



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – April 4, 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 February.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	39.41	1	Brian Kirkconnell	19.16	1	Reinhold Kauk	7.48
2	Robert Griffiths	28.91	2	Stephen Nantes	17.52	2	Nancy Cattanach	7.42
3	Cindy Mahn	26.10	3	Suzanne Edwards	14.53	3	Martin Jones	7.38
4	Margot Stockie	23.54	4	Susan Kerrigan	10.17	4	Joe Blake	6.88
5	Mike Peng	22.32	5	Dave Leitch	10.04	5	Ginny Scott	6.79
6	Colin Harrington	18.87	6	Cheryl White	9.03	6	Susan Durance	6.73
7	Stephen Young	17.88	7	David Dennis	8.81	7	Steven Allen	6.68
8	Edith Ferber	17.13	8	Lynda Burnett	8.39	8	Belinda Burt	6.60
9	John Vandergrift	17.08	9	Nanci Phelan	8.19	9	Elinor Girouard	5.97
10	Moira Hollingsworth	16.15	10	Sue Voll	7.74	10	Jane Wilson	5.90
11	Sandy Graham	13.90	11	Lori Cole	7.54	11	Virginia Alviano	5.87
12	David Longstaff	13.47	12	Tony Verhoeven	7.18	12	Barb Neibert	5.51
13	Kathy Russell	11.88	13	Andy Martinek	7.02	12	Anita Hanson	5.51
14	Dianne Aves	11.04	14	Barbara Arthur	6.81	14	Audrey Cook	4.98
15	Malkin Howes	10.83	15	Laurence Dean	6.61	15	Molly Worden	4.83
16	Tom Ramsay	10.06	16	Marlene Dopko	6.56	16	Michel Lalonde	4.55
17	David Wilson	9.32	17	Barbara Lindsay	6.52	16	David Ward	4.55
18	Steve Carpenter	9.01	17	Joan Slover	6.52	18	Sue McDonald	4.54
19	Ted Boyd	8.94	19	Roy Dandyk	6.32	19	Gordon Hunter	4.52
20	Neil Jeffrey	8.49	20	Carolyn Baechler	6.31	20	Christine Kelly	4.41
21	Adrian Record	7.90	21	Judy Bailey	6.25	21	Jeannie Leforge	4.40
22	Wayne Schroeder	7.83	22	Renate Boucher	6.15	22	Pauline Copleston	4.33
23	Neil Coburn	7.74	23	Marion Allan	6.12	23	Brian Gaber	4.31
24	Scott Hills	7.47	24	Kevin Latter	6.09	24	Marilyn Rootham	4.27
25	Liz McDowell	7.44	25	Cheryl Kip	5.97	25	Valirie Binkle	3.98

2021 Overall Mini-McKenney and Ace of Clubs Winners*

We have already published the names of local winners of these races in terms of our unit, but the following local players have made the top 25 masterpoint earners *in the entire ACBL*. This is an extraordinary achievement!

20-50 Points

- **Salvatore Pace** (#9 in Mini-McKenney and #10 in Ace of Clubs)

50-100 Points

- **Shelley Metcalfe** (#13 in Mini-McKenney and #12 in Ace of Clubs)

100-200 Points

- **Ron Lawrence** (#2 in Mini-McKenney and #2 in Ace of Clubs)

200-300 Points

- **Gary Stoller** (#6 in Mini-McKenney and #18 in Ace of Clubs)

300-500 Points

- **Donna Angst** (#21 in Mini-McKenney and #15 in Ace of Clubs)

1500-2500

- **Peter Peng** (#25 in Mini-McKenney)

*The Mini-McKenny Race recognizes the ACBL members who win the most points during a calendar year, while the Ace of Clubs Race recognizes the ACBL members who win the most points in club play only.

As well, two other local players were honoured.

- **Noah Pace**, #15 in the Youth Category
 - **David Baker**, #16 in the top masterpoint earners in Canada
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From the Archives – Small Acts of Kindness and of Love

Here are a few things that individual players can do to show consideration to their fellow members when playing in-person at the club.

