



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – July 12, 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 since the beginning of June.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	36.10	1	Stephen Nantes	14.07	1	Nancy Cattanach	7.76
2	Mike Peng	26.77	2	Shelley Metcalfe	12.88	2	Martin Jones	7.15
3	Liz McDowell	21.42	3	Brian Kirkconnell	11.81	3	Joan Slover	6.23
4	Margot Stockie	21.24	4	Barbara Arthur	11.75	4	Molly Worden	5.76
5	Cindy Mahn	20.18	5	Salvatore Pace	11.22	5	Mary Lynn Benjamins	5.65
6	Ted Boyd	18.67	6	Suzanne Edwards	9.92	6	Susan McDonald	5.63
7	Moira Hollingsworth	17.95	7	Roy Dandyk	8.81	7	Anita Hanson	5.42
8	Colin Harrington	16.99	7	David Embury	8.81	8	Patricia Pietrek	5.24
9	Bruce Roberts	16.32	9	Kathy Russell	8.72	9	Susan Kerrigan	5.07
10	John Vandergrift	15.24	10	Lori Cole	8.43	10	Belinda Burt	4.89
11	David Longstaff	11.15	11	Ron Lawrence	8.21	11	Susan Durance	4.85
12	Robert Griffiths	11.02	12	Cheryl Kip	7.16	12	Virginia Alviano	4.61
13	Pat McMillan	10.89	13	Renate Boucher	6.99	13	Barb Neibert	4.37
14	Tom Ramsay	10.76	14	Marlene Dopko	6.77	14	Marianne Dziarski	4.11
15	Dianne Aves	10.62	15	Karen Whitworth	6.39	15	Elinor Girouard	3.84
16	Neil Jeffrey	10.13	16	John Kip	6.30	16	Jane Wilson	3.65
17	John Moser	9.67	17	Casey Baron	5.86	17	Shireen Saban	3.36
18	Sandy Graham	9.52	18	John Hanemaayer	5.84	18	Audrey Cook	3.26
19	Wayne Schroeder	9.38	19	Lynda Burnett	5.68	19	Diane Jones	3.20
20	Edith Ferber	8.74	20	Sue Peterson	5.66	20	Ginny Scott	3.09
21	Susan Lawton	8.07	21	Carolyn Baechler	5.53	21	Jim Fox	3.07
22	Kandis Smith	8.02	22	Paul Latimer	5.27	22	Lori Bailey	3.05
23	Janet Howell	7.97	23	Jim Veitch	5.00	23	Marg Sanderson	3.04
24	Malkin Howes	7.44	24	Vivian McLellan	4.98	23	Aggie Udvari	3.04
25	Scott Hills	7.07	24	Judy Widdecombe	4.98	25	Kim Wakeford	3.00

Congratulations!

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

Junior Masters

- **Susan Cruickshank**
- **Judy Gardi**
- **Don O'Bright**

Club Masters

- **Rick Arthur**
- **Angie Bateman**
- **Julia Prendiville**

Sectional Masters

- **Steven Allen**
- **Virginia Alviano**
- **Mary Lynn Benjamins**

Sectional Masters

- **Anita Hanson**
- **Martin Jones**
- **Christine Kelly**
- **Joan Lawson**
- **Ross Maddock**
- **Sue McDonald**
- **Barb Neibert**
- **Joan Slover**
- **Aggie Udvari**

Regional Master

- **Sal Pace**

Advanced NABC Master

- **David Embury**

Ruby Life Master

- **Jean Farhood**

New ACBL Member

- **Robert Correll**

Last - but definitely not least - a warm welcome to the following players who have just joined our club for the first time.

- **Dave Kraemer**
 - **Jean (Joe) Girard**
 - **Norma MacFarlane**
 - **Andrew McNaught**
-



Rookie Ramblings – I need a partner

Contributed by Cheryl Kip, Membership Lead

- Sometimes you need a partner to play with on a regular basis.
- Sometimes you'd like an occasional partner but don't know who might be available (especially during Covid).
- Sometimes you're just looking for someone who might be available for tomorrow's game.

If you're looking for someone for an upcoming game, you're best to log on to Pianola's Partner Finder and create an advert. Pianola can be accessed on the GRBC website (note: you need to be a club member to gain access). If someone is available, s/he will contact you.

You can also sign on to Partnership Desk on the day of the game you're interested in. Simply log on to BBO, click on the game, and hit Partnership Desk. You should sign in about an hour before the game to allow the director time to find you a partner.

If you're looking for a regular partner, please send me an e-mail (ckip1636@rogers.com) and I'll do my best to find a player who plays at the same level as you.

If you're looking for someone to play with occasionally or you're available to play occasionally, please let me know. Currently, there are players looking for partners for the following games.

- 0-19
- 0-49
- 0-199
- someone who regularly plays 2/1, in either a 0-499 game or in an open game.

You can access an up-to-date player contact list from clubmanager@grandriverbridgeclub.com.

