



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

ALERT – March 8, 2021

Top Online Master Point Earners at our Club

Contributed by Allen Pengelly

This table lists the individuals who have earned the most master points at our club in each of three master point bands in the last two months. Crazy stat of the week - we hit 5,000 tables since the start of our virtual games this week!

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	65.86	1	Suzanne Edwards	30.02	1	Casey Baron	23.88
2	Robert Griffiths	43.18	2	Stephen Nantes	28.94	2	Salvatore Pace	21.77
3	Mike Peng	42.10	3	Brian Kirkconnell	27.25	3	Nanci Phelan	17.39
4	Cindy Mahn	35.94	4	Janet Howell	24.07	4	Renate Boucher	14.65
5	Bruce Roberts	33.69	5	Shelley Metcalfe	23.97	5	Virginia Alviano	13.69
6	Moira Hollingsworth	30.97	6	Barbara Arthur	23.44	6	Noah Pace	11.94
7	Colin Harrington	29.91	7	Kathy Russell	22.02	7	Judy Beauchamp	11.91
8	Margot Stockie	28.98	8	Sandy Graham	21.62	8	Mary Lynn Benjamins	10.10
9	David Wilson	28.93	9	Brian Silva	19.33	9	Belinda Burt	10.01
10	Edith Ferber	28.47	10	Roy Dandyk	17.92	10	Joe Blake	9.57
11	Ted Boyd	24.23	10	David Embury	17.92	10	Steven Allen	9.57
12	Liz McDowell	23.70	12	John Hanemaayer	17.19	12	Nancy Cattanach	9.48
13	David Longstaff	23.49	13	Robert Gilck	16.17	13	Molly Worden	9.12
14	Dianne Aves	22.12	14	Tony Verhoeven	15.77	14	Susan Kerrigan	9.03
15	Neil Jeffrey	20.71	15	Cheryl Kip	13.82	15	Elinor Girouard	8.95
16	Adrian Record	17.03	16	John Kip	13.58	16	Martin Jones	8.65
17	John Vandergrift	16.89	17	Jim Dalgliesh	13.21	17	Ginny Scott	8.62
18	Tom Ramsay	16.08	18	Sandy Lee	13.02	18	Susan McDonald	8.46
19	Steve Carpenter	14.56	19	Paul Latimer	12.93	19	Gordon Hunter	8.32
20	Susan Lawton	13.21	20	Sue Voll	12.88	20	Marion Allan	8.04
21	Scott Hills	12.71	21	Sue Peterson	11.98	21	Marlene Dopko	8.02
22	Stephen Young	12.14	22	Fred Young	11.11	22	Andy Martinek	7.99
23	Mary McClelland	10.56	23	Adriaan Kempe	10.68	23	Carol Robinson	7.88
24	Peggy Pearson	10.18	24	Rebecca Kalbfleisch	10.37	23	Trent Robinson	7.88
25	Wayne Jordan	8.71	25	Ron Lawrence	10.28	25	Kathleen Burns	7.76



Congratulations

to the following local players who have advanced to the next level.

Junior Masters

- **Barbara Hull**
- **Debbie Miethig**

Club Masters

- **Kathy Chandler**
- **Carol Filipowitsch**
- **Jim Fox**
- **Zita Lee**

Sectional Masters

- **Sue Durance**
- **Gord Hunter**
- **Ginny Marshall**
- **Denise Ontonovich**
- **Noah Pace**
- **Salvatore Pace**
- **Margaret Sanderson**

Regional Masters

- **John Kip**
- **Grant Roberts**

Silver Life Masters

- **Neil Coburn**

Gold Life Master

- **Ted Boyd**

New Club Members

- A warm welcome to new club member **Jean (Joe) Girard**.

New ACBL Members

- **Patty McKenty**
- **Marg Strong**
- **Marilyn Thiessen**



Old bridge players don't die,
they just lose their finesse.



