



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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## ALERT – January 17, 2022

### 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 December.*

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	31.53	1	Suzanne Edwards	12.54	1	Joe Blake	7.50
2	Cindy Mahn	22.81	2	Jim Hardy	11.69	2	Steven Allen	7.20
3	Edith Ferber	17.54	3	Lynda Burnett	10.87	3	Virginia Alviano	6.59
4	Robert Griffiths	16.57	4	Roy Dandyk	10.54	4	Belinda Burt	6.55
5	Margot Stockie	15.98	5	Grant Roberts	10.23	5	Reinhold Kauk	5.90
6	Colin Harrington	15.87	6	Barbara Arthur	9.04	6	Brian Gaber	5.87
7	Moira Hollingsworth	14.92	7	Tony Verhoeven	8.39	7	Martin Jones	5.38
8	Liz McDowell	13.09	8	Brian Kirkconnell	8.15	8	Rick Arthur	5.31
9	Sandy Graham	12.34	9	David Embury	7.60	9	Nancy Cattanach	4.73
10	Bruce Roberts	11.18	10	Jim Dalgliesh	7.33	10	Kim Wakeford	4.72
11	Mike Peng	10.82	11	Stephen Nantes	7.09	11	Liz Graham	4.50
12	Ted Boyd	10.70	12	Kevin Latter	6.37	12	Jane Wilson	4.25
13	David Wilson	10.26	13	Joan Slover	6.29	12	Gordon Hunter	4.25
14	Mary McClelland	10.24	14	ML Benjamins	6.28	14	Marilyn Rootham	4.07
15	Tom Ramsay	10.21	15	Shelley Metcalfe	6.15	14	Lynn Campbell	4.07
16	Stephen Young	9.82	16	Robert Giilck	6.09	16	Linda Rush	3.57
17	Dianne Aves	9.09	17	Cheryl White	5.43	17	Sue McDonald	3.50
18	Neil Jeffrey	8.31	18	Kathy Russell	5.20	18	Joan Lawson	3.12
19	Peggy Pearson	7.64	19	Lissa Lowes	5.15	19	Molly Worden	2.98
20	John Vandergrift	7.07	20	Paul Latimer	4.97	20	Trent Robinson	2.84
21	Neil Coburn	6.98	21	Andy Wilson	4.96	20	Carol Robinson	2.84
22	William Christian	6.60	22	Sue Voll	4.94	22	Barb Neibert	2.83
23	Susan Lawton	6.19	23	Judy Beauchamp	4.74	22	Anita Hanson	2.83
23	David Longstaff	6.10	24	Karen Whitworth	4.70	24	Richard Wehrle	2.79
25	Steve Carpenter	4.89	24	Jim Veitch	4.70	24	Don O'Bright	2.79

## 19er Thursday Night Game

The Thursday 19er (entry level) ran last night!!! Yay!!! Let's hope we can keep it going and build on it!

**If you have fewer than 20 master points, please consider coming out for this coming Thursday night's game, starting at 6:30 pm (January 20).**

The game director that night, Ted, knows you're new and will be on hand to help you out. He wants you to know that he's a real pussycat. And if you need a partner, contact [Cheryl Kip](#).

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## Number Rules!

*Contributed by Liz McDowell*

*Liz McDowell, one of our club's founding members, has taught intermediate and advanced intermediate courses at our clubs over the years. Liz is now putting pen to paper to provide a regular column on some of the "bridge rules" she has incorporated into her game. You may wish to try these rules in your own game, or perhaps it will be helpful if you can recognize them when you encounter them at the bridge table. Today's rule concerns the rule of 15.*

**Question:** Should you open in fourth seat after three passes?

**Answer:** Only if you have the Rule of 15. That is, when you add all your high card points to the number of spades in your hand, it adds to 15. For example, 11 HCPs and four spades = 15. If your hand has 11 HCPs but only two spades, PASS. And if your spades are all little ones, also PASS.

