



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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## ALERT – June 6, 2022

### Top 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 April.*

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	33.68	1	Paul Latimer	10.68	1	Nancy Cattanach	9.26
2	Mike Peng	25.32	2	Suzanne Edwards	10.10	2	Molly Worden	8.29
3	Cindy Mahn	24.80	3	Shelley Metcalfe	9.93	3	Belinda Burt	7.24
4	Moira Hollingsworth	18.14	4	Stephen Nantes	9.02	4	Louise Dawdy	6.68
5	Liz McDowell	16.11	5	Brian Kirkconnell	8.66	5	Martin Jones	6.08
6	Neil Jeffrey	16.05	6	Jake Liu	7.83	6	Reinhold Kauk	5.93
7	Robert Griffiths	12.94	7	Roy Dandyk	7.66	7	Shirley Clarke	5.53
8	Malkin Howes	12.31	8	Barbara Arthur	7.45	8	Elinor Girouard	5.52
9	David Longstaff	11.77	9	Andy Wilson	7.03	9	Jane Wilson	5.14
10	Neil Coburn	11.56	10	Jim Dalgliesh	6.81	10	Richard Wehrle	5.04
11	Ted Boyd	10.73	11	Isabel Hetherington	6.75	10	Don O'Bright	5.04
12	Scott Hills	10.59	12	David Dennis	6.70	12	Joani Horvath	4.86
13	Tom Ramsay	10.54	13	Joan Slover	6.60	13	Sue McDonald	4.71
14	Dianne Aves	10.47	14	Cheryl White	6.48	14	Anita Hanson	4.46
15	Kathy Russell	9.91	15	Andy Martinek	6.36	15	Virginia Alviano	4.45
16	Sandy Graham	9.21	16	Lissa Lowes	6.32	16	Rick Arthur	4.87
17	Colin Harrington	9.07	17	Kathleen Burns	6.31	16	Brian Gaber	4.37
18	Margot Stockie	8.73	18	Sue Peterson	6.26	18	Barb Neibert	4.34
19	Frank Fischer	8.60	19	Bev Hitchman	6.14	19	Gordon Hunter	4.20
20	John Vandergrift	8.13	20	Kevin Latter	6.09	20	Jeannie Leforge	4.19
21	Bruce Roberts	7.88	21	Nanci Phelan	6.03	21	Susan Durance	4.09
22	John Hanemaayer	7.21	22	Sue Voll	5.89	22	Marg Sanderson	3.99
23	Adrian Record	6.34	23	George Pepall	5.62	23	Ginny Scott	3.67
24	Peter Peng	6.30	24	Barbara Lindsay	5.55	24	Christine Kelly	3.53
25	Sharon King	6.27	25	Jean White	5.53	25	Patricia Malvern	3.45
						25	Joanne Strong	3.45

## North American Pairs

The North American Pairs (NAP) is a set of annual North American championships for pairs contested over two days at the spring ACBL North American Bridge Championships (NABCs). Next year the NABCs will be in New Orleans.

The NAPs are an ACBL-wide grassroots competition to encourage all members (there are three flights) to compete for significant masterpoints and the possibility of a North-American bridge title. In order to compete, players must first qualify in a club game – and our club will be offering five chances this week (Monday 499er, Tuesday open, Wednesday open, Friday 499er and open). Click [here](#) for more information. There are extra masterpoints available, some of them red. There is a \$2 surcharge for these NAP games.

## Masks Now Optional at Our Face-to-Face Games and Bridge Labs

Mask wearing at Grand River face-to-face games and bridge labs is optional, effective immediately, for a one-month trial period (to June 17). Individual players may use their own discretion in deciding to wear a mask or not for games and labs at the club.

If this is what you needed in order to return to F2F bridge, please come out and show your support so that the club's board of directors know this is the way to go!

## Friday Night Open Game to Change to Face-to-Face

In response to a request from the players, the Friday night open game will become face-to-face as of June 10. If you have not already done so, please find a partner and come out to support this game!