- Arrive at least 15 minutes before game time. If everyone would do this, it would give the game director some much-appreciated breathing space.
 - Mute your phone.
 - Don't wear perfume or after-shave lotion. Some players are allergic to scents.
 - Stop talking while the director is making announcements. You might actually learn something!
 - If you're on lead, make your lead *before* you write down the contract in your personal record. The declarer is dying to see his or her dummy.
 - Refrain from snapping your cards. The sound is distressing to players who wear hearing aids.
 - Clean up any debris at your table before you head for home. It's the maid's day off.
-



Blackwood – Not Just a Hardwood Tree

Contributed by Liz McDowell

Blackwood is a slam-bidding convention developed by Easley Blackwood in 1933 and still widely used today. The Blackwood convention (four no trump) is used to find out how many aces or kings partner has when slam is a possibility. Usually, it is invoked when a suit fit has been identified. If you are a newer player, it is wise to learn standard Blackwood before switching to Key Card Blackwood which will be discussed in next week's column.

When to use Blackwood

- You think your partnership may have sufficient strength for a slam; and
- You expect to be able to make your contract at the five-level even if partner has no aces.

Responses to the 4 NT Ace-Asking Bid

5♣ 0 or 4 aces

5♦ 1 ace

5♥ 2 aces

5♠ 3 aces

Caution! A void cannot be counted as an ace.

Responses to 5 NT King-Asking Bid

6♣ 0 or 4 kings

6♦ 1 king

6♥ 2 kings

6♠ 3 kings

What should you do if the opponents interfere with the Blackwood slam bidding?

- Use **DOPI** or **ROPI** (**D**ouble or **R**edouble means you have **0** aces, **P**ass shows **1** ace). The cheapest available bid would show two aces, second-cheapest three aces, and third-cheapest four aces. OR
- Use **DEPO** (**D**ouble shows an **E**ven number of aces, **P**ass shows an **O**dd number of aces).

DOPI and ROPI are better when the opponents' suit is lower-ranking than yours, while DEPO is better when their suit is higher-ranking. Click [here](#) for more on this.

You and your partner need to check the appropriate boxes on your convention card if you agree to use these conventional treatments.

What should you do if after asking for aces you learn that your partner has zero aces and you are missing two aces?

Answer Return to your agreed suit at the five-level or, if you prefer no trump, bid the first non-bid suit and this asks partner to bid 5 NT to end the auction as slam is unlikely.



Thanks and a Tip of the Hat to.....

Bonnie Kains and **Jim Dalgliesh** who for two years satisfied the requirements of our insurance policy by each visiting the club once a week.



Happy Tenth Birthday to Us

Technically, it's our club's tenth birthday this week, but the festivities have been put on hold pending more robust attendance at our face-to-face games.

Conventional Wisdom

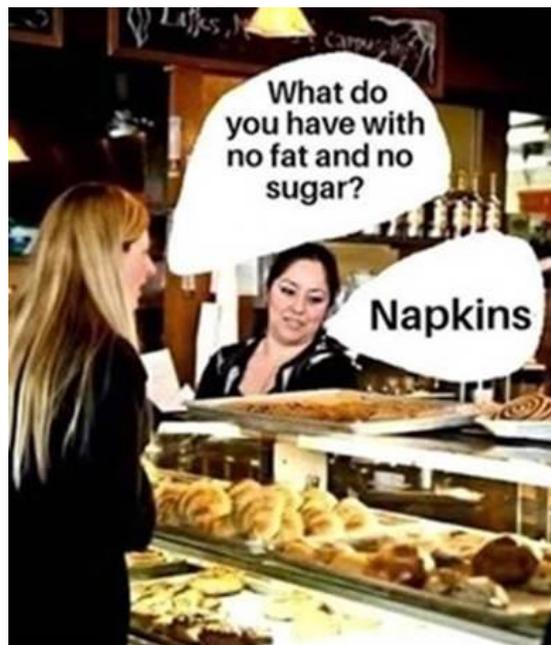
This is the first of a series of columns on filling out a convention card. Let's start with the basics.

Every partnership is supposed to have an identically-filled-out convention card.

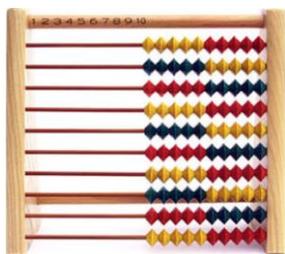
- In **online games**, this is accomplished by logging in to BBO, clicking on the **ACCOUNT** tab along the right-hand side, clicking on the **CONVENTION CARDS** tab along the top, clicking on **NEW ACBL CONVENTION CARD**, and then filling it out. In the **PARTNER** slot, type your partner's BBO username. Now, whenever you play in an online game, your card will be easily accessible by everyone at your table.
- In **club games**, you and your partner need to fill out an identical paper version of this convention card. You will find a stack of blank convention cards at the club on the table beside the game director's desk. You should always make your filled-out convention card easily accessible by your opponents during every game.

