



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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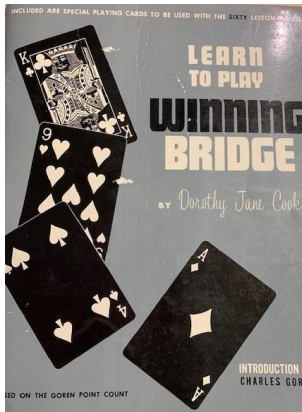
ALERT – September 27, 2021

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 August.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	40.31	1	Salvatore Pace	16.48	1	Reinhold Kauk	6.92
2	Colin Harrington	22.79	2	Barbara Arthur	14.20	2	Charlene Schell	5.92
3	Cindy Mahn	20.40	3	Suzanne Edwards	13.11	3	Anita Hanson	5.59
4	Ted Boyd	17.87	4	Brian Kirkconnell	12.74	4	Aggie Udvari	5.49
5	Mike Peng	17.54	5	Ron Lawrence	12.18	5	Barb Neibert	4.84
6	Margot Stockie	16.92	6	Roy Dandyk	11.51	6	Molly Worden	4.77
7	Bob Griffiths	16.17	7	Shelley Metcalfe	11.33	7	Joani Horvath	4.73
8	Neil Jeffrey	14.22	8	Kathy Russell	9.38	8	Elinor Girouard	4.65
9	Moira Hollingsworth	13.57	9	Barbara Lindsay	9.15	9	Noah Pace	4.61
10	Bruce Roberts	13.23	10	John Kip	9.12	10	Nancy Cattanach	4.22
11	John Vandergrift	11.42	11	Cheryl Kip	8.98	11	Marg Sanderson	4.02
12	Stephen Young	11.21	12	David Embury	7.66	12	Brian Gaber	3.97
13	Liz McDowell	10.43	13	Grant Roberts	6.29	12	Rick Arthur	3.97
14	Neil Coburn	10.39	14	Judy Widdecombe	6.18	14	Belinda Burt	3.86
15	Tom Ramsay	10.15	14	Vivian McLellan	6.18	15	Elaine Doyle	3.74
16	Sandy Graham	9.99	16	Andy Wilson	5.94	16	Susan Durance	3.44
17	John Hanemaayer	9.44	17	Betty Wendling	5.85	17	Audrey Cook	3.41
18	Ronald Sayle	8.83	17	Jim Dalglish	5.85	18	Joe Blake	3.31
19	David Longstaff	8.80	19	Sue Voll	5.79	19	Valirie Binkle	3.02
20	Dianne Aves	7.72	20	Margie Whyte	5.44	19	Pamela Knight	2.82
21	Malkin Howes	7.70	21	Bev Hitchman	5.29	21	Virginia Alviano	2.64
22	Sharon King	7.50	22	Renate Boucher	5.05	22	Steven Allen	2.63
23	Adrian Record	7.26	23	Lori Cole	5.04	23	Richard Wehrle	2.53
24	Pat McMillan	7.21	24	William Sherman	5.03	23	Don O'Bright	2.53
25	Scott Hills	7.20	25	Stephen Nantes	4.88	23	Lynn Campbell	2.53



Rookie Ramblings

Contributed by Jane Lemke

This column's title might more correctly be, "Flea Market Ramblings".

Our daughter happened to notice a bridge book while browsing a flea market in Mount Forest this summer. She purchased *Learn to Play Winning Bridge* by Dorothy Jane Cook for twenty-five cents, knowing that I have an always-expanding collection of bridge books.

The author taught bridge classes beginning in 1947, became a life master in 1949, won numerous bridge tournaments, and was elected President of the American Bridge Teachers' Association in 1963.

The date of publication is not included in the book; however, according to Amazon the book was published in January, 1962. Incidentally, a used copy sells on Amazon, for \$20 USD. The introduction is signed by Charles Goren, and the book is endorsed by Oswald Jacoby and Sam Stayman, among others. A fascinating addition to the book is an entire deck of cards which are used to play numerous hands included in the book (hand information printed on the back of each card).

