



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – April 25, 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 March.

| Open Players | | | 499er Players | | | 99er Players | | |
|--------------|---------------------|-------|---------------|-------------------|-------|--------------|------------------|------|
| | Name | MP | | Name | MP | | Name | MP |
| 1 | David Baker | 28.04 | 1 | Stephen Nantes | 12.93 | 1 | Nancy Cattanach | 7.35 |
| 2 | Robert Griffiths | 24.24 | 2 | Suzanne Edwards | 11.94 | 2 | Louise Dawdy | 7.25 |
| 3 | Mike Peng | 19.38 | 3 | Brian Kirkconnell | 11.79 | 3 | Martin Jones | 6.61 |
| 4 | Cindy Mahn | 17.05 | 4 | Cheryl White | 9.53 | 4 | Belinda Burt | 6.41 |
| 5 | Colin Harrington | 14.65 | 5 | Tony Verhoeven | 8.65 | 5 | Jane Wilson | 6.19 |
| 6 | John Vandergrift | 14.17 | 6 | David Dennis | 7.83 | 6 | Susan Durance | 5.90 |
| 7 | David Longstaff | 12.23 | 7 | Lynda Burnett | 7.54 | 7 | Virginia Alviano | 5.86 |
| 8 | Moira Hollingsworth | 11.95 | 8 | Barbara Arthur | 7.36 | 8 | Marg Sanderson | 5.19 |
| 9 | Margot Stockie | 11.57 | 9 | Shelley Metcalfe | 7.34 | 9 | Gordon Hunter | 4.83 |
| 10 | Bruce Roberts | 10.42 | 10 | Dave Leitch | 7.33 | 10 | Elinor Girouard | 4.75 |
| 11 | Liz McDowell | 10.25 | 11 | Sue Voll | 6.96 | 11 | Joe Blake | 4.56 |
| 12 | Tom Ramsay | 10.01 | 12 | Barb McKay | 6.16 | 12 | Molly Worden | 4.54 |
| 13 | Kathy Russell | 9.85 | 13 | Kathleen Burns | 6.08 | 13 | Sue McDonald | 4.37 |
| 14 | Scott Hills | 9.41 | 14 | Marlene Dopko | 5.90 | 14 | Kim Wakeford | 4.17 |
| 15 | Sandy Graham | 9.35 | 15 | Margie Whyte | 5.68 | 14 | Christine Kelly | 4.17 |
| 16 | Dianne Aves | 9.27 | 16 | Nanci Phelan | 5.41 | 16 | Audrey Cook | 3.86 |
| 17 | Stephen Young | 8.30 | 17 | Adriaan Kempe | 5.28 | 17 | Reinhold Kauk | 3.84 |
| 18 | Malkin Howes | 8.09 | 18 | Joan Slover | 5.12 | 18 | Shirley Clarke | 3.57 |
| 19 | Steve Carpenter | 7.86 | 19 | Sandra Jonasson | 4.89 | 19 | Don O'Bright | 3.41 |
| 20 | Ted Boyd | 7.66 | 19 | Susan Kerrigan | 4.89 | 19 | Richard Wehrle | 3.41 |
| 21 | Diane Jamieson | 7.54 | 21 | Kevin Latter | 4.76 | 21 | Steven Allen | 3.29 |
| 22 | Neil Coburn | 7.36 | 22 | Betty Wendling | 4.74 | 22 | Valirie Binkle | 3.24 |
| 23 | Edith Ferber | 7.24 | 23 | Paul Latimer | 4.63 | 23 | Sue Andersen | 3.12 |
| 24 | Peter Peng | 6.54 | 23 | George Pepall | 4.63 | 23 | Jane Rushby | 3.12 |
| 25 | Neil Jeffrey | 6.32 | 25 | Lori Cole | 4.39 | 25 | Linda Rush | 3.08 |

Royal STaC Games – For F2F Games Only

This week, our two face-to-face games: the Tuesday, April 26 open game and the Friday, April 29 499er game, will participate in the ACBL's Royal STaC week.