So, what should you be putting on your convention card, you ask? More on this next week, but as a general rule newer players should keep the conventions to a minimum. For starters, here are Larry Cohen's four most important conventions.

- Negative Doubles
 - Blackwood
 - Stayman
 - Jacoby Transfers
-



TIME YOU LEARNED YOUR LESSONS!



Counting at Bridge

Counting is the single most important skill you can learn in order to improve both your declarer play and your defence. Counting at Bridge is a five-week series of lessons based on the skill of counting. The lessons are intended for intermediate players who wish to improve both declarer play and defence.

Everyone knows about counting high-card points and the trump suit, but for many players counting ends there. If this is all the counting that you do, you have sampled just the tip of the iceberg.

- Learning how to count distribution is a necessary skill if you hope to become a good bridge player.
- Counting declarer's tricks is another type of counting.
- Do you know how to count tricks for the defence? Do you know how and when to show count?

Counting is a huge topic to learn and to master, but you need to start somewhere, and it might as well be now.

PS The author of your textbook is your instructor.

Level: **INTERMEDIATE**

Instructor: Dianne Aves

Mode: FACE-TO-FACE

Dates: Tuesday evenings, 7:00 pm – 9:30 pm, April 26 – May 24

Fee: \$75 for members/ \$85 for non-members plus \$20 for the text

Click [here](#) for more information and to register.

If you and your friends have a burning desire to have a two-and-a-half-hour workshop on a particular topic, email [Malkin](#), our lesson lead, and she will see what she can do.

In the meantime, we do have these recorded lessons available.

Recorded Lessons

The following recordings are available for \$10. To order one or more of them, send in your payment specifying what it is for (click [here](#) for information on how to pay).

- John Hanemaayer's **novice** workshop on **Filling out your Convention Card**
 - Stephen Carpenter's defence workshop on **Killer Signals**
 - Jack Cole's **novice** workshop on **Playing in our Online Games**
 - Stephen Carpenter's defence workshop on **Opening Leads**
 - Jack Cole's **novice** workshop on **Scoring Matters**
 - Stephen Carpenter's defence workshop on **Third Seat Play**
 - Stephen Carpenter's defence workshop on **Second Seat Play**
 - Stephen Carpenter's defence workshop on **Discards and Strategies**
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FOR OPEN PLAYERS



Dear David

Never Give Up, Never Surrender



This is a picture of the cast of a quite funny sci-fi movie called “Galaxy Quest” that I just re-watched for the umpteenth time. The movie is about a TV series that has Tim Allen playing the commander of a spaceship. At least once in every episode, he delivers the line (with much gravitas) “Never give up, never surrender.” Notwithstanding how stupid it is to say the same thing twice, my partner should have heeded that advice.

	N North ♠ K985 ♥ AK10 ♦ Q973 ♣ J5	W N E S 1NT P P P
	W West ♠ AQJ3 ♥ J94 ♦ KJ10 ♣ A63	E East ♠ 642 ♥ Q7 ♦ A86 ♣ Q10742
	S South ♠ 107 ♥ 86532 ♦ 542 ♣ K98	1NT W NS: 0 EW: 0

Declarer took three of the first six tricks and arrived at this position.

	N North ♠ K9 ♥ K10 ♦ Q97 ♣	<table border="1"> <tr><th>W</th><th>N</th><th>E</th><th>S</th></tr> <tr><td>1NT</td><td>P</td><td>P</td><td>P</td></tr> </table>	W	N	E	S	1NT	P	P	P
	W	N	E	S						
	1NT	P	P	P						
W West ♠ AJ ♥ J9 ♦ KJ ♣ 6	♦ 3 ♦ 10 ♦ 6 ♦ 2	E East ♠ 6 ♥ Q ♦ A8 ♣ 1074								
S South ♠ ♥ 6532 ♦ 54 ♣ 9	1NT W NS: 3 EW: 3									

At this point, Declarer had six of the last seven tricks (three clubs, two diamonds, and a spade); so, he claimed, giving up a heart trick at the end. Let's try it a little differently. What if he were to take his two diamonds and then his three clubs, pitching his two hearts on the last two club winners? Focus on the North hand below which at Trick 11 must discard on dummy's last club.