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

### Coming Events

- Friday, June 3 – Sunday, June 5, [Niagara-on-the-Lake 0-750 Sectional Tournament](#) **FACE TO FACE**
  - Friday, June 3, 1:00 pm, **499er game (24 boards) (\$7 members/ \$9 non-members)** **FACE TO FACE**
  - Friday, June 3, 7:00 pm, **open game (24 boards) BBO\$5**
  - Saturday, June 4, 1:00 pm, **199er game (20-22 boards) BB\$5**
  - Sunday, June 5 10:00 am, **499er game (18 boards) BBO\$5**
  - Monday, June 6, 9:00 am, **Bridge Lab (\$7 members/ \$9 non-members)** **FACE TO FACE**
  - Monday, June 6, 12:30 pm, **99er game (20-22 boards) BBO\$5**
  - Monday, June 6, 1:00 pm, **open game (24 boards) BBO\$5**
  - **Monday, June 6, 7:00 pm, 499er game (24 boards) BBO\$7 NAP**
  - Tuesday, June 7, 12:30 pm, **199er game (20-22 boards) BBO\$5**
  - **Tuesday, June 7, 1:00 pm, open game (24-28 boards) (\$9 members/ \$11 non-members) NAP FACE TO FACE**
  - Wednesday, June 8, 1:00 pm, **499er game (24 boards) BBO\$5**
  - Wednesday, June 8, 6:45 pm, **199er game (20-22 boards) BBO\$5**
  - **Wednesday, June 8, 7:00 pm, open game (24 boards) BBO\$7 NAP**
  - Thursday, June 9, 9:30 am, **99er game (20-22 boards) BBO\$5**
  - Thursday, June 9, 1:00 pm, **open game (24 boards) BBO\$5**
  - Thursday, June 9, 6:30 pm, **19er game (18 boards) BBO\$5**
  - Thursday, June 9, 7:00 pm, **999er game (24 boards) BBO\$5**
-



## Congratulations

*To the following local players who have advanced to the next ACBL level.*

### Junior Masters

- **Gay Booth**
- **Rosemary Newkirk**

### Sapphire Life Master

- **Robert Griffiths**

*And a warm welcome to the following new ACBL members.....*

- **Marg Benian**
- **Reid Godbout**
- **Susan Marchiori**
- **Debra Perry**
- **Jaye Stief**

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## No More Caffeine Withdrawal

The board has voted to start offering coffee, tea, and soft drinks at the club effective Monday, June 6.

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## Membership Report

June is membership month at GRBC. We currently have 25 paid-up members. If you haven't yet joined our club/renewed your membership, don't wait for spring. The cost is a mere \$70. Click [here](#) for information on how to make payment.

If you are joining for the first time, you also need to fill out [our membership form](#).

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## Membership and Player Development Lead

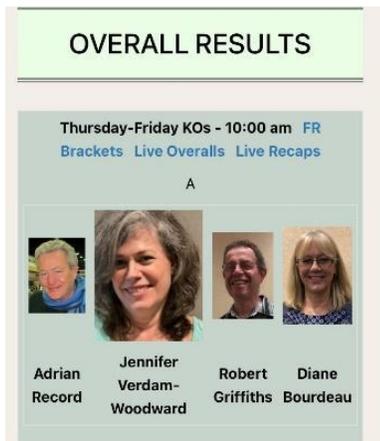
After many grueling years in the salt mines, Cheryl Kip has decided to retire as membership and player development lead. Cheryl played a key role in helping build the club we have today. In the face-to-face world, she helped players find partners, especially beginners. This makes all the difference in ensuring new players stay engaged with the club. Cheryl also organized an ongoing mentorship program that not only helped members improve their level of play but also connected them to members at higher levels of play.

The online world presented a new set of challenges. Cheryl put together a team to help people get started on BBO and to find online partners. A new form of mentoring for the online world was also launched.

We are indebted to Cheryl for helping the club grow through new members and for giving opportunities to members to continue to improve their level of play and to connect with others in the club.

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Many of you will already know Joan Slover who is taking over from Cheryl as membership and player development lead. Joan is our long-time assistant club manager and goodwill ambassador. Welcome, Joan.

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## Another Spring Vacation

*Contributed by Jennifer Verdam-Woodward*

After the success of Gatlinburg, a small group of us decided that regional tournaments are a thing again and headed off to the All-American Regional in Cleveland. Alas, due to an expectation that I do the job for which I am paid, I could not leave until Wednesday morning, at which point Adrian Record, Bob Griffiths, Diane Bourdeau, and I hopped in my car, henceforth to be known as the New Bridgemobile, and drove off. The Original Bridgemobile, AKA Diane's van, is sadly on its last legs.