After a very heavy-hitter bridge pro (of whalesque size) had leaned on a fragile table to examine a pathetic dummy (in a very odds-off looking partscore), the chair, table, and everything collapsed, sending the pro to the ground. The director hastened on the spot and asked what happened. **I went down in two hearts was the reply.** [Bridge Winners](#)

Each One Reach One

If you like bridge (and we have to assume you do if you're reading this), then this is your big chance to reach out to friends and relatives who might also enjoy learning our game.

On Saturday, September 11, we will be offering **Learn Bridge in a Day**, a fun session that gives its participants a taste of bridge.

Beginner 1 lessons start the following Thursday evening (September 16).

The cost is \$25 for Learn Bridge in a Day and \$85 for Beginner 1 lessons (includes a \$10 text). Click [here](#) for more information and to register someone.

FOR INTERMEDIATE PLAYERS



You Know You're Having a Good Game When.....

Contributed by Robert Griffiths

Board 3			♠ A Q 10 7 6									
South Deals			♥ A K Q 7									
E-W Vul			♦ 7									
			♣ K Q 8									
♠ 9 8 3	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <table style="border-collapse: collapse; width: 100%; text-align: center;"> <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> </div>		N		W		E		S			♠ J 4 2
	N											
W		E										
	S											
♥ 3 2			♥ J 9									
♦ A Q 3			♦ K J 10 8 6 4 2									
♣ J 10 7 5 4			♣ 9									
			♠ K 5									
			♥ 10 8 6 5 4									
			♦ 9 5									
			♣ A 6 3 2									
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>									
			Pass									
Pass	1 ♠	3 ♦	Pass									
Pass	Dbl	All pass										

North opened 1♠ in third seat. I was East and jumped to 3♦. A three-level pre-empt at this vulnerability (we were, they weren't) is not a particularly good idea with just a king and three jacks in my hand and a so-so suit. More disciplined players might find a harsher description of the value of my idea. In any event, there I was.

This was passed back to North who doubled. I passed, and most Souths would now bid some number of hearts settling in the heart game for a normal result. But this South must have seen the terrified look on my face and passed, letting me stew in my own juices.

South led the ♠K, and I sadly saw we were going to lose three spades, two hearts, and a club. Down two would cost -500, greater than the 420 to 480 that the opponents would make in their heart game. The opponents took all of their tricks and we scored our -500. I apologized to my partner for the undisciplined bid.

We looked over the hand and noted that N/S can make six of either major. It shouldn't matter to our poor score because most of the field wouldn't bid the slam with a combined 28 HCP between the two hands.

When the round ended, we saw that we were the only pair to play in diamonds, each of the other nine tables playing in hearts. Only one pair bid 6♥, making six, for a score of +980. But five N/S pairs played 4♥ making seven for a score of +510. Only a diamond opening lead stops N/S from making 13 tricks and neither opponent wanted to make that lead.

Two N/S pairs bid 4♥, making six and scoring +480, while one pair somehow missed the game, playing 3♥ making seven for a +260 score.

So, my bad bid happened to score 66.7% for our side because of the E/W pairs who failed to cash their diamond trick.

Matchpoints is a cruel game:

Contract	Making	Times	NS Score	NS %	EW %
6♥	=	1	+980	100	0
4♥	+3	5	+510	66.7	33.3
3♦ Doubled	-2	1	+500	33.3	66.7
4♥	+2	2	+480	16.7	83.3
3♥	+4	1	+260	0	100

👉 When do you know you're having a good game? Why, it's when your bad plays like this one find a way to become good boards.





Dear David

An Escaped Crocodile (Part 2)

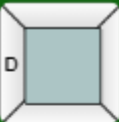
When All Hope is Lost, Hope Springs Eternal

Bob and I seem to see the value of talking about the same hands. This my take on the hand that he wrote about last week.

W West	W N E S	E East
♠AK5	1NT Pass 4♦ Pass	♠76
♥10832	5♥ Pass 6♥ Pass	♥AKQJ5
♦A103	Pass Pass	♦98654
♣AK5		♣8

Sometimes you have a 14-point balanced hand that looks more like 15, so you upgrade and open 1NT. On the other side of the coin, sometimes you have an 18-point balanced hand that looks like 17, so you downgrade and open 1NT. Reasons for downgrading are 4333 distributions (because they don't have a source of tricks), too many queens and jacks (not enough aces and kings) and small spot cards (more 2s, 3s, & 4s and not enough 10s, 9s, & 8s). The hand above has all prime values (aces and kings) for his 18 points and two nice 10s — too strong for 1NT. When partner made a Texas transfer to 4♥, opener thought he was too good to just bid four and 5♥ begat 6♥. As you can see, there are two inescapable losers in diamonds.

Are you sure?

	N North	
	♠983	
	♥64	
	♦K7	
	♣QJ7632	
W West	W N E S	E East
♠AK5	1NT Pass 4♦ Pass	♠76
♥10832	5♥ Pass 6♥ Pass	♥AKQJ5
♦A103	Pass Pass	♦98654
♣AK5		♣8
	S South	
	♠QJ1042	
	♥97	
	♦QJ2	
	♣1094	
		6♥ West
		0 0

I swapped the ♦K for the ♦Q on the original hand to illustrate a point, because West is the declarer and there is a different line of play that could lead you to glory. If you win the spade, draw trumps, play K♠ and ruff a spade, play AK♣ and ruff a club, then play ace and another diamond, North wins the king and must give you a ruff and sluff. Declarer throws his last diamond away and ruffs in dummy. Making 6♥? Not so fast!