	N North ♠ K9 ♥ K ♦ ♣	<table border="1"> <tr><th>W</th><th>N</th><th>E</th><th>S</th></tr> <tr><td>1NT</td><td>P</td><td>P</td><td>P</td></tr> </table>	W	N	E	S	1NT	P	P	P
	W	N	E	S						
	1NT	P	P	P						
W West ♠ AJ ♥ ♦ ♣	♥ J ♣ 4 ♥ 3	E East ♠ 6 ♥ Q ♦ ♣								
S South ♠ ♥ 65 ♦ ♣	Select cards to play for all 4 players 1NT W NS: 3 EW: 7									

Whatever North plays on this trick gives declarer the last two tricks. As I have explained on many previous occasions, you don't need to know much about squeeze play. You just need to be aware that running all your winners will often squeeze your opponents in unexpected ways. Check out the movie, even if you are not a sci-fi fan. NEVER GIVE UP, NEVER SURRENDER.

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

#66

♠ 9 7 6
 ♥ K Q J
 ♦ 5
 ♣ A K J 8 6 2



♠ A K 8 4 3
 ♥ A 6 4 2
 ♦ 9 6
 ♣ Q 7

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

West led the ♣10, which I allowed to ride around to my ♣Q. At Trick 2, I cashed my ♠K, on which West played a small spade and East contributed the ♠10. What now?

SOLUTION

One option is to bang down the ♠A at Trick 3, hoping that both opponents will follow suit, and then run dummy's good clubs to provide parking places for your hand's two diamond losers. However, you should be aware of the danger of a 4-1 trump distribution (quite likely, actually, given East's play of a high spade at Trick 2). If East's ♠10 is a singleton, it means that West started with the ♠QJxx - two certain tricks. And if West has no more than two clubs, he can ruff your second or third club, eliminate dummy's last trump, and proceed to cash two diamonds to defeat your contract.

So instead of just banging down your ♠A, you should lose a diamond right away in preparation for ruffing your hand's second diamond loser in dummy.

When you lead a small diamond from your hand, one of the two following things will happen.

1. East will take the trick and lead a club for his partner to ruff. Now you're in control. After the ruff, West's best defence is to exit with a trump (the ♠Q or the ♠J). You take it with your ♠A and ruff your hand's second (and last) diamond in dummy. Then you start running dummy's good clubs. At some point, West will ruff in, but that's all she wrote. The opponents get their two trump tricks plus a diamond trick = three tricks in total.