**Responder:** As the partner of the fourth-seat opener (of course you passed originally), you need to be aware that your partner might have opened light and may pass whatever you bid. Example of when NOT to open in fourth seat:

♠ 4  
♥ KJ54  
♦ KJ87                      11 HCP's + 1 spade = 12 NOT 15  
♣ K987

Example of WHEN to open in fourth seat:

♠ KQ1092  
♥ AJ4  
♦ 876                      10 HCP's+ 5 spades = 15  
♣ 53

Now let's say responder holds:

♠ AJ5  
♥ 76  
♦ J42  
♣ AJ872

If with the above hand responder were to bid 3♠ as a limit raise, this contract may not make. Instead, most pairs use a convention called Reverse Drury which asks whether partner has a full opening hand or has opened light in fourth seat.

### How Reverse Drury Works

- If responder has three-card support for spades, the bid is 2♣ - which must be alerted as it is artificial (even though there may be clubs in responder's hand).
- If responder has four-card support, the bid is 2♦ (also alertable).

To use this convention, responder must have trump support and at least 10 points since a passed hand was shown earlier in the auction. Light openers will now bid 2♠ which ends the auction and shows the lighter hand. Any other bid shows a full opening hand and possible game interest.

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# TIME YOU LEARNED YOUR LESSONS!

*It's official. We aren't re-opening in January after all (thank you, Omicron). As a result, we are offering more online lessons (see below).*

- *For more information and to register for our online lessons for advancing players, click [here](#).*

*Some of the timelines are short – so don't delay – register right away!!!!!!!!!!!!*

We	They
20	
50	
100	
200	
30	
70	120
240	
60	

## Scoring

Have you ever played a hand where you thought you did really well - but then looked at the results and saw you'd got a bottom score? Have you ever wondered whether you should compete to the three level in the bidding - but made the wrong decision as it turned out? This workshop will discuss how our game is scored - and show you how a knowledge of the scoring can/should improve your bidding and play (and results).

This workshop will teach the principles of scoring of individual hands, leading to playing around the kitchen table, through duplicate bridge at the club, and culminating with Swiss Team events. Attention will be given to vulnerability, doubles, and some simple strategies to improve your scores. Several hands will be examined to illustrate the lessons.

Level: **Novice**

Instructor: Jack Cole

Date: Tuesday, January 18, 6:30 pm – 9:00 pm

Mode: ONLINE

Current Enrollment: 2

Fee: \$20 for members/ \$25 for non-members

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## Recorded Lessons

- John Hanemaayer recorded his **novice** workshop on **Filling out your Convention Card**, and it is available for \$10.
- Stephen Carpenter recorded his **novice** workshop on **Killer Signals**, and it is available for \$10.
- Jack Cole recorded his **novice** workshop on **Playing in our Online Games**, and it is available for \$10.

To order one or more of these recordings, send in your payment specifying what it is for (click [here](#) for information on how to pay).

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**IT IS RECOMMENDED THAT THE FOLLOWING TWO WORKSHOPS BE TAKEN AS A UNIT, AS MANY OF THE SAME CONCEPTS ARE PRACTISED AND REINFORCED.**



## **Hand Evaluation (Suit Contracts)**

This workshop will demonstrate that all point counts are not equal, especially in suit contracts. Adding up your high-card points when you pick up your hand is just the start. First, you have to establish whether they are good high-card points or bad high-card points. Furthermore, your hand often gets better (or worse) as the bidding progresses.

The participants in this workshop will play 12 suit-contract hands where they are challenged to bid to the right level.

Regular partners may find it beneficial to attend this workshop as a pair.

Level: **Intermediate**

Instructor: Malkin Howes

Date: Saturday, January 22, 9:30 am - noon

Mode: ONLINE

Current Enrollment: 10

Fee: \$20 for members/ \$25 for non-members

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## **Responding to Invitational Bids**

This workshop emphasizes the differences between suit contracts and no trump contracts when it comes to using point count. It will build on the concepts taught in the hand evaluation workshop – when to upgrade and when to downgrade your hand, based on your hand's composition and information gleaned from the subsequent bidding. It is thus highly recommended that both workshops be taken as a unit.

The participants will play up to 16 boards (depending on time) that involve an invitational bidding sequence, with the last bidder making the decision about whether or not to go to game.