The Guelph Club is also participating in Royal STaC week and its Monday, Wednesday, and Friday f2f games will take part.

The points awarded will be 25% black, 25% silver, 25% red, and 25% gold, and there will be a \$2 surcharge. These games will be played in clubs across ACBL's District 2 – Ontario, Manitoba, and Bermuda, so the field will be large and masterpoint awards for doing well will be substantial. The entry fees will be \$2.00 higher than usual.

Stardust Week for Online Games

Our online games (and Guelph's online games, as well) will be part of the ACBL's Stardust Week (from Monday, April 25 through Sunday, May 1) with double masterpoint awards, including 25% gold. BBO fees will be BBO\$7.

District 2 Special Online Game for 199er Players

District 2 offers a special game once a month for new(er) players on the fourth Saturday of every month. The next one on Saturday, April 30 at 10:15 am is a special Stardust Game - double regular points, 25% gold points. This is a wonderful opportunity to play with new(er) players from around the district (all of Ontario, Manitoba, and Bermuda) and win gold points. Because it is not your "local" club, you will need to pre-register your and your partner's BBO names with DarleneScott@me.com a day ahead. On the day, go to Virtual Clubs/ All Clubs/, type Vacb270793, and register like normal.

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

Coming Events

- Friday, April 22, 1:00 pm, **499er game (24 boards) (\$7 members/ \$9 non-members) FACE TO FACE**
- Friday, April 22, 7:00 pm, **open game (24 boards) BBO\$5**
- Saturday, April 23, 12:30 pm, **999er game (24 boards) BBO\$5**
- Saturday, April 23, 1:00 pm, **199er game (20-22 boards) BBO\$5**
- Sunday, April 24, 10:00 am, **499er game (18 boards) BBO\$5**
- Monday, April 25, 9:00 am, **Bridge Lab (\$7 members/ \$9 non-members) FACE TO FACE**
- Monday, April 25, 12:30 pm, **99er game (20-22 boards) BBO\$7**
- Monday, April 25, 1:00 pm, **open game (24 boards) BBO\$7**
- Monday, April 25, 7:00 pm, **499er game (24 boards) BBO\$7**
- Tuesday, April 26, 12:30 pm, **199er game (20-22 boards) BBO\$7**
- Tuesday, April 26, 1:00 pm, **open game (24-28 boards) (\$9 members/ \$11 non-members) FACE TO FACE**
- Wednesday, April 27, 1:00 pm, **499er game (24 boards) BBO\$7**
- Wednesday, April 27, 6:45 pm, **199er game (20-22 boards) BBO\$7**
- Wednesday, April 27, 7:00 pm, **open game (24 boards) BBO\$7**
- Thursday, April 28, 9:30 am, **99er game (20-22 boards) BBO\$7**
- Thursday, April 28, 1:00 pm, **open game (24 boards) BBO\$7**
- Thursday, April 28, 6:30 pm, **19er game (18 boards) BBO\$7**
- Thursday, April 28, 7:00 pm, **999er game (24 boards) BBO\$7**



From the Archives – Dummy Up

The term "dummy" came to bridge from the game of dummy whist, a variation of whist with only three players but four dealt hands - with the dummy hand being awarded to the player who won the three-way auction. Thus, in dummy whist the declarer didn't even have a partner. This tradition has continued into modern bridge in the sense that the dummies are not allowed to take part in the play and may not suggest by word or gesture what their partners should do. There are a few very specific exceptions In North American duplicate bridge whereby the dummy is allowed to speak.

1. The dummy may remind his partner that the lead is in his hand or on the board (eg, "**on the board, partner**"). However, if partner calls for a card from the board even though the lead is actually in his hand, the dummy must mutely play the called card.
 2. The dummy may ask partner if he is truly out of a particular suit when he fails to follow suit (eg, "**no hearts, partner?**").
 3. The dummy may summon the director if someone else at the table has already called attention to an irregularity (eg, "**Director, please**").
- Loquacious players, you have been warned.
-

Letter to the Editor

I really enjoyed the Alert this week. I especially liked the explanation for the opening lead, and why it has to be face down and cannot be changed (without calling and getting permission from the director).