As we approached the border, I casually mentioned that my passport, which is now nine years old, contains the worst picture ever taken. Not just the worst picture of me. The actual worst picture ever. Adrian looked at it, visibly winced, and agreed. We handed over our passports and the border guard glanced over them. Deadpan, he said, "Adrian – that's you. Robert – in the back. Diane – over here. Jennifer – looks nothing like you." We all collapsed laughing. He did eventually allow me to enter the United States, armed solely with a convention card and a burning desire to renew my passport.

We arrived around 1:00 pm, checked in, and went to play the Side Swiss, which we won. Hurrah! Afterward we attended the Happy Hour in the bar, apparently a daily tradition at this tournament, and held a Viking Funeral for the Original Bridgemobile.

The next morning some of us (the Party of the First Part) were up bright and early at the Fitness Centre. Some of us were entirely unfamiliar with the presence of a Fitness Centre at the hotel, having restricted their previous visits to the bar and the tournament space, in that order. Those people stayed in their warm, cozy beds until it was time for breakfast and were roundly mocked by the Party of the First Part.

We played two sessions of knockouts and qualified for the next round. We went to the obligatory Happy Hour and then set off for dinner, led by Bob Griffiths who has only a tenuous grasp of the concepts of "left" and "right". The ten-minute walk to dinner took 35 minutes. The rest of us were quietly appreciative of Bob's skill with directions.

The next few days mirrored the first. Some of us went to the Fitness Centre early each morning despite having been bodily forced to stay up late every night, discussing bridge, life, and Bob's inexplicable inability to locate restaurants he had seen only that morning. We played bridge, went to Happy Hour, and then headed off to follow Bob to dinner. Hope springs eternal. We usually did manage to eat something each evening, and on at least one occasion I am pretty sure we found Dave Baker's hat.

We made it through both rounds on Friday, beating two very good teams and winning the knockouts. Double hurrah! Saturday, we played knockouts again and did not qualify. Sunday, we played Compact Knockouts and eventually placed second.

So that was our trip: a really nice tournament; two first places and a second place; 36.12 masterpoints; many encounters with super-friendly people; and a lot of time spent laughing, talking, and following Bob.

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# The Answer Lady

Contributed by Susan Lawton

As the "The Answer Lady", I have been responding to questions from "newer" players over the past several weeks. A request has been made to share those players' questions and my responses in the Alert, essentially a column for the beginner player! You can write to me at [suzan2420@yahoo.ca](mailto:suzan2420@yahoo.ca).

## Overview Question

Barbara Seagram's book *Bridge Basics* was used as the textbook for my beginning bridge course. On page 25, Barbara provides a detailed and sequential order on how to respond with 6-9 points after partner opens. Is that order "carved in stone"? Sometimes I feel a different sequence or choice comes to mind as I prepare to bid as Responder.

## Overview Answer

Many newer players who have taken our beginning bridge courses will recognize the sequences suggested by Barbara. For others, I have reproduced it below.

With 6-9 points, Responder should choose the following menu options in this specific order.

1. With trump support (only three), raise your partner's major suit (hearts or spades) from one to two.
2. Bid one of a new suit (at the one level).
3. Bid 1NT.
4. Support your partner's minor bid if you have five clubs or five diamonds.

A kinky choice if you have between 2 and 9 points (including distribution), and five of partner's major suit, is to jump immediately, from one to four - to wit 1♥-4♥ or 1♠-4♠.

## Question 1

I wonder if bidding the last choice, 1♥-4♥ or 1♠-4♠, should move up the ladder and be listed as the first priority? The first choice seems like such a waste.

## Answer 1

The last choice (the "kinky" choice) is at the bottom of Barbara's list which might make you think it is last priority, but in reality it is treated as first priority **when it applies – but only when it applies**.