I suspect this book might be of interest to club members who collect bridge memorabilia. Although not technically an antique, the book would be considered a "collectable" (<100 years old). The book is in fairly good condition though well-used.

The book is available for purchase with proceeds donated to the Grand River Bridge Club. If interested, please submit payment to the club and [contact me](#) to arrange shipment.

Notice of Annual General Meeting

Just a reminder that our AGM will be held via Zoom on Monday, September 27 at 11:00 am. Pre-registration is required. Email [Joan Lawson](#) for the link.

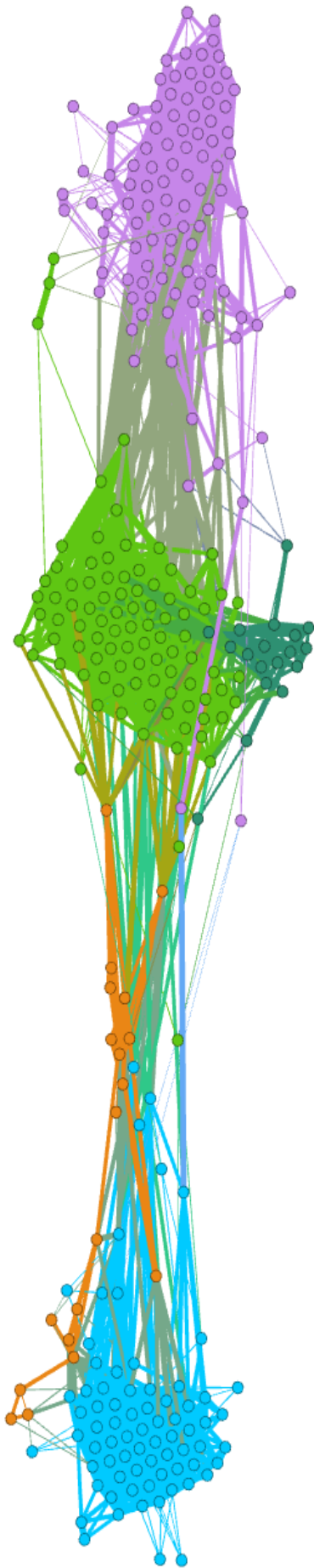
Canadian Bridge Federation Online Team League

The Canadian Bridge Federation (CBF) is offering four divisions in this year's online team league: Open, B (<5000), C (<2000), and D (<500). Registration is open until October 3 and matches will start the week prior to October 23/24. All players must be CBF members. The cost is \$240 per team for Open, \$180 per team for B and C, and \$100 for D. Prizes for the winning teams are CBF polo shirts (and glory).

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

Double Dummy

A new bridge documentary about youth players will be available for free online viewing on September 30. Click [here](#) for more information and to view the trailer.



What the heck is this, and why is it in the Alert?

This is a network graph showing the “relationships” between players at the Grand River Bridge Club, based on the games that they have played in the Virtual games.

Each of the nodes (circles) represent a player (all 310 who have played at least 10 games), and the lines between the circles (also called edges) represents a relationship between players. The thicker the line, the stronger the relationship.

How is a “relationship” established?

The measure between nodes is a concept called **cosine similarity**. The cosine similarity for 2 players is:

$$\frac{\text{number of games in common}}{\sqrt{(\text{total games for first player})(\text{total games for second player})}}$$

This provides a value between 0 (no association whatsoever) and 1 (perfect match) for each pair of players.

Using all relationships in the graph would just create one big blob, so 2 criteria were used to determine a threshold for inclusion:

- 1) A cosine similarity of at least 0.4
- 2) If a player does not have at least 5 other players that they share a cosine similarity of ≥ 0.4 , the best 5 scores were kept.

Each player has at least five edges, but some players have a lot more.

Sue Moses has the most at 67!