I also noted that support doubles and redoubles are identified as alertable in the Conventional Wisdom article. This changed when the ACBL updated the alerts, and now support doubles and redoubles are no longer alertable.

Thank you, Eager Reader



Conventional Wisdom

This is the fourth in a series of columns on convention cards. Today, we will look at the top rectangle entitled GENERAL APPROACH.

| GENERAL APPROACH | | | |
|-------------------------|--|--|--|
| Two Over One: | Game Forcing <input type="checkbox"/> | Game Forcing Except When Suit Rebid <input type="checkbox"/> | |
| VERY LIGHT: | Openings <input type="checkbox"/> | 3rd Hand <input type="checkbox"/> | Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> |
| FORCING OPENING: | 1  <input type="checkbox"/> | 2  <input type="checkbox"/> | Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/> _____ |

Most people use the General Approach rectangle only to communicate whether or not they play Two Over One (2/1).

Newer players tend to play Standard American (SA) which is what they are taught in our beginner classes.

2/1 is a relatively new bidding approach, one that is considered superior by most (but by no means all) good players. There is a fair bit to learn if you wish to switch to 2/1. Click [here](#) to start learning from Larry Cohen.

From time to time, we offer a mini-course on 2/1 at our club. If you might be interested in taking this course, please email [Malkin Howes](#), our teaching lead.

Returning to the rectangle above,

- If you and your partner use the Standard American bidding system, simply write SA on the top line.
- If you and your partner use 2/1, just write 2/1 on the top line and/or check the Two Over One Game Forcing box.

You don't really need to do anything else with this rectangle, although some people check the appropriate "Forcing Opening" box.

As always, the red bids are alertable. 2/1 is not alertable.

Next week, we will look at the NO TRUMP OPENING BIDS rectangle.

Interview with Gavin Wolpert

Click [here](#) for a very interesting 17-minute YouTube interview with Gavin Wolpert, a professional bridge player who was born in Toronto.

Thanks to Mark Obermeyer for the tip.



TIME YOU LEARNED YOUR LESSONS!

We have had to postpone our **Basic Bidding** and **Counting at Bridge** courses until the fall due to low enrollment.

We currently have NO lessons scheduled. It's not that we don't want to OFFER lessons; rather, it's that no one seems to want to TAKE lessons.

However, 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 playing-face-to-face workshop if there were enough interest.

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**



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 on a weekly basis, essentially a column for the beginner player! You can write to me at suzan2420@yahoo.ca.

This week's column will further the discussion initiated last week wherein Jacoby transfers were introduced after a bid of 1NT. Here the discussion revolves around Jacoby transfers after a bid of 2NT.

Dear Answer Lady:

My partner and I played this hand in a recent GRBC game. We were sitting E/W and ended up in 2NT going down one. We didn't use a Jacoby transfer to spades and perhaps we should have. Are systems on after a 2NT opening bid? How do we decide between transferring and keeping the contract in NT? Thank you.

A Pair of Rookies

| | | |
|--|---|---|
| <div style="border: 1px solid black; padding: 5px; text-align: center;"> 19 D </div> | N North ♠ A ♥ 1062 ♦ AQ52 ♣ J9532 | W N E S P P 2♣ P 2♦ P 2NT P P P |
| | W West ♠ J98765 ♥ J94 ♦ 86 ♣ 84 | E East ♠ K42 ♥ AKQ3 ♦ K1097 ♣ AK |
| | S South ♠ Q103 ♥ 875 ♦ J43 ♣ Q1076 | 2NT E NS: 0 EW: 0 |
| Rewind Previous Next Options GIB Play B Bridge Base | | |

Great Questions, Rookies!