Flowers Who Are Born to Blush Unseen

Contributed by Kathy Chandler and Louise Dawdy

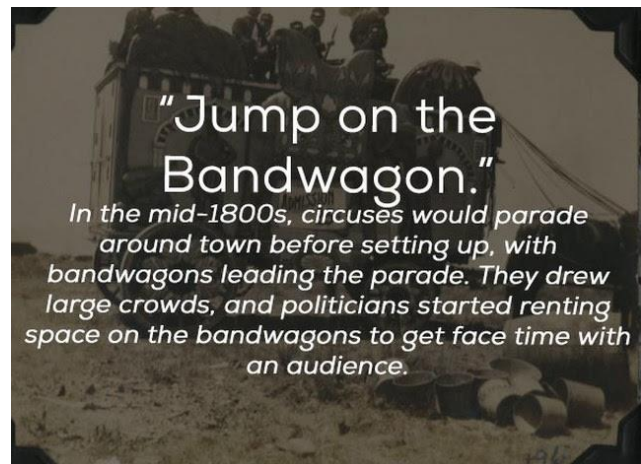
Our GRBC volunteer profile this week is of Margot Stockie, one of our clubs longest-standing members. Margot learned to play bridge from her parents and first played duplicate bridge with Joan Lawson at Milos Polak's club when they were students at the University of Waterloo. Many years of "kitchen bridge" followed, with a return to duplicate once she retired, attending various clubs in both Kitchener and Waterloo as well as Stratford. When the GRBC was formed, Margot volunteered in many capacities such as marketing, decorating, sewing, and lots and lots of cleaning.

She is currently a game director as well, and plays regularly with her long-time partner Thea Davis from Guelph. Margot notes that duplicate bridge is the great equalizer. It doesn't care how old or young you are, rich or poor, or what your career or successes have been. Most importantly, it facilitates meeting many people and is an experience of lifelong learning.

The past year has been a challenge for all of us, and the ability to play online bridge has been a welcome respite and distraction for many. And while she continues to be a director of online games, Margot notes that the director duties are now much lighter. There are no housekeeping duties and fewer director decisions to be made, as we now cannot renege or lead/bid out of turn. However, the downside of course is that the camaraderie of interacting with our members is greatly missed.

One of the major bonuses of playing bridge has been the numerous tournaments that Margot and her pals have attended over the years, in a variety of locations. Cleveland and Gatlinburg are two notable favourites. These regional competitions are held in huge convention centres that are an experience in and of themselves! Attendees come from far and wide and are from all different skill levels. These adventures have been greatly missed since the Covid restrictions and will be high on the list of activities to resume once there is a return to normal!

Thank you so much for all that you contribute to our club Margot. Your enthusiasm, time, and hard work is greatly appreciated!



LESSONS NOT YET LEARNED



Opening Light and Drury

It's not too late to sign up for this workshop.

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

Level: **Novice/Intermediate**

Instructor: Stephen Carpenter

Date: Wednesday, March 10, 9:30 am - noon



Beginners 2

It's not too late to sign up for this course.

Level: **Beginner**

Cost: \$75 (\$85 if textbook not already purchased)

Instructor: Allen Pengelly

Dates: Thursdays, March 11, 18, 25, April 1, 8. 6:30 pm – 9:00 pm



Managing Entries


Have you ever been declaring a contract and got stranded in the wrong hand? Maybe you have managed to set up three tricks in the dummy but you're stuck in your hand and can't get to them? This workshop will give you tips and techniques for preserving your entries so that you can always be in the right place at the right time.

The participants will play up to 16 hands, depending on time. Everyone will be seated South, meaning that you will get lots of practice managing your entries.