As declarer is going about your business, his opponent can see what is about to happen to him. The last thing North wants to do is win the second diamond and give you a ruff and sluff. So, he throws his $\heartsuit K$ under the $\heartsuit A$ and his partner is left with two diamond winners.



What can declarer do? The answer is to play the diamond ace long before your opponent becomes aware of what is about to befall him. Cash the diamond ace at Trick 2! After you have taken all the trumps, clubs, and spades from your hands, you lead the second round of diamonds to the now-bare king and chalk up your slam. This maneuver is called a “strip and endplay”. You strip all safe exits from your opponents and then endplay someone by giving them a trick.

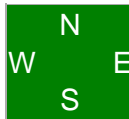


Declarer has the advantage of seeing two hands and can form plans for the entire play of the hand. It is much more difficult for the opponents to figure out what nefarious designs you have in mind.

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

#30

♠ K 5 4 2
 ♥ 8 3
 ♦ A 10 6
 ♣ A K 5 4



♠ A Q 8 7 3
 ♥ Q 7 4
 ♦ 8 4 3
 ♣ 7 6

West	North	East	South
			Pass
Pass	1 ♣	2 ♥	2 ♠
Pass	3 ♠	All pass	

I was declaring 3♠ in the South seat as usual. West led the ♥A and, because East encouraged, he led another heart to East's king. At Trick 3, East led a heart back to my queen - which West ruffed with the ♠6. What now?

SOLUTION

You have already lost two hearts and you have two unavoidable losers in the diamond suit, meaning that you cannot afford to lose any additional tricks. The clubs are not a concern, but trump could be. If trumps split no worse than 1-3, you can safely over-ruff West's ♠6 with dummy's ♠K, but what if they split 0-4? It's not very likely, only one chance in ten, but good players prepare for the worst-case scenario when they can. To prepare for this worst-case scenario (0-4 trump split), instead of over-ruffing West's ♠6 pitch a diamond! This is called a loser-on-loser play. By refusing to over-ruff, you ensure that you will be able to draw the outstanding trumps, no matter how badly they split. Here is the full hand.

	♠ K 5 4 2	
	♥ 8 3	
	♦ A 10 6	
	♣ A K 5 4	
♠ J 10 9 6		♠ —
♥ A 9		♥ K J 10 6 5 2
♦ K Q J 7 2		♦ 9 5
♣ 3 2		♣ Q J 10 9 8

	N	
W		E
	S	

♠ A Q 8 7 3
♥ Q 7 4
♦ 8 4 3
♣ 7 6

As you can see, although you lost a trump trick you didn't need to lose, you actually exchanged it for a diamond loser and ended up losing the same number of tricks. But if you had over-ruffed the ♠6 with the board's ♠K, you would ultimately lose a trump trick and two diamonds as well - for down one.

The moral of the story is: it doesn't matter if you lose your tricks early or late - what matters is how many tricks you lose in the end.



Unit-Wide Games at the London Bridge Centre

This weekend, July 10 and 11, the London Bridge Centre is hosting unit-wide games, with pairs games on the Saturday and Swiss Teams on the Sunday.

Last week, we reported that these games would award silver master points, but that was incorrect. The points are regular black points, and we apologize for the mistake.

Click [here](#) for more information.

North American Pairs (NAP) Qualifying Games

Friday, July 9 is the last chance for our club's 499er players to qualify for the next step in the NAP competition (by means of which, if you do amazingly well, you can qualify for a subsidy to travel to the nationals next March in Reno, Nevada). Game fees are \$7 for our NAP games,

~~Kincardine Saturday Night Games~~

The Kincardine Saturday night games are cancelled for the summer.

Coming Virtual Events

- Friday, July 9, 12:30 pm, **99er game, (20-22 boards) \$5**
- Friday, July 9, 1:00 pm, **499er game (24 boards) \$7 NAP**
- Friday, July 9, 7:00 pm, **open game (24 boards) \$5**
- Saturday, July 10, 1:00 pm, **199er game (20-22 boards) \$5**
- Sunday, July 11, 10:00 am, **499er game, (18 boards) \$5**
- Monday, July 12, 12:30 pm, **49er game (18 boards @ 8 minutes) \$5**
- Monday, July 12, 1:00 pm, **open game (24 boards) \$5**
- Monday, July 12, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, July 13, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, July 13, 1:00 pm, **open game (24 boards) \$5**
- Wednesday, July 14, 1:00 pm, **499er game (24 boards) \$5**
- Wednesday, July 14, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, July 14, 7:00 pm, **open game (24 boards) \$5**
- Thursday, July 15, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, July 15, 1:00 pm, **open game (24 boards) \$5**
- Thursday, July 15, 6:30 pm, **19er game \$5**
- Thursday, July 15, 7:00 pm, **999er game (24 boards) \$5**

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 welcome all of the new members at our **club**.