Barbara's sequence of choices is all about accurate and honest partner communication. While it might be tempting to bid 1♥-4♥ or 1♠-4♠ every time, you don't want to "surprise" your partner who might lose confidence and trust in your bidding. A 1♥-4♥ or 1♠-4♠ response should be reserved for **only if you have five of partner's major suit and between 2 and 9 points**. This jump bid is like an opening pre-emptive bid. It interferes with opponents' ability to communicate and to find a game in another suit. Your partner knows you have made a weak response and will likely not bid further. To demonstrate, here's a hand from the GRBC Thursday afternoon, May 26<sup>th</sup>, open game, with that very bidding sequence.

<div style="background-color: #008000; color: white; padding: 5px; text-align: center; font-weight: bold; font-size: 24px;">23</div> <div style="background-color: #008000; color: white; padding: 2px; text-align: center; font-size: 10px;">D</div>	<div style="background-color: #008000; color: white; padding: 2px; font-size: 10px;">N North</div> ♠ KJ96 ♥ Q9632 ♦ 3 ♣ Q42	<div style="background-color: #008000; color: white; padding: 2px; font-size: 10px;">W N E S</div> 1♥ P 4♥ P P P
	<div style="background-color: #008000; color: white; padding: 2px; font-size: 10px;">W West</div> ♠ Q7 ♥ 8 ♦ 108642 ♣ A10863	<div style="background-color: #008000; color: white; padding: 2px; font-size: 10px;">E East</div> ♠ 854 ♥ 7 ♦ KQJ95 ♣ J975
	<div style="background-color: #008000; color: white; padding: 2px; font-size: 10px;">S South</div> ♠ A1032 ♥ AKJ1054 ♦ A7 ♣ K	4♥ S NS: 0 EW: 0

*This is the perfect time for Barbara's kinky option. But if you were to have only three cards in your partner's five-card major and 6-9 points, you would be strong enough to make just one bid and one bid only, that is a simple raise - namely 1♥-2♥ or 1♠-2♠. If Opener has more than opening points, he/she will bid further, providing additional information about the strength of the hand – and possibly invite or even bid game. In this case, such decisions would be made by Opener, not Responder. You have accurately described your hand: 6-9 points and three-card support for Opener's major suit.*

### Question 2

It's hard for me to understand why Responder, with five of Opener's minor, would bid 1NT, non-forcing and third choice, rather than support opener's minor, which is fourth choice?

### Answer 2

*1NT is the preferred choice over a minor suit contract for a couple of reasons.*

- 1. For one thing, it's easier to make seven tricks in no trump than eight tricks in a minor suit unless your hand is unbalanced (you have a void or singleton and there are ruffing opportunities).*
- 2. You also really don't know how many cards your partner has in that minor suit, let alone the quality of those cards. An opening bid of a major promises five cards, but there could be as few as three cards in an opening bid of a minor suit, possibly only two depending upon partnership agreements. So a response of 1NT to an opening bid of 1♣ or 1♦ says "Partner, I have 6-9 points and no four-card major". You have communicated effectively with your partner.*

*However, if the opponents interfere – for example, 1♣ or 1♦ and then an opponent's bid of 1♠ - you do have the option of supporting your partner's minor by bidding 2♣ or 2♦. Partner will know you have 6-9 points and club/diamond support. You also still have the option of bidding 1NT if you have the opponent's suit well stopped (this bid contains much helpful information for partner).*

*In general, you should strain to bid no trump over your partner's minor suit bid. I have heard more experienced players sometimes say "Why play in a minor suit when you can play in no trump?"*

*I hope that helps with your decision making.*

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## Conventional Wisdom

This is the ninth in a series of columns. Today, we will look at these sections.