Then the hand will be played out and the correctness of that decision analyzed.

Regular partners may find it beneficial to attend this workshop as a pair.

Level: **Intermediate**

Instructor: Malkin Howes

Date: Saturday, January 29, 9:30 am - noon

Mode: ONLINE

Current Enrollment: 8

Fee: \$20 for members/ \$25 for non-members

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## The Basics of Bridge Defence

This course presents all the basic concepts of good defensive play. It is intended for players of all levels who have not yet taken a defensive course.

The course focuses on five aspects of defence: opening leads; third seat play; signals; second seat play; and discards. Each lesson covers one aspect of defence for both no trump and suit contracts, and includes playing hands to enhance understanding. Specific topics include Rule of 11 on no trump leads; when to cover an honour; when to play high in second seat; when to play low in third seat; splitting honours; count, attitude, and suit preference signals; and defensive strategies (for example, active versus passive, cutting declarers' communications, and forcing defence). Lesson hand-outs and hand records will be provided.

Although not required for the course, a companion textbook is recommended (*Eddie Kantar Teaches Modern Bridge Defence*, which may be purchased from Amazon: new \$29.95, used from \$12.16)

The Basics of Bridge Defence is designed as a complete five-week course, and students are encouraged to take all five lessons. Nevertheless, it will be possible to take individual lessons on a pay-as-you-go basis.

Level: Beginner/Novice/Intermediate

Mode: ONLINE

Instructor: Stephen Carpenter

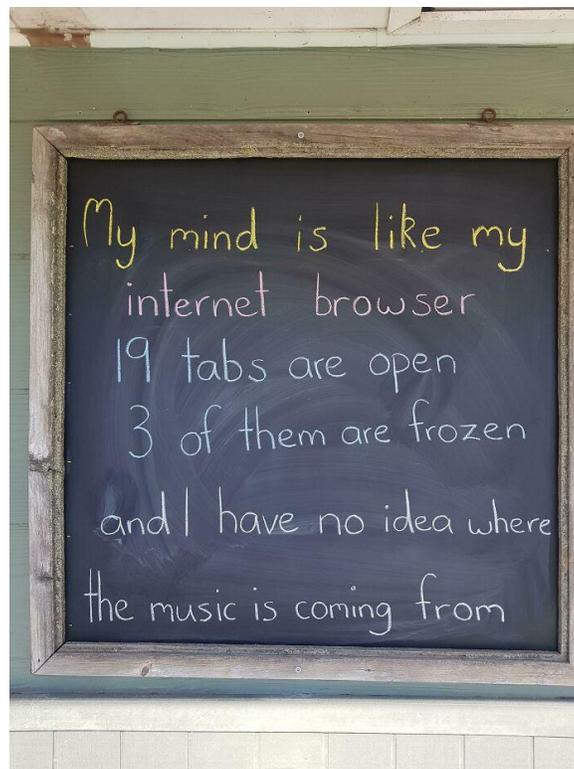
Current Enrolment: 7

Course Cost: \$75 for members, \$85 for non-members

Cost for an Individual Lesson: \$20 for members, \$25 for non-members

Dates: Wednesday mornings 9:30 am - noon, February 2, 9, 16, 23, and March 2

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## Learning as You Play

*Contributed by Robert Griffiths*

<b>Board 12</b>					
West Deals					♠ K 8 6 2
E-W Vul					♥ K J
					♦ 4 3
					♣ A 8 6 3 2
♠ J					♠ 10 5
♥ Q 9 8 7 5 3					♥ A 6 2
♦ A 9 6					♦ J 10 8 5 2
♣ K Q J					♣ 10 9 7
					♠ A Q 9 7 4 3
					♥ 10 4
					♦ K Q 7
					♣ 5 4
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		
1 ♥	Pass	2 ♥	2 ♠		
3 ♥	4 ♠	All pass			

West led the ♣K, and South considered. He had a club loser, a diamond loser, and he could see that there would be a guess in the heart suit to avoid two losers there. Normally, one would think that the opening bidder would be more likely to hold the ♥A and that leading towards dummy's king would be the winning play.