The nodes and edges are produced by a program called Gephi. The process (ForceAtlas 2) tries to make a representation of the graph where nodes with relationships are attracted to each other, while those without relationships are repelled by each other.

What are the different colours?

Using a process called Modularity, a calculation is done to find the groups that belong together. There are no real surprises in the groups

Pink – 99er and 199er game levels (99 players)

Light Green – 499er level (99 players)

Dark Green – Newcomers (18 players)

Orange – 499er/999er/Open Bridge (19 players)

Light Blue – Open games (75 players)

Created by Allen Pengelly

Time You Learned Your Lessons!

For the foreseeable future, pending that wonderful day when we can re-open our club, all of our lessons are online.

We are adding a few online workshops, but there is only so much we can ask of our over-worked online teachers. Click [here](#) for more information about our fall workshops and to register. Click [here](#) for information on how to pay.

The next two scheduled lessons (online perforce) are as follows.

NAMES Untitled

GENERAL APPROACH

Two Over One: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1♣ 2♣ Natural 2 Bids Other

NOTRUMP OPENING BIDS

1NT _____ to _____
_____ to _____
5-card Major common 3♥ _____
System on over 3♠ _____
2♣ Stayman Puppet
2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
2♥ Transfer to ♠ Lebensohl (____denies) Conventional NT Openings

2NT _____ to _____
Puppet Stayman
Transfer Responses:
Jacoby Texas
3♠ _____

3NT _____ to _____

Filling Out a Convention Card

Have you ever forgotten a bidding agreement that you have with your partner? Or come to find that you have no bidding agreement and therefore don't understand your partner's bid? Or perhaps you don't understand your partner's particular card play or lead because you haven't discussed it? Or maybe you don't know how to answer a query from your opponents about a particular bid or play of a card? If there only were some way to identify your partnership agreements on a standard form, for your opponents and for you and your partner.

Welcome to the partnership ACBL convention card!

The ACBL General Conditions of Contest specify that "Each member of a partnership must have a completed convention card available for the opponents". In other words, your opponents are entitled to know about any bidding and defensive carding agreements that you and your partner make.

Convention Cards are required, both on Bridge Base Online (BBO) and in "real life" duplicate bridge clubs and tournaments. Not only is the Convention Card a requirement for duplicate bridge games, but also it is a great tool you can use to firm up your partnership's agreements and have a useful discussion before you begin a duplicate session.

This workshop will:

- Help you and your partner, as newer players, to complete your Convention Card;
- Explain some of the intricacies of the Convention Card (i.e., the meaning of the different sections, check boxes, blank spaces, and different colours); and
- Suggest some conventions to list/use.

Novice

Saturday, October 2, 9:30 am – noon

Instructor: John Hanemaayer

Fee: \$20 for members/ \$25 for non-members

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Hold Up Plays in No Trump

Intermediate players know about hold up plays whereby they don't play their stopper(s) in the opponents' suit until the danger is past. However, much more often than you may realize, there are situations when it's wrong to hold up - the opponents may switch to a scarier suit, the opponents' suit will block, or your trick will disappear if you don't take it right away. Furthermore, sometimes it's right to hold up once but not twice. And then there's the concept of the dangerous opponent to take into consideration. This workshop will offer its participants the chance to declare 20 hands in Shark Bridge, depending on time. Sometimes, it will be right to take your winner(s) right away, sometimes it will be right to hold up only once, and sometimes it will be right to hold up twice. After each hand, you will get immediate feedback about your decision at Trick 1.

Intermediate

Monday, October 4, 9:30 am – noon

Current Enrollment: 2

Instructor: Malkin Howes

Fee: \$20 for members/ \$25 for non-members






Is This Poker or Bridge?