On this board, East opened 2♣ with 22 points. South passed and West bid 2♦, a waiting bid. The requirements for a 2♦ bid are typically 3+ points for partnerships that have a 2♥ bust bid agreement. Unfortunately, West has only two jacks, for a total of two points. I would suggest that West consider a bid of 2♥ - that is, less than 3 points. This bid is alertable, so online players should click on BBO's Alert button, while face-to-face players should pull out the Alert card. West now has a good understanding of what support she/he might expect from West (less than 3 points) and won't get too excited thinking a slam might be "in the cards". The 2NT second bid by East gives further description to her/his hand: a flat hand, no long suits, with 22-24 points.

At this point West should think what a 2NT bid might end up looking like if the contract were to remain there. East won't be able to get over to West's hand to take many tricks or set any suits up. There are also two doubletons in West's hand that might cause challenges for East if left in no trump.

Question 1

Are systems on after 2NT opening bids?

Answer 1

Just as for 1NT, **systems on** after 2NT is a great conversation to have with your partner and decide whether or not to include it in your toolbox, along with **systems on** after opener bids 2♣ followed by 2NT, as with this hand. Transfers after 2NT are made at the three level - 3♦ is a transfer to hearts and 3♥ is a transfer to spades. So definitely West can transfer to spades by bidding 3♥. East would “accept” the transfer by bidding 3♠. If East had a more robust spade suit, say AKxx of spades and a maximum, she/he might consider bidding 4♠, a super-accept, but here East knows there are fewer than three points in West's hand. Even if West has six spades, she/he won't have the ace of spades: at best it might be the queen. After the transfer has been completed, West has a choice. She/he could pass the 3♠, bearing in mind that East didn't encourage with a super-accept. With six spades, 4♠ might be a consideration, knowing partner likely has potential tricks in lots of places and dependent on defence, how the hand is played, and suit splits.

Making a transfer bid after 2NT, while upping the ante to nine or ten tricks rather than only eight for 2NT, has the advantage of preventing the opponents from running away in diamonds or clubs. That looks like what happened in the 2NT contract after a lead of the ♣6.

Question 2

How to decide where to place the contract?

Answer 2

After a 2NT opening, responder determines where the contract should be played by counting points and guiding the contract. Remember those beginner bidding lessons you took? A game in NT requires 25 points, for a major 26 is needed, and for a game in a minor 27 points. In this hand, while opener might have 24 points, by the same token she/he might have only 22. So, with five spades, responder could leave the contract in 3♠ or try 4♠ with six spades.

As indicated last week, Jacoby transfers require ongoing communication and a clear understanding of the process, as there are many opportunities for confusion and errors, even more so after 2NT bids.

One of my favourite partners and I played in a Saturday pairs tournament several years ago. In those two sessions, morning and afternoon, there were four opportunities to use Jacoby transfers after 2NT. We finally got it right on the fourth hand!

I hope this helps you both to move forward in your game. Susan (aka The Answer Lady)

Why Did The Prisoner Choose
The Bread instead Of The Key?
If You Know The Answer, You're
A Philosopher.





When You Bid to a Lemon

Contributed by Robert Griffiths

| | | | | | | | | | | | |
|------------------|--|-------------|---|--|---|--|---|--|---|--|---------|
| Board 12 | | | | | | | | | | | |
| South Deals | ♠ — | | | | | | | | | | |
| E-W Vul | ♥ 10 9 6 3 | | | | | | | | | | |
| | ♦ A 8 5 2 | | | | | | | | | | |
| | ♣ A J 9 8 3 | | | | | | | | | | |
| ♠ J 10 9 8 7 5 2 | <table style="border: 1px solid black; background-color: #008000; color: white; 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> | | N | | W | | E | | S | | ♠ Q 6 3 |
| | N | | | | | | | | | | |
| W | | E | | | | | | | | | |
| | S | | | | | | | | | | |
| ♥ A Q | | ♥ 8 7 5 4 2 | | | | | | | | | |
| ♦ Q 10 9 | | ♦ J 6 | | | | | | | | | |
| ♣ 5 | | ♣ Q 10 4 | | | | | | | | | |
| | ♠ A K 4 | | | | | | | | | | |
| | ♥ K J | | | | | | | | | | |
| | ♦ K 7 4 3 | | | | | | | | | | |
| | ♣ K 7 6 2 | | | | | | | | | | |

South dealt, counted his 18 HCP and opened 1♦, planning to jump in NT on his next bid. Just as he noticed that he had miscounted his HCP and should have opened 1NT, West hopped up with a 3♠ pre-empt.