But South was in no hurry to play hearts, so he won the ♣A and then drew two rounds of trumps ending on the board. Next, he led a diamond from the board towards his ♦KQ.

When West won his ♦A, cashed a top club, and returned a small heart, South knew more than he did at the start of the hand. West had shown up with the KQ of clubs, the ♠J, and the ♦A. If he held the ♥A as well, that would have left East, who had raised hearts with at most the ♥Q and two jacks.

It wouldn't be the first time in the history of bridge that a single raise has been made with four HCP, but the odds favour the opening bidder holding 12 or 13 HCP and responder holding five or six, giving South justification to play the ♥J on West's lead, losing just one heart trick and making his contract.

Playing diamonds before hearts was important. South could make a more informed guess about the hearts from knowing who held the ♦A. If East had held that card, it would have been more logical to lead to Dummy's ♥K, instead of the jack - since West would need one of the red aces for his opening bid.

**Sometimes you can discover important information by playing suits in the right order.**

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# Dear David

## No Second Chances

N	North	W	N	E	S
♠	73	2♠	P	4♠	5♣
♥	542	5♠	P	P	P
♦	QJ93				
♣	Q764				

The auction and your high card points both suggest that partner was bidding 5♣ as a sacrifice over 4♠. You have very little defensively against 5♠, but it seems as if 6♣ would be too expensive. So, you lead a low club to your partner's hand and shortly thereafter agree to the opponents' claim of making 5♠.

But this isn't Groundhog Day, the movie where Bill Murray lived the same day over and over again. With the knowledge gained from the first time you played the hand, what lead would you make to defeat 4♠? Armed with the foreknowledge that it could be defeated, some would say that partner must be trumping diamonds. Without that knowledge, a diamond lead could be horrible, as it could allow declarer to bring home the diamond suit with no losers. So, what should you lead?

On this auction, the chances of taking more than one club trick is laughable. The lead of the ♣Q serves two purposes. It clarifies the suit for partner if he has AJ of clubs and dummy has Kx of clubs. The other way it wins is when partner has AK of clubs and can make a suit preference signal on your ♣Q.

D 24	<b>N</b> North	W	N	E	S
	♠ 73 ♥ 542 ♦ QJ93 ♣ Q764	2♠ 5♠	P P	4♠ P	5♣ P
<b>W</b> West		<b>E</b> East			
♠ QJ10842 ♥ Q976 ♦ K2 ♣ 5		♠ AK6 ♥ KJ ♦ A1087654 ♣ J			
	<b>S</b> South				
	♠ 95 ♥ A1083 ♦ ♣ AK109832				
		5♠ W		NS: 0 EW: 0	

South can either overtake the club if he can see a good line of defense, or let partner win the queen and give him a suit preference signal. The ♣10 says “Lead a heart.” The ♣2 says “Lead a diamond.” A middle club says “Do whatever you think is best—I have no preference.” The only defense that beats 5♠ is an opening diamond lead (unwise), or the ♣Q followed by a diamond, as per South’s instructions.

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

#56

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



♠ A K 8 2  
 ♥ K Q 7 5  
 ♦ K Q 8 5  
 ♣ 7

West	North	East	South
		Pass	1 ♦
3 ♣	Dbl	Pass	3 ♥
Pass	4 ♥	Pass	5 ♣ <sup>1</sup>
Pass	5 ♦ <sup>2</sup>	Pass	6 ♥
All pass			

First- or second-round control

First- or second-round control

West's pre-emptive bid didn't stop me from bidding the slam but, when I saw the dummy I had caught, I got a queasy feeling in my stomach. West led his ♣K.

I took the first trick with dummy's ♣A, East following. At Trick 2, I led a small club from dummy and ruffed it with my ♥5, everyone following. I then led the ♥K at Trick 3. West took it with his ♥A and East followed. Now West led the ♣Q: dummy played small, East discarded a small spade, and I ruffed with my ♥Q. At Trick 5, I led the ♥7. Unfortunately, West showed out, discarding a small club (remember this). Dummy's ♥9 won the trick and East followed of course. As a declarer, how would you proceed?

**SOLUTION**

After five rounds, the situation is as follows.