Contributed by Robert Griffiths

Board 14 ♠ K J 10 6 4 3 2
 East Deals ♥ A 10 6 5
 None Vul ♦ —
 ♣ 8 7

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

♠ A 8 5
 ♥ K 8 7 3 2
 ♦ Q 7
 ♣ Q 5 2

West	North	East	South
		3♦	Pass
3N	4♠	Pass	Pass
5♦	All pass		

I was East, the dealer, and opened with a 3♦ pre-empt. That's a bit pushy for a vulnerable bid, but two major-suit singletons egged me on. South passed and my partner bid 3NT. And you thought my bid was pushy.....

This is a matchpoint bid; his 'stoppers' in the majors are very shaky but we ought to have plenty of tricks if North makes a poor choice of lead or if I happen to hold a partial stopper in the suit that he leads.

If North chooses to pass 3NT, any lead except a club will give the defence the first 12 tricks as long as they are careful with the heart suit. West would suffer the indignity of freely bidding 3NT and going down eight, taking just one trick despite his two aces.

On the other hand, if North is afraid of underleading his strength and tries the 'safe' lead of a small club, West will scoot home with 11 tricks.

But North did not pass 3NT - he was afraid that West really had the major suit stoppers he was advertising and that 3NT might come in for nine tricks. So North tried 4♠ and as he bid this, he didn't know if he had a serious chance of making his game or whether it would be a sacrifice. As it turns out, if left alone in 4♠ he can make 11 tricks; in fact, only a club lead at Trick 1 will stop him from making 12 tricks. Note that North should get the heart suit right. Assuming that East, the pre-emptor, might be short of hearts, North should first lead the king from the South hand, then finesse on the way back after East plays the queen. (Remember restricted choice?)

The 4♠ bid was passed back to West, who had to give up on the 3NT dream and, unwilling to defend against a spade game, went on to 5♦.

North passed, as did I, and South seriously considered bidding 5♠. On this hand, that is the winning bid, but by now nobody at the table knew who was bluffing and who had the strength they were showing with their big bids. So, South passed as well.

With the help of a club finesse, 5♦ was a success and we lived happily ever after.



Dear David

Threading the Needle

I recently participated in a face-to-face bridge game with seven other “bridgers”. We used team-game scoring and each partnership played eight boards against each of the other three pairs. The bad news is that my partner and I finished last. The good news is how enjoyable it was to have the ability to have conversations about the hands as they occur. I am eagerly waiting for the day that GRBC reopens its doors.

This hand engendered a bit of discussion.

D		N North		E East	
		♠KJ5 ♥K1098 ♦J9 ♣KJ42		♠932 ♥AQ4 ♦Q87653 ♣10	
W West		W N E S			
♠AQ107 ♥32 ♦AK102 ♣Q65		1NT Pass 2NT Pass Pass Pass			
		S South		2NT West	
		♠864 ♥J765 ♦4 ♣A9873		0 0	

2NT was invitational to 3NT. If you go simply by high-card points, East’s eight points is barely worth an invitation. If you go simply by high-card points, West’s 15-point hand is a minimum and he should reject the invitation. So if you make evaluations based strictly on the number of high-card points, you will frequently be unsuccessful at getting the most out of your hands. East should reason that if partner has some values in diamonds, the six-card suit may produce five or six tricks. West should reason that his 15-point hand has good values with no over-valued jacks and two useful tens. In other words, I would offer very little criticism if East had bid 3NT or if West accepted the invitation.

As you can see, had North led a club, the defense would have taken the first five tricks. However, a good rule of thumb is that if you have a relatively equal choice for an opening lead and the opponents have not used Stayman, a major suit lead is the preferred choice. On the lead of the ♥10, declarer has nine tricks by playing the queen. Even if he plays the ace at Trick 1, there is a lot of pressure on the defense as Declarer runs his diamonds and the ninth trick may appear later in the hand.

“Threading the Needle” at bridge (in this instance) refers to stopping in 2NT and making exactly eight tricks. Some days, declarer will make fewer than eight tricks and sometimes he will make more than eight tricks. Since the game bonus gives you a huge reward at teams, you should stretch a little for the game instead of hoping that you will make exactly eight tricks.