Level: **Novice**

Instructor: Malkin Howes

Date: Wednesday, March 24, 9:30 am - noon

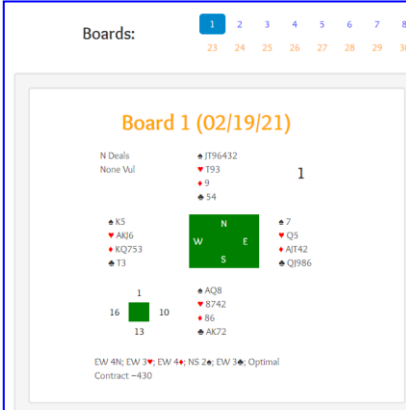
-  Click [here](#) for our workshops for advancing players – including ten new workshops for the spring season (\$20 for members, \$25 for non-members).
- Click [here](#) for more information about Beginners 2 and to register.

Click [here](#) for information about how to pay for your lessons (scroll down).

TCG - The Common Game: Even More Game Results, Part 7

Contributed by Jack Cole

We continue our look at the results of recent matches. Follow the “**The Common Game ClubWebResults Page**” link in your Common Game email to a list of GRBC sessions and find the session of interest. I’ll continue to use Board #1 from the 499er game from February 19 as an example, if you want to follow along.



Once again, click on the link, named “**Leaderboard**” to see a page that is **all about the hands, and the results in the Big Field**. Scroll way down, below the Leaderboards, below the click-able list of boards, and even further down below Hand #1, to the **Results Distribution**.

I ended last week by asking “*did any E/W find that elusive NT game?*”. The Results Distribution tells us. This table shows the hand scores for all pairs, in decreasing occurrence.

Perhaps you held this hand as E/W, and bid and made four diamonds, for a minus 130 score (from N/S’s point of view), earning a 40%. You would be in good company, as 115 other pairs had the same score (although not necessarily from the same contract). 43 N/S’s scored +100, likely from putting E/W down two tricks. **AND kudos to 30 E/W pairs** (out of nearly 500) who made the **optimal contract of 4NT** (or 3NT, making four). On this hand there were 23 different scores!

N/S Result	# of Pairs	PCT	MP %
-130	116	24	40
50	83	17	79
-150	71	14	21
100	43	9	92
-100	41	8	61
-430	30	6	4
-110	25	5	54
50	25	5	68

That’s how it was in the Big Field of 500. Next week, we will talk about *your* results among players at *our* club.

The doctors are mad as Hell and they aren't going to take it anymore! No one knows what they want though. 🤔





Untangling the Defence

Contributed by Robert Griffiths

If you are a declarer, looking at a suit like AQ93 opposite K10752, it's easy to take your five tricks without getting tangled up. Defenders have a harder task. Here's a simple hand from a club game. At my table with N/S passing throughout; West opened 1♣, East replied 1♥, West bid 2NT, and East raised to 3NT.

Board 3
 South Deals
 E-W Vul

♠ K Q 6 2 ♥ A K J ♦ J 8 4 ♣ A 6 5	♠ 8 7 4 3 ♥ Q 8 4 3 ♦ A Q 9 3 ♣ 3	♠ A 10 ♥ 10 7 6 5 ♦ 6 ♣ K Q 10 8 7 4	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: 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	
	N											
W		E										
	S											
♠ J 9 5 ♥ 9 2 ♦ K 10 7 5 2 ♣ J 9 2												

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

My partner on lead considered his options for the opening lead and decided, reasonably, that a diamond or heart would be likely to give away a trick. He led the ♠7, trying to be passive. Of course, Declarer quickly proceeded to run off her 11 top tricks and we went on to the next hand, but not before noticing that we could have won the first five tricks on a diamond lead.

Then, looking through the other tables' results, I noticed that in the seven-table game, six pairs bid and made 3NT, making three, five, six, or seven - even though several of the North players had found the diamond lead.

Why didn't those defenders take their tricks? Even when the North players chose to lead their fourth-best diamond, many couldn't get it right. But it is easy for the defenders to bobble this one.