<p><b>SIMPLE OVERCALL</b>          1 level _____ to _____ HCP (usually)          offer 4 cards <input type="checkbox"/> very light style <input type="checkbox"/>  <b>Responses</b>          New Suit: Forcing <input type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/>          Jump Raise: Forcing <input type="checkbox"/> Inv <input type="checkbox"/> Weak <input type="checkbox"/></p>	<p><b>DEFENSE VS NOTRUMP</b></p> <p>vs:</p> <p>2♣ _____</p> <p>2♦ _____</p> <p>2♥ _____</p> <p>2♠ _____</p> <p>Dbl: _____</p> <p>Other: _____</p>																
<p><b>JUMP OVERCALL</b>          Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input type="checkbox"/></p>	<p><b>OVER OPP'S T/O DOUBLE</b></p> <p>New Suit Forcing: 1 level <input type="checkbox"/> 2 level <input type="checkbox"/>          Jump/Shift Forcing <input type="checkbox"/> Inv <input type="checkbox"/> Weak <input type="checkbox"/>          Redouble implies no fit <input type="checkbox"/>  <table border="1"> <thead> <tr> <th>2NT Over</th> <th>Limit+</th> <th>Limit</th> <th>Weak</th> </tr> </thead> <tbody> <tr> <td>Majors</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Minors</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Other</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> </tbody> </table> </p>	2NT Over	Limit+	Limit	Weak	Majors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Other	_____	_____	_____
2NT Over	Limit+	Limit	Weak														
Majors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>														
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>														
Other	_____	_____	_____														
<p><b>OPENING PREEMPTS</b></p> <p>Sound    Light    Very Light</p> <p>3/4-bids    <input type="checkbox"/>    <input type="checkbox"/>    <input type="checkbox"/></p> <p>Conv./Resp. _____</p>																	

### In the SIMPLE OVERCALL box

- Write **6 to 16** in the slots beside **1 level**. This just means that you have to have at least 6 HCP to overcall at the one level but not more than 16 HCP (in which case you would make a power double instead).
- Under Responses, check the **NF Constr** (Constructive) box. This means that if you bid a new suit in response to your partner's overcall, he is encouraged to bid on but doesn't have to.
- Don't worry about the Jump Raise line for now.

### In the DEFENSE VS NOTRUMP box

- There are all kinds of defences to the opponents' opening 1NT bids – DONT, Cappelletti, Landy, Meckwell, etc. Some partnerships use different defences when their opponents' opening no trump bid is strong (15-17 HCP) and when their opponents' no trump opening is weaker (that's why there are two columns). If you use any of these defences, be sure to write what each bid means on the line beside it (you shouldn't just write DONT, for example). If you and your partner agree that you will simply bid your suit (no conventions) when you want to interfere, just write **NATURAL** through the box. Natural bids are the only defences that are NOT alertable.

### In the JUMP OVERCALL box

- Tick the **Weak** box to show that your jump overcalls are the usual weak two bids.

### In the OPENING PREEMPTS box

- This box is where you show how strong your three- and four-level pre-empts are. Most people tick both the **Sound** and the **Light** boxes and then underneath Sound write **V** (for vulnerable) and underneath Light write **NV** (for non-vulnerable). In other words, you are more cautious when vulnerable.
- Leave the **Conv./Resp.** line blank.

### In the OVER OPP'S T/O DOUBLE box

Leave this section blank for now.

We will be circling back and discussing some of these conventions once we have completed our first pass. If you have any questions, please write to [Malkin Howes](#).

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# TIME YOU LEARNED YOUR LESSONS!

If you and your friends have a burning desire to take lessons on a particular topic – online or face to face - please email [Malkin](#), our lesson lead, and she will see what she can do. We currently have a group that may be interested in lessons on the **Precision bidding system**. Watch this space!

It would also be possible to offer a free workshop on face-to-face play if there were enough interest.

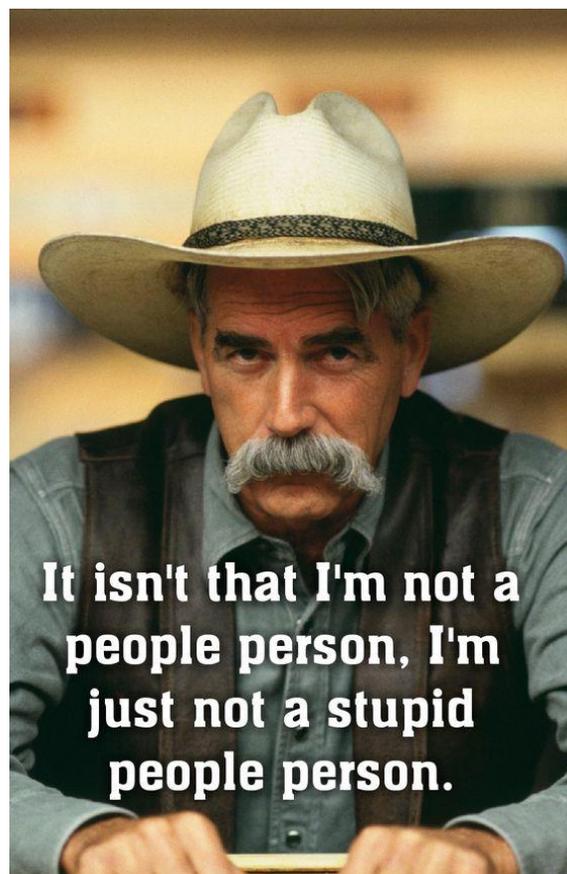
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In the meantime, we have these recorded lessons available.