North then made a negative double, East passed and South felt that a 3NT bid would rectify his earlier underbid. West passed and North dutifully squirmed for a couple of minutes before bidding 4♦. Now South had to squirm for his couple of minutes, wondering if he should bid 5♦, but in the end he prudently chose to pass.

West led the ♠J and South paused for thought.

He and his partner have 26 HCP between them, all of the suits well protected, and here they sit at the four level in their second-best minor suit fit. Many others with the same cards will land in 3NT. Another nasty pre-empt does its work.

Before he makes his plan for 4♦, South should consider what fate might await all of the 3NT bidders. If the clubs don't bring in five tricks, then 3NT will likely fail. The defence will set up their spade suit while N/S have only eight established tricks.

That means that a well-behaved club suit would be bad news for South. If five club tricks are there for the taking, the 3NT bidders would score their game and the part-score bidders would score poorly. But there is a glimmer of hope here. The pre-empt by West increases the chances that East will hold a club trick and if he does, South can do well simply by taking his ten tricks in his second-best minor suit.

So, South should throw a club from dummy on the opening lead, then play his ♦K and a diamond back to dummy's ace. When the diamonds split 3-2, South can disregard the outstanding top trump for now and lead a heart from dummy towards his king/jack, playing whichever one amuses him.

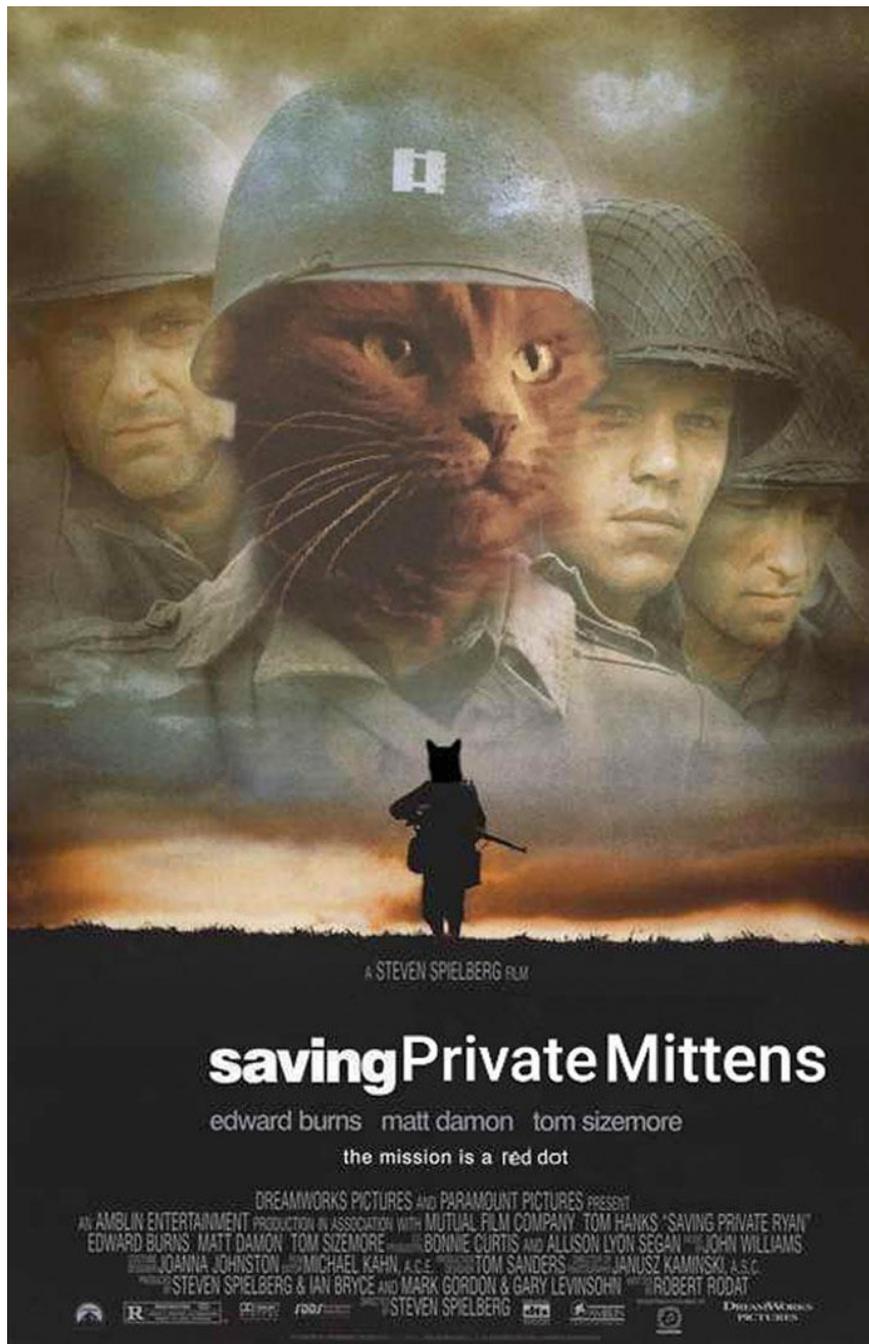
West will win the heart and the best he can do is cash the top trump (or not) and lead his club. Declarer will win this in his hand and lead his other top heart. Whichever defender wins the second heart can do no damage. The ♣A is an entry to dummy to cash the now-established ♥9 and ♥10, allowing South to throw clubs from his hand. He never needs to take the club finesse.