To take their five defensive tricks, South has to win Trick 1 with the king and then return his original fourth-best diamond, the 5. Then North has to do some thinking after Declarer plays the $\spadesuit 8$ on this trick. North has to consider the possibility that South has five diamonds and Declarer only three diamonds. If that is the case, North cannot lazily win Trick 2 with his $\spadesuit 9$ – because if he does this, the defence can win only four diamonds (South will have no entry to cash the fifth diamond). North needs to win Trick 2 with a top honour, cash his other top honour, and then lead his $\spadesuit 9$ to South's $\spadesuit 10$ so that South can cash the setting trick.

What might lead North to play West for only three diamonds? Declarer has opened $1\clubsuit$, not $1\diamond$, and the club bid was not alerted as possibly short. So, likely if he has a four-card minor it is clubs. This does not of course guarantee that West has only three diamonds, but it makes it likely. Further, there is one more piece of information available to North. The $\spadesuit 2$ has not appeared in the first two rounds of the suit. If South returned his fourth-highest card in the suit, (as he should), his fifth-highest would be the $\spadesuit 2$.

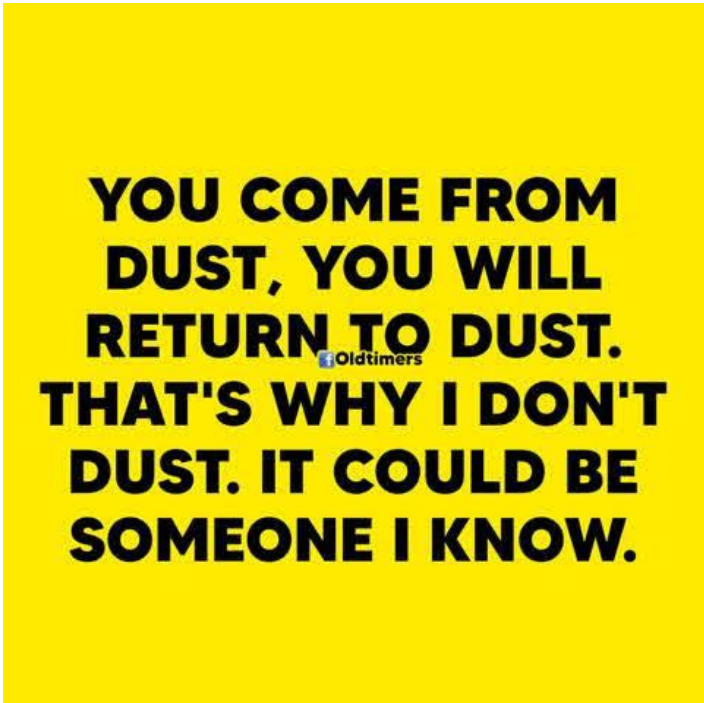
Before he plays to the second trick, North has to make a decision as to whether the diamonds are more likely to be split 3-5 or 4-4 between West and South. A very sneaky declarer might have started with the J842 and "concealed" the 2 in order to deceive the opponents into misplaying the suit.

If North decides that West's club opening bid plus the missing $\spadesuit 2$ make it most likely that declarer has only three diamonds, then he should play his top diamonds right away to unblock the suit. As the cards lie, it is N/S's only chance to defeat the contract.

On this hand, the only game contract that is unbeatable is $5\clubsuit$. The one pair that bid and made the only unbeatable game shared a bottom with the pairs that were held to nine tricks in no trump, both scoring +600.

Thanks to Bruce Roberts for pointing out the defensive pitfalls of this hand.

 **Bridge is mostly a game of probabilities, as opposed to a game of certainties.**



**YOU COME FROM
DUST, YOU WILL
RETURN TO DUST.
THAT'S WHY I DON'T
DUST. IT COULD BE
SOMEONE I KNOW.**

Oldtimers

FOR ADVANCED PLAYERS



Dear David

Do It With Finesse

Every bridge player knows the difference between the right way to finesse and the wrong way. On this deal, the wrong way is the right way.