## 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**
- 





## Get the Offending Card Out of Your Hand

Contributed by Robert Griffiths

We have a simple hand with a simple auction. North dealt, and after three passes, West opened 1NT, East raised to 2NT and West bid 3NT. N/S were discreetly quiet.

<b>Board 1</b>		♠ 4 3	
North Deals		♥ Q 10 4	
None Vul		♦ J 7 6 3	
		♣ K Q J 3	
♠ Q J 5	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;">                 N W     E S             </div>	♠ A 9 2	
♥ K 9 8 2		♥ A J 6	
♦ A K 10		♦ 9 8 5 2	
♣ A 7 6		♣ 8 5 4	
		♠ K 10 8 7 6	
		♥ 7 5 3	
		♦ Q 4	
		♣ 10 9 2	

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

North led the ♣K, ducked by Declarer, then the ♣Q, ducked again, then the ♣J which West had to win. Declarer next led a heart to Dummy's jack, then messed about losing a spade and winning a spade on the board. Then Declarer played the ♥A from the Dummy.....

So far, this has been a boring hand for North. He has the boss club, but the prospects of getting to his hand to cash it seem slim. But North should not be lulled to sleep on the hand just because his hopes aren't high. When Declarer leads the ♥A from Dummy, North's remaining hearts are the ten and the queen. If North lazily follows suit with the 10, Declarer will have no choice on the next heart trick but to win with his king, crashing North's queen, making four heart tricks and his contract.

Declarer will surely remember way back to Trick 4 when he learned that North held the ♥Q. If North is awake, he will realize that he MUST play the ♥Q on the second heart trick. After the jack wins Trick 2, the queen and 10 are equals. But there is a difference between them. The difference is that Declarer knows that North holds the queen while the location of the 10 is still a mystery.

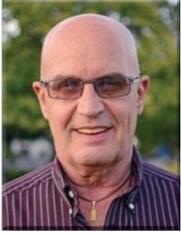
Playing the ♥Q is not a falsecard. Rather, it is presenting Declarer with a losing option when left to his own devices he would have to take the winning option. If he doesn't see the queen, he has to play for the drop.

So, when North plays the Queen on the ♥A, he offers Declarer the losing option of finessing the third round of the suit. If North carelessly plays the 10, Declarer will have no option but to hope that hearts are 3-3.



**When the play indicates that you hold a particular card, it is normally to your advantage to play that card as soon as possible.**

## FOR OPEN PLAYERS



**Dear David**

*Contributed by David Baker*

### What's New?

The thing that continually draws people back to this game is that there is always something new to explore. I just recently finished a round-robin team game (don't ask ☺). The last match of the contest saw us facing a team who had a fascinating auction, culminating in a small slam.

W West	W N E S	E East
♠ QJ9	1NT Pass 2♠ Pass	♠ AK3
♥ A87	3♣ Pass 4♦ Pass	♥ 4
♦ Q104	5♣ Pass 5♦ Pass	♦ AK3
♣ KQ103	6♣ Pass Pass Pass	♣ A96542

1NT= 12-14 HCP

2♠ is a transfer to clubs

3♣ is a super-accept showing Qxx or better in clubs

4♦ is Roman Key Card Blackwood (RKC) in clubs

5♣ (4<sup>th</sup> step) is 2 key cards with the club queen

5♦ asks partner if he has any kings

6♣ shows no other kings

Apparently, when they have agreed on a minor-suit fit, FOUR of the OTHER minor is RKC. It's a nice way to save bidding space. Using 4NT to ask for key cards when your fit is in a minor often gets you too high if partner hasn't got enough key cards. It also makes it difficult to ask follow-up questions because you are running out of bidding space. The cheapest bid over the response to 4♦ asks for kings. Once again, you have saved some room by playing this way. The opponents had a BBO chat after they claimed all 13 tricks. East suggested that asking for kings might not be the answer to his problems. Even with the heart king, there are still only 12 tricks.