♠ 6 5  
 ♥ J 10  
 ♦ A 4 3  
 ♣ 8



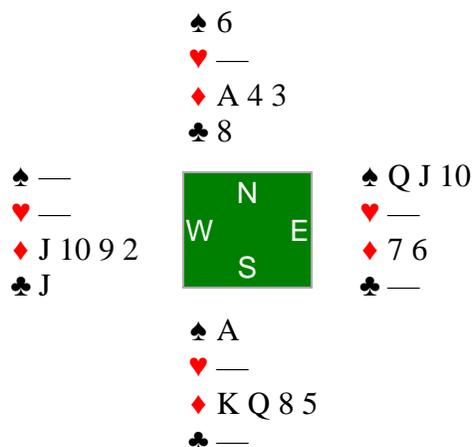
♠ A K 8 2  
 ♥ —  
 ♦ K Q 8 5  
 ♣ —

By now, you know quite a bit.

1. You've lost a trick to the ♥A, so you have to take all of the remaining tricks to make your contract.
2. Trumps are divided 1-4, East holding four. There are two outstanding trumps left in the East hand.
3. The trumps in your hand have been shortened by the club ruffs. What about reversing the dummy (counting dummy's losers instead of declarer's losers)? Dummy has only one loser - the ♣8.
4. West started with six clubs, the singleton ♥A, and is probably short in spades (he wouldn't have pre-empted with decent spades). This means West likely holds more than three diamonds – ergo, your fourth diamond may not be a winning card.

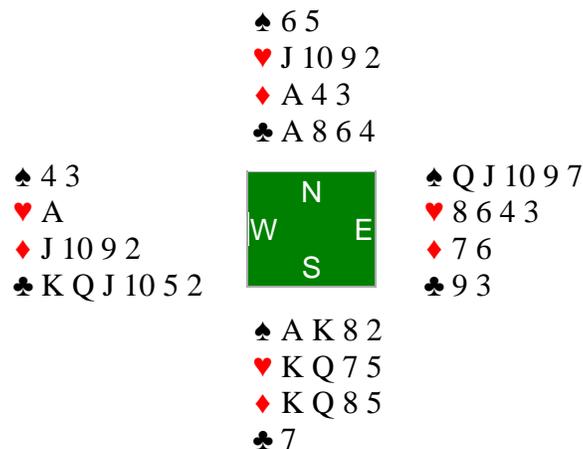
If the above analysis is correct, West will have to guard both diamonds and clubs - meaning that he is squeezable. For the squeeze to work, you have to play majors, starting with drawing the last of the hearts. So, at Tricks 6 and 7 you cash dummy's last two hearts, discarding two small spades from your hand and watching West's discards like a hawk. In the event, West discards a club and a spade on the heart leads.

So far, West has played five clubs (three club leads and two club pitches), meaning he has one club left. At Trick 8, lead a spade toward your ♠K: both East and West will follow. At Trick 9, lead the ♠A and watch West squirm because he wants to keep four diamonds and a club but has to throw one of them. Here is the five-card ending.



- If West discards a club (the ♣J), making dummy's ♣8 good, you discard a small diamond from dummy, go to the board with the ♦A, cash the ♣8 pitching a diamond from your hand, and now your hand is good.
- If West discards a diamond, you discard dummy's ♣8 and now all of your diamonds are good.

Here is the full deal.



As you can see, if you had tried to ruff your losing spades and diamonds in dummy, the minute West gained the lead with his ♥A he would force you to ruff a club in your hand, meaning you would eventually lose a trick to one of East's long hearts.

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**Ethel Craig**

Before Covid, Ethel was a regular member of a local bridge group mentored by Nanci Phelan. Although this “Tuesday Afternoon Bridge Group” met to play bridge (some better than others), it was more about the laughter and the friendship, offering a kind of “group therapy” as we age and deal with life’s slings and arrows. With 55 people, there are many different personalities and no end of family dramas going on. The bonding and caring in this group is quite unique and the laughter our glue. What is told at Tuesday afternoon bridge, stays at afternoon bridge (or so we’d like to think)!! We’ve had festive potluck Christmas parties, themed June garden parties, and milestone birthday outings to restaurants, movies, and theatres together.