W West		E East
♠ AK76		♠ Q10854
♥ 964		♥ Q5
♦ K87		♦ AJ9
♣ QJ3		♣ 752

W	N	E	S
	P	P	1♣
P	1♥	1♠	X
2♠	P	P	X
P	3♥	P	P
3♠	P	P	P

During the course of the play, we discover that North has the ♥J & ♣A (5 HCP). South has ♠J, ♥AK & ♣K (11 HCP). South opened the bidding and doubled twice after that. Who has the ♦Q? Here is the layout of all four hands after the first 10 tricks have been played. You need three diamond tricks to make your contract. All hands are known to have three diamonds left, with East on lead.

	xxx	
K87		AJ9
	Qxx	

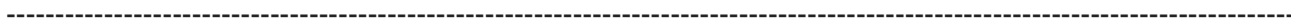
Since we have worked out that South must have the diamond queen to justify his aggressive bidding, it looks as if the diamond finesse is doomed to failure. However, look at the non-honour cards in diamonds. You have all the high ones, except for the 10. If South has the 10, he will always take a trick. What if North has the 10? Here is the end again with all the spots filled in.

	1064	
K87		AJ9
	Q53	

If East leads ♦J and South does not cover, East has the rest. If South does cover, East wins the K and finesses North's (hoped for) ♦10.

Success involves two fancy-sounding principles.

1. Card Placement by Assumption (CPA) — I assume the cards are where I suspect they are (or where I want them to be).
2. A Backward Finesse — This requires you to finesse first one opponent and then the other in the same suit.



FOR INTERMEDIATE PLAYERS

Jake's Challenges

LAST WEEK'S CHALLENGE (#12)

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



♠ J 5
 ♥ K 8 6 3
 ♦ A 8 6
 ♣ A K Q 7

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

* Alerted as DONT (meaning at least 5-4 or 4-5 in the major suits)

Sitting South, I opened one no trump. West then bid two hearts, which is DONT. My partner then bid two no trump, inviting me to game, which I accepted as I had a maximum one no trump opener.

West led the ♠7. I played a small spade from Dummy, East followed with a small spade, and I won the trick with my jack. It was quite likely that I could have won the opening lead with dummy's eight (based on the Rule of 11), but I was planning ahead. I cashed four good clubs, discarding a small diamond from Dummy, while West discarded a small diamond and a small spade and East contributed four clubs.

I led a small heart from my hand at Trick 6. West rose with the queen, followed by small hearts from Dummy and East. West then exited with the ♦3 at Trick 7.

Here's what it looked like after six tricks had been played. What now?

♠ A 10 8
 ♥ J 5
 ♦ Q 9
 ♣ —



♠ 5
 ♥ K 8 6
 ♦ A 8 6
 ♣ —

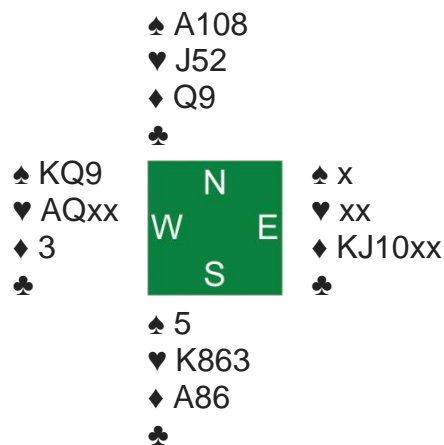


LAST WEEK'S SOLUTION

After six tricks have been played, you know quite a bit.