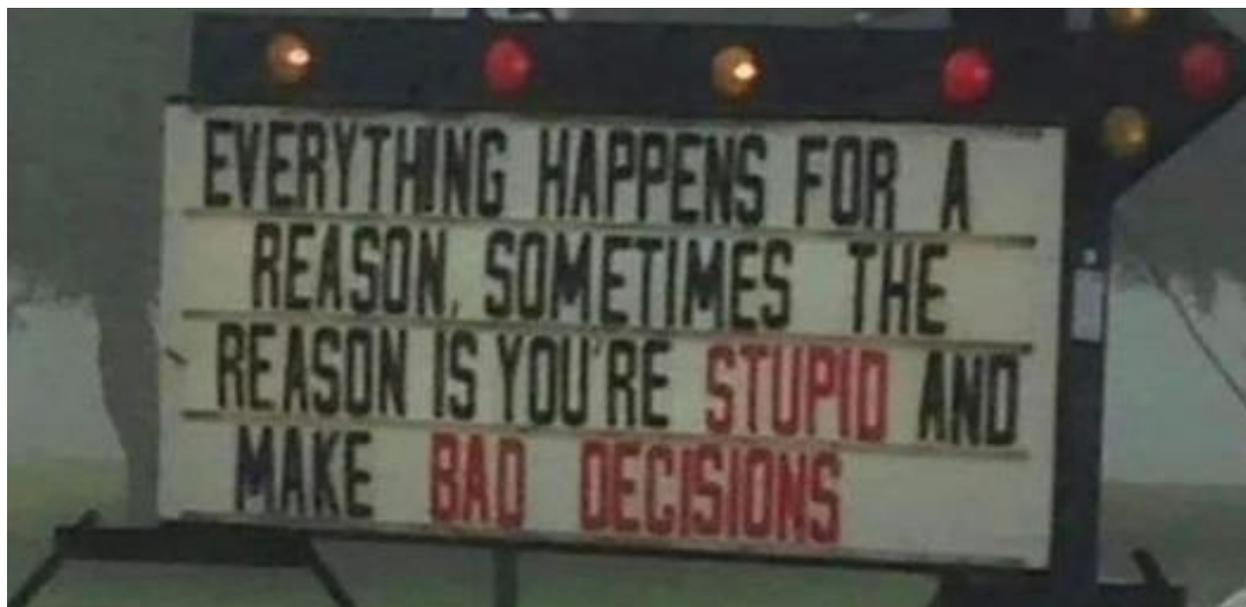
OR

2. West will take the trick and lead a high trump (the ♠Q or the ♠J, if he leads a small trump, you can make an overtrick) in order to eliminate dummy's trumps. You take this trick with your ♠A and ruff your hand's second (and last) diamond in dummy. At this point, any effort to draw trumps will be counter-productive, because West still has the ♠Q5 and you have the ♠843. No matter what you do, you are going to lose two trumps. So, forget about drawing trumps and instead start running dummy's good clubs. All West can do is ruff a club with his ♠5 and then cash his ♠Q. The opponents get their two trump tricks plus a diamond trick = three tricks in total.

Here is the complete deal.

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

It is true that you might make an overtrick by banging down the ♠AK at Tricks 2 and 3 - but only if trump splits 3-2. Overtricks are wonderful, especially in matchpoint games - but they are not worth risking your contract for.



It's Back! Online Wednesday Night 199ers

Contributed by the Games Committee

It seems the Wednesday morning wasn't a good timeslot for the 199er face-to-face game. We are reviewing the survey results and looking at options for a face-to-face game - stay tuned! While we are doing that, the online Wednesday Night 199er @ 6:45 is back for your enjoyment, effective immediately (April 6). Please remember to register by 6:30 pm and stay logged in to BBO. See you there!

Special Charity Week

For our online games, Monday, April 4 through Sunday, April 10 is charity week. A portion of the table fees will go directly to the ACBL Charity Foundation, and 50% of the proceeds will go to the UNICEF – Help Children in Ukraine Fund. Double black masterpoints will be awarded, and there will be a BBO\$2 surcharge.

ALL GAMES ARE ONLINE UNLESS DESIGNATED **FACE-TO-FACE.**

Coming Events

- Friday, April 1, 1:00 pm, **499er game (24 boards) (\$7 members/ \$9 non-members)**
FACE TO FACE
- Friday, April 1, 7:00 pm, **open game (24 boards) BBO\$5**
- Saturday, April 2, 12:30 pm, **999er game (24 boards) BBO\$5** 
- Saturday, April 2, 1:00 pm, **199er game (20-22 boards) BBO\$5**
- Sunday, April 3, 10:00 am, **499er game (18 boards) BBO\$5**
- Monday, April 4, 9:00 am, **Bridge Lab**  **(\$7 members/ \$9 non-members)**
FACE TO FACE
- Monday, April 4, 12:30 pm, **99er game (20-22 boards) BBO\$7**
- Monday, April 4, 1:00 pm, **open game (24 boards) BBO\$7**
- Monday, April 4, 7:00 pm, **499er game (24 boards) BBO\$7**
- Tuesday, April 5, 12:30 pm, **199er game (20-22 boards) BBO\$7**
- Tuesday, April 5, 1:00 pm, **open game (24-28 boards) (\$7 members/ \$9 non-members)** **FACE TO FACE**
- Wednesday, April 6, **6:45 pm, 199er game (20-22 boards) BBO\$7** 
- Wednesday, April 6, 1:00 pm, **499er game (24 boards) BBO\$7**
- Wednesday, April 6, 7:00 pm, **open game (24 boards) BBO\$7**
- Thursday, April 7, 9:30 am, **99er game (20-22 boards) BBO\$7**
- Thursday, April 7, 1:00 pm, **open game (24 boards) BBO\$7**
- Thursday, April 7, 6:30 pm, **19er game (18 boards) BBO\$7**
- Thursday, April 7, 7:00 pm, **999er game (24 boards) BBO\$7**

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're turning ten at our **club**.