Playing this way, South is assuming that the well-protected ♣Q is sitting offside with East. But this is a necessary assumption to make. If the clubs are not in the East hand, then N/S are sure of a poor score no matter how the diamond contract is played. And if the clubs are with East, South should play to assure his side a plus score - which is all he needs on this hand.



When your bidding gives you a lemon, sometimes you can make lemonade.

New Favorite Hobby: Photoshopping My Cat into Movie Posters and Setting Them as My Fiance's Phone Wallpaper





Dear David

Having a Fit

One of the first things you work on when you are learning to play this game is finding a fit. Your teacher will usually start out by stressing “The bigger the fit, the better off you are”. Not always true. The minimum number of cards in a suit that you need in order to say you have a good fit is eight. Nine is better. Ten is fantastic. Eleven is redundant. At some point, the extra cards in a fit serve no useful purpose.

| | | | | | | | | | | | | | | | | | | |
|--|--|---|----|---|---|---|--|----|----|----|---|----|---|---|---|--|--|--|
| D 17 | N North ♠ A10 ♥ AK875 ♦ J64 ♣ 985 | <table border="1"> <tr> <td>W</td> <td>N</td> <td>E</td> <td>S</td> </tr> <tr> <td></td> <td>1♥</td> <td>3♦</td> <td>4♦</td> </tr> <tr> <td>P</td> <td>4♥</td> <td>P</td> <td>P</td> </tr> <tr> <td>P</td> <td></td> <td></td> <td></td> </tr> </table> | W | N | E | S | | 1♥ | 3♦ | 4♦ | P | 4♥ | P | P | P | | | |
| W | N | E | S | | | | | | | | | | | | | | | |
| | 1♥ | 3♦ | 4♦ | | | | | | | | | | | | | | | |
| P | 4♥ | P | P | | | | | | | | | | | | | | | |
| P | | | | | | | | | | | | | | | | | | |
| W West ♠ Q9842 ♥ 2 ♦ 52 ♣ QJ742 | | E East ♠ 753 ♥ ♦ AK109873 ♣ K103 | | | | | | | | | | | | | | | | |
| | S South ♠ KJ6 ♥ QJ109643 ♦ Q ♣ A6 | 4♥ N NS: 0 EW: 0 | | | | | | | | | | | | | | | | |

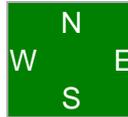
At my table, 4♦ was a cuebid (usually a singleton, as it was in this instance). 4♥ showed lack of interest, and South subsided. At four of the other eight tables, South got overly-enthused about his seven-card trump support and eventually blasted to 6♥. Sometimes the gods of bridge are unfair, because at three of the four tables that bid 6♥, East banged down the ace and king of diamonds and so the contract made. Prudence rewarded us with an average [sigh].