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

#41

♠ A Q 8 7 2
 ♥ K J 2
 ♦ A 10 8
 ♣ 10 4



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

West	North	East	South
			1 ♥
2 N ¹	4 ♥	All pass	

1. unusual (at least 5/5 in the minors)

West led the ♦5. Try to guess East's diamond holding, and then plan the play.

SOLUTION

West's bid promised at least five diamonds. The rule of eleven tells you that his opening lead (assuming it's fourth-best) means there are six diamonds higher than the five in the other hands. You have two of them and dummy has three of them. Therefore, East almost certainly has a singleton diamond, and furthermore his singleton diamond must be higher than the five. Combined with the fact that if West had started with ♦QJxxx he would more likely have led the ♦Q and not the ♦5, it seems probable that East holds the singleton queen or jack.

Therefore, you should save dummy's ♦A10 for a later finesse of West's ♦Q9 or ♦J9. Play dummy's eight on the opening lead and take the trick with your ♦K (unless East unexpectedly plays a card smaller than the 8, in which case you duck in your hand).

Unless something untoward happens, you have four losers in all - three clubs and one diamond. You will be able to discard one of your club losers on the ♠A, meaning there is no need to try to ruff a club loser on the board. (In any case, trying to ruff a club loser is terribly dangerous, since West will for sure get in and be able to give his partner a diamond ruff or two.)

As it turns out, East does hold the singleton ♦J. You take it with your ♦K and lose no time drawing trumps. Let's say you have to play four rounds of hearts. Then, at Trick 6, you lead a small diamond towards dummy and finesse West's ♦Q, and then cash your ace of diamonds. Now, cash dummy's ♠A, discarding one of your hand's club losers. You have taken the necessary ten tricks, and you can cheerfully concede the last three tricks to the opponents.

Here is the full deal.

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

As so often, your play at Trick 1 was crucial to your success.



Silver Linings Week

From Monday, September 20 through Sunday, September 26, it's Silver Linings Week in ACBLland. That means double silver master points ☺ and a \$2 surcharge ☹.

Canada-Wide BBO Online Silver Points Game

You can earn double silver master points in the Canada-wide Canadian Bridge Federation (CBF) Silver Points Game on Sunday, September 26. This game is for Canadian CBF members only. In BBO search for "CBF Open" and "CBF 499". Click [here](#) for more information.

Coming Virtual Events

- Friday, September 24, 12:30 pm, **99er game (20-22 boards) \$7 (2X Silver MP)**
- Friday, September 24, 1:00 pm, **499er game (24 boards) \$7 (2X Silver MP)**
- Friday, September 24, 7:00 pm, **open game (24 boards) \$7 (2X Silver MP)**
- Saturday, September 25, 1:00 pm, **199er game (20-22 boards) \$7 (2X Silver MP)**
- Sunday, September 26, 10:00 am, **499er game (18 boards) \$7 (2X Silver MP)**
- Sunday, September 26, 1:00 pm, **CBF Open Game \$7 2X Silver MP**
- Sunday, September 26, 1:15 pm, **CBF 499er Game \$6 2X Silver MP**
- Monday, September 27, 11:00 am, **Annual General Meeting via Zoom**
- Monday, September 27, 12:30 pm, **49er game (18 boards @ 8 minutes) \$5**
- Monday, September 27, 1:00 pm, **open game (24 boards) \$5**
- Monday, September 27, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, September 28, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, September 28, 1:00 pm, **open game (24 boards) \$5**
- Wednesday, September 29, 1:00 pm, **499er game (24 boards) \$5**
- Wednesday, September 29, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, September 29, 7:00 pm, **open game (24 boards) \$5**
- Thursday, September 30, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, September 30 1:00 pm, **open game (24 boards) \$5**
- Thursday, September 30, 6:30 pm, **19er game \$5**
- Thursday, September 30, 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 are offering online lessons at our **club**.