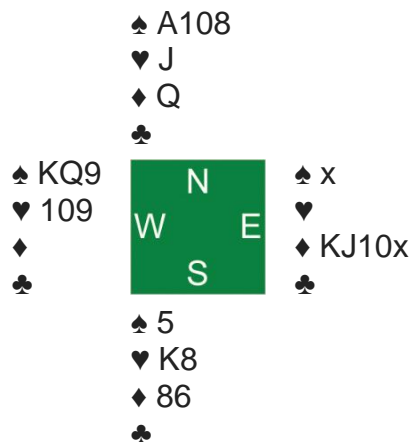
1. You have taken five tricks: four clubs and one spade. Along with the ace of spades and the ace of diamonds, you have seven sure tricks. So, you need two more tricks to make your contract.
2. West had two small clubs and two small diamonds. So, his hand shape was almost certainly 5-4-2-2. It's also virtually certain that West holds all the missing high cards in the major suits, namely the king and queen of spades and the ace and queen of hearts.
3. It follows that East holds the king/jack of diamonds, rendering Dummy's queen of diamonds useless. Your two missing tricks must come from either the spade suit or the heart suit or one trick from each.

Based on this analysis, you can visualize this layout of the remaining cards.



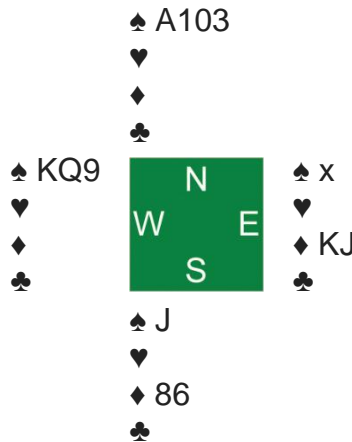
So now at Trick 7 when West leads his singleton ♦3, you see an opportunity to endplay West. The East hand is immaterial now, as he has no entries to his hand other than in diamonds and West no longer has a diamond to lead (and of course you are never never never going to lead a diamond). East might as well go get a coffee.

From here on in, every time you give West the lead he is endplayed (has to lead a card that will help you). At Trick 8, lead a low heart from your hand towards dummy's jack. If West ducks, take the trick with the jack in dummy, but most likely West will rise with his queen. Now West will probably cash his ace of hearts at Trick 9 and then exit with ten of hearts. This will be the situation.



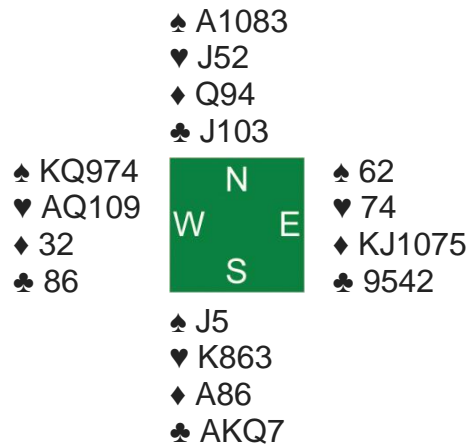
Here is the key play - and it's pretty spectacular! You must overtake Dummy's ♥J (even though it is winning the trick) with your ♥K and throw West back in with his ♥9. Now West is forced to lead away from his KQ9 into dummy's A108. West will lead the ♠K at Trick 10, and once again, exercising your iron self control, you must duck it! Now West has to lead away from his ♠Q9 combination into dummy's ♠A10, handing you the last two tricks and allowing you to make your contract.

Remember back at Trick 1 when I took the opening lead with my ♠J even though I could probably have won the trick cheaply on the board with the ♠8? If I hadn't done this, here is what the three-card ending would have been.



In this scenario, West can exit with his ♠9, forcing you to win the trick in your hand with your ♠J. Now you will have to lead diamonds to East and lose the last two tricks and go down. Of course, you also would have the option of taking the ♠9 with the board's ♠A, but then you will lose two spade tricks. Once you unblocked the ♠J at Trick 1, however, there are no defensive tactics that can defeat your contract.

Here is the full hand.



Here is Jake's latest challenge (#13). The solution can be found on [our Facebook page](#).