However, they have another trick up their sleeves. After RKC, bidding a new suit asks for third-round control in that suit (Qxx or xx). A 5♠ bid invites a 7♣ bid if partner has third-round control of spades. Should East make that bid? He knows partner has ♥A & ♣KQ (9 HCP). The ♠Q makes it 11, so he has 1-3 other points. If it is the ♦Q or the ♥K or a doubleton diamond or QJxx in spades or Qxxx in spades (if the spades split 3-3) or J10x in diamonds (if the diamond queen is onside), he can make seven Last, but not least, if none these chances pans out, sometimes an "oopsie" by the opponents will come to one's rescue.

Our teammates at the other table saved their energy--1♣-2♣ (5+ clubs, forcing) 2NT-6♣.

If you didn't stop reading a long time ago, there are two interesting bids you might want to add: 4 of the OTHER minor as key card after a minor suit fit is found and the cheapest bid (that is not the trump suit) over the response as asking about kings. It is worth your effort to have this in your system.

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

#75

♠ KQ97	<div style="background-color: #008000; color: white; padding: 10px; display: inline-block;"> <table style="border-collapse: collapse; margin: 0 auto;"> <tr><td style="padding: 5px;">N</td></tr> <tr><td style="padding: 5px;">W      E</td></tr> <tr><td style="padding: 5px;">S</td></tr> </table> </div>	N	W      E	S
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♥ 102				
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♣ J10982				
♠ 843				
♥ J98				
♦ A7643				
♣ A5				

West	North	East	South
		1NT*	Pass
2♣	Pass	3♠	Pass
4♠	Pass	All pass	
	* 15 – 17 HCP		

On defence against 4♠, I led my ♣A in hopes of developing a ruff, but my partner discouraged so I switched to the ♦4 at Trick 2. My partner took his ♦Q and continued with the ♦K at Trick 3. Declarer followed suit both times. What would you play on the ♦K?

**SOLUTION**

Obviously, I wouldn't be posing this problem if I didn't want you to consider overtaking the ♦K with your ♦A. But how can it be right for you to overtake when doing so would set up dummy's ♦J?

Looking back on the bidding, Declarer opened 1NT and then jumped to 3♠. This suggests that he has a maximum (17 HCP). Furthermore, you have already learned that none of Declarer's HCP are in diamonds. You know that your partner has precisely two HCP and thus he must have a queen (you can see three of the jacks), meaning that Declarer must have the ace and jack of spades. Thus either:

- Declarer holds ♠KQ, in which case he can develop dummy's clubs and discard any losers on them;
- or else
- Declarer holds ♥AKQ, in which case he will pitch a diamond on one of his good hearts and ruff his diamond loser in the dummy if he has one.

Either way, Declarer will make his contract.

But what happens if you overtake the ♦K with your ♦A and return another diamond immediately? You might get lucky and give your partner a diamond ruff if your partner started with doubleton diamonds (the ♦KQ), thereby setting the contract.

Of course, if your partner started with three diamonds, you risk letting Declarer discard a loser on dummy's good diamond (♦J). But you know for sure that Declarer has the top two hearts while dummy has only a doubleton heart, meaning Declarer will have no problems in hearts. You also know for sure that Declarer has the ♠K (your partner discouraged in clubs, remember, plus we have already established that all he has left is a queen), so Declarer will have no problems in clubs either. He simply doesn't need any pitches.

The bottom line is that overtaking your partner's ♦K and returning another diamond does no harm and may do some good.

Here is the full deal.

♠ KQ97	N	♠ AJ1065
♥ 102	W	♥ AKQ
♦ J95	E	♦ 1082
♣ J10982	S	♣ K2
		♠ 843
		♥ J98
		♦ A7643
		♣ A5

As you can see, your partner would ruff the third diamond and set the contract. Opportunity seldom knocks twice!

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 have refreshments at our **club**.



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