Ethel was always in the thick of these activities, pulling more than her weight, helping people behind the scenes, adding her no-nonsense comments to shared stories - though you never knew if she was serious or kidding. We came to know and love Ethel during our eight years or so together, holding her in our prayers when she faced a lung transplant and rejoicing when her 11 grandchildren were born. Her straightforward and courageous struggle with lung disease coupled with her sarcastic sense of humour and joie de vivre will leave a hole in our hearts.

When things shut down, Ethel joined BBO, GRBC, and Trickster Bridge. Living alone, it was her touchstone during this world of covid isolation. She partnered with Belinda Burt in weekly tournament games as well as nightly casual games on BBO and organized weekly Trickster games for members of the Tuesday Bridge Ladies last fall. As mentioned, Ethel just loved the game of bridge but didn’t really care much if she was at the top of the charts, or so she liked you to think. That competitive spirit was alive and well, but she was so good-natured about everything in her life that there was no room for anything but a fun game of bridge. Her partnership with Belinda led to a close friendship that will be greatly missed, and so will her sometimes wild and irregular bridge bidding, erring most often on the side of aggression. She was small but mighty, tender but strong, wise and resourceful, loving and fun.

Ethel’s eight-year gift of life after her transplant was a gift to us as well. Her lungs began to fail last fall, and she passed away on December 28, 2021.

Ethel’s obituary can be read [here](#), and her delightful memorial service can be viewed until March 4 [here](#).

*Contributed by Nanci Phelan and Belinda Burt*

## Eligibility for Our Virtual Club Games

A few weeks ago, the ACBL made a change to BBO that makes it easier to invite a friend to our club's games.

Previously both players had to be eligible, either because they historically played at our club or they had been added to our friends list. Now any historical player can invite any player. For the ACBL, an historical player is someone who played face-to-face at our club in 2019 or 2020.

Note that the historical player has to be the one doing the inviting.

This change makes it easier to invite a friend without having to contact the club.

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## January Virtual Games

*Contributed by the Games Committee*

For the past while, BBO online players have been receiving 125% of the master points of regular club games, but this multiplier disappeared effective January 3. From now on, all games will be at 100% club rating, the same as regular face-to-face games.

However, there is a special game week left in January.

- **January 17 – 23: Silver Linings Week (2x regular club points, 100% silver, game fees \$7)**

## Coming Virtual Events

- Friday, January 14, 12:30 pm, **99er game (20-22 boards) \$7 (double points)**
- Friday, January 14, 1:00 pm, **499er game (24 boards) \$7 (double points)**
- Friday, January 14, 7:00 pm, **open game (24 boards) \$7 (double points)**
- Saturday, January 15, 1:00 pm, **199er game (20-22 boards) \$7 (double points)**
- Sunday, January 16, 10:00 am, **499er game (18 boards) \$7 (double points)**
- Monday, January 17, 12:30 pm, **49er game (18 boards @ 8 minutes) \$7 double MP**
- Monday, January 17, 1:00 pm, **open game (24 boards) \$7 double MP**
- Monday, January 17, 7:00 pm, **499er game (24 boards) \$7 double MP**
- Tuesday, January 18, 12:30 pm, **199er game (20-22 boards) \$7 double MP**
- Tuesday, January 18, 1:00 pm, **open game (24 boards) \$7 double MP**
- Wednesday, January 19, 1:00 pm, **499er game (24 boards) \$7 double MP**
- Wednesday, January 19, 6:45 pm, **199er game (20-22 boards) \$7 double MP**
- Wednesday, January 19, 7:00 pm, **open game (24 boards) \$7 double MP**
- Thursday, January 20, 9:30 am, **99er game (20-22 boards) \$7 double MP**
- Thursday, January 20, 1:00 pm, **open game (24 boards) \$7 double MP**
- Thursday, January 20, 6:30 pm, **19er game \$7 double MP**
- Thursday, January 20, 7:00 pm, **999er game (24 boards) \$7 double MP**

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 will miss Ethel Craig at our **club**.