five sure tricks in the red suits, meaning that you need four tricks from the black suits to make your contract. As long as you have side entries to the dummy, it will be easy to develop four tricks in spades. So, do you have side entries to the dummy? There are two candidates, namely the two minor jacks, but they are far from sure-fire and what if neither of them works?

A good principle to follow in a situation like this is to assume that neither of them will work and instead work on making three spade tricks - and, *faute de mieux*, one trick in clubs.

So, the question becomes how to get three tricks in spades without side entries to the dummy? It should be totally doable if West holds the ♠Q - and there are two indications that West does hold the ♠Q.

1. He led a small spade (the ♠2), which normally promises an honour.
2. It's likely that the ♠2 is West's fourth-highest spade, meaning that the suit is splitting 4-2. If East had held the ♠Q doubleton, he would almost certainly have played it on the first trick.

Therefore, take the first trick with the ♠A, not with the ♠10! Of course, it is usually correct to win tricks with the cheapest card, but not in this case. Can you see what would happen if you were to take the first trick with the ♠10? If neither of your side entries turned out to work, you would never get to dummy again!

The right play is to take the ♠A at Trick 1 and lead the ♠10 right away at Trick 2. If West covers your ♠10 with his ♠Q, you overtake with ♠K and cash the ♠J. If West doesn't cover your ♠10

with his ♠Q, you overtake your ♠10 with dummy's ♠J and cross your fingers that East doesn't have the ♠Q.

In the event, the ♠J holds the trick. At Trick 3, cash the ♠K in case the ♠Q falls. In fact, the ♠Q doesn't fall, but that's okay - you weren't counting on it.

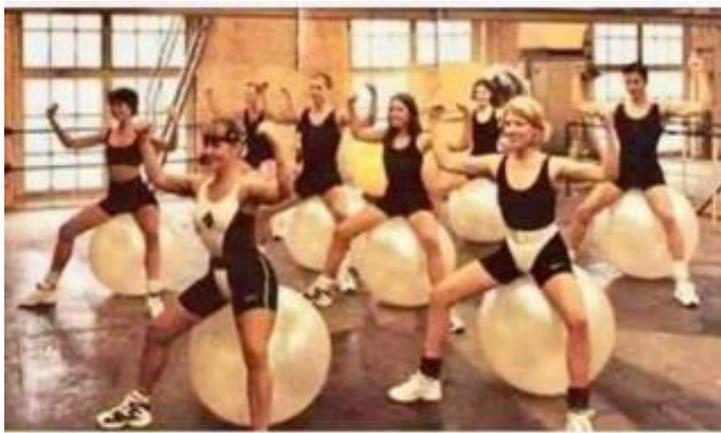
Now, you should forget about spades and start on diamonds. Lead the ♦J from the dummy and plan to finesse if East doesn't cover. Today, East does cover so you take the trick with your ♦A.

Now it's time to tackle clubs (while you still have heart and diamond stoppers). Lead a small club from your hand. You are happy to see West play the ♣K, thereby keeping your two high cards, the ♣Q and ♣J alive and with the result that you've developed a certain club winner, which will be your ninth trick.

Here is the full deal.

♠ K J 9 4 3		♠ 8 7
♥ 8 3		♥ 10 9 7 4 2
♦ J 3		♦ K 7
♣ J 8 6 2		♣ A 10 9 5
♠ Q 6 5 2	<div style="display: inline-block; background-color: green; color: white; padding: 5px; border: 1px solid black;">             N W                      E S           </div>	
♥ Q J 5		
♦ 9 8 6 4 2		
♣ K		
♠ A 10		
♥ A K 6		
♦ A Q 10 5		
♣ Q 7 4 3		

As you see, neither the ♦J nor the ♣J can ever be dummy entries. If you had carelessly taken the first trick with your ♠10, your contract would have surely gone down (unless your opponents made a stupid mistake).



This picture was given to a grade 1 class and the children were asked to suggest a headline. The winning entry was:  
**'Never swallow your bubblegum.'**

**In other news...the seven Dwarfs have been advised that as of today they can only meet in groups of six. One of them isn't Happy.**

## Coming Virtual Events

- Friday, August 27, 12:30 pm, **99er game, (20-22 boards) \$5**
- Friday, August 27, 1:00 pm, **499er game (24 boards) \$5**
- Friday, August 27, 7:00 pm, **open game (24 boards) \$5**
- Saturday, August 28, 1:00 pm, **199er game (20-22 boards) \$5**
- Sunday, August 29, 10:00 am, **499er game, (18 boards) \$5**
- Monday, August 30, 12:30 pm, **49er game (18 boards @ 8 minutes) \$5**
- Monday, August 30, 1:00 pm, **open game (24 boards) \$5**
- Monday, August 30, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, August 31, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, August 31, 1:00 pm, **open game (24 boards) \$5**
- Wednesday, September 1, 1:00 pm, **499er game (24 boards) \$5**
- Wednesday, September 1, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, September 1, 7:00 pm, **open game (24 boards) \$5**
- Thursday, September 2, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, September 2 1:00 pm, **open game (24 boards) \$5**
- Thursday, September 2, 6:30 pm, **19er game \$5**
- Thursday, September 2, 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 are having a picnic at our **club**.