



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – February 14, 2022

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 January.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	33.22	1	Suzanne Edwards	12.44	1	Andy Martinek	7.73
2	Cindy Mahn	21.61	2	Grant Roberts	11.52	2	J. Lewis Corbin	6.89
3	Edith Ferber	20.73	3	Jim Hardy	10.56	3	Brian Gaber	6.65
4	Margot Stockie	18.19	4	Brian Kirkconnell	10.13	4	Marilyn Rootham	5.78
5	Robert Griffiths	17.26	5	Kathy Russell	9.00	4	Lynn Campbell	5.78
6	Mike Peng	16.90	5	Judy Beauchamp	9.00	6	Ginny Scott	5.75
7	David Wilson	15.65	7	Lissa Lowes	8.45