CHALLENGE #13

♠ KQ6
♥ K8742
♦ AK763
♣ -



♠ A10532
♥ AJ9
♦ 8
♣ AK43

Sitting South, I opened one spade, prompting my partner to ask about my aces and kings. He appeared to like my responses since he then placed the contract in seven spades. West led the queen of clubs, Dummy came down, and I immediately saw that we were missing three queens! I could count three losers in my hand: two clubs and one heart. True, one of my club losers can be ruffed in Dummy, a play made easy by the opening lead. The second of my losers can be discarded under the king of diamonds. But what about the third loser?

At Trick 1, I ruffed the club in dummy with the ♠6 and East followed with the seven of clubs, encouraging. At Trick 2, I led the ♠K from the board, dropping the jack of spades from West. This was good news, bad news, as I was glad to locate the jack of spades - but now it looked as if the spade suit wasn't going to behave.

Plan the play.

A New Family Member!

Contributed by Grant Roberts

We are pleased to announce that Kincardine Bridge Club has joined our bridge family. You are probably aware that the virtual bridge clubs from Grand River, Guelph, Cambridge, and Stratford had pooled our player lists together so that players from one virtual club could easily play at all the other virtual clubs.

The pool has now been expanded to include the Kincardine Bridge Club. If you are a historical Grand River player, you can play in a Kincardine game just by registering on BBO. Similarly, Kincardine players have easy access to the full schedule of Grand River and Guelph/ Cambridge games. If you are a historical player in any of these clubs, this eliminates the need for you to contact the other club ahead of time to get your username added to their eligible player list. Kincardine currently has one game a week, an open game at 6:30 on Saturdays. Look for it under Kincardine Bridge Club, VACB264198.



If you have time to do housework,
you're not playing enough bridge.



Get A Head Start on St. Paddy's Day!

After the great response to the St. Valentine's Day Swiss Teams, we didn't want St. Patrick to feel unappreciated. So ... Swiss Teams are back on Sunday, March 14! Wear your green and come out for a fun afternoon with your friends!

There will be three games, one for each flight – 199er, 499er and Open. The start times will be, respectively: 12:10 pm; 12:40 pm; and 1:10 pm. Please register half an hour before game time and be online and active about ten minutes before game time.

Each game will be six rounds of five boards – for just \$5. At seven minutes per board, the maximum length of the game is 3½ hours. There will not be a break, nor will there be prizes. **The 499er Sunday morning game will be cancelled.**

We have discovered additional limitations with the BBO software if a pair registers hoping to find another pair. Therefore, **IT IS IMPORTANT THAT YOU PRE-ARRANGE YOUR TEAMS and do not register unless you have a team pre-arranged.**

Coming Virtual Activities

- Friday, March 5, **99er game (20-22 boards) \$5**
- Friday, March 5, 1:00 pm, **499er game (26-28 boards) \$5**
- Friday, March 5, 7:00 pm, **open game (26-28 boards) \$5**
- Saturday, March 6, 1:00 pm, **199er game (20-22 boards) \$5**
- Sunday, March 7, 10:00 am, **499er game (18 boards) \$5**
- Monday, March 8, 12:30 pm, **49er game (18 boards @ 8 minutes) \$5**
- Monday, March 8, 1:00 pm, **open game (26-28 boards) \$5**
- Monday, March 8, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, March 9, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, March 9, 1:00 pm, **open game (26-28 boards) \$5**
- Wednesday, March 10, 9:30 am, **Opening Light and Drury Workshop**
- Wednesday, March 10, 1:00 pm, **499er game (26-28 boards) \$5**
- Wednesday, March 10, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, March 10, 7:00 pm, **open game (24 boards) \$5**
- Thursday, March 11, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, March 11, 1:00 pm, **open game (26-28 boards) \$5**
- Thursday, March 11, 6:30 pm, **Beginner 2 Course Begins**
- Thursday, March 11, 7:00 pm, **999er game (24 boards) \$5**

We have fun in **spades**.
We play with all our **hearts**.
We treat our members like **diamonds**.
There's always lots going on at our **club**.