The moral of the story: having extra length in the trump suit is a fine thing, but only to a point. The next time partner invites you to a game or slam, make your decision based (for the most part) on values outside the length of the trump suit.

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

#69

♠ A 10 9 8 7 4
 ♥ Q J 7
 ♦ K
 ♣ J 9 2



♠ 3
 ♥ A K 10 8 4 3
 ♦ A 5
 ♣ A K 8 7

| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|-------------|------------------|-------------|------------------|
| | 1 ♠ | Pass | 2 ♥ |
| Pass | 3 ♥ | Pass | 4 N |
| Pass | 5 ♣ ¹ | Pass | 5 ♦ ² |
| Pass | 6 ♦ ³ | Pass | 7 ♥ |

All pass

1. RKCB 1430 - one keycard
2. Trump Queen Ask
3. Promises king of diamonds and queen of hearts

I confidently bid the grand on the grounds that my partner had opened the bidding, only to be a little disappointed by my 11-HCP dummy. Hmm. I appear to have two club losers....

I took the ♠K opening lead with dummy's ♠A, East following suit.

At Trick 2, I led a small spade from dummy and ruffed with my ♥A (showing off 😊), both East and West following. What now?

SOLUTION

There are two possible lines of attack.

Plan A - discard a club on your ♦A, cash the ♣AK, and then ruff two club losers in dummy.

Plan B - develop two spade winners in dummy and discard two club losers on them.

Which one is better?

For plan A to be successful, either East or West must meet one of two conditions: either clubs must split no worse than 4-2 or else the opponent with the club singleton or void at the same time has no trump. Of course, you don't yet have any information about how the clubs are splitting, but there's a good chance they're splitting badly given the distributional nature of your own hands and West's opening lead. Furthermore, if one of the opponents is short in clubs, it's considerably less likely that the same opponent will also now be void in spades.

For Plan B to be successful, all you need is for spades to be no worse than 4-2 and, two tricks in, you have established that this is the case.

Since you already know that spades are going to behave, let's go with Plan B.

At Trick 3, lead your ♥8 (just in case, keep back some small hearts in your hand) to dummy's ♥J and cross your fingers that both West and East will follow suit. They do!

At Trick 4, lead another small spade from the board. East will discard a club, but you have this handled. You ruff with your ♥3 and West follows suit perforce.

At Trick 5, lead the ♥4 from your hand and take the trick with dummy's ♥Q. West will follow suit, and East will discard a diamond.

At Trick 6, lead another spade from the board and ruff with the ♥10 in your hand. East will discard a diamond, and now West has no choice but to part with his most cherished possession, the ♠Q, making the rest of dummy's spades good.

Now play the ♥K to draw the last remaining trump, enter dummy with the ♦K, and cash dummy's two good spades pitching your hand's two club losers on them. Claim.

Here is the complete deal.

| | | |
|----------------|--|----------------|
| ♠ A 10 9 8 7 4 | | |
| ♥ Q J 7 | | |
| ♦ K | | |
| ♣ J 9 2 | | |
| ♠ K Q J 5 | <div style="display: inline-block; background-color: #008000; color: white; padding: 5px;"> N W E S </div> | ♠ 6 2 |
| ♥ 9 5 2 | | ♥ 6 |
| ♦ Q J 9 8 4 | | ♦ 10 7 6 3 2 |
| ♣ 4 | | ♣ Q 10 6 5 3 |
| | | ♠ 3 |
| | | ♥ A K 10 8 4 3 |
| | | ♦ A 5 |
| | | ♣ A K 8 7 |

Of course, as this is *my* column, Plan A would fail dismally.

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 don't alert support doubles and redoubles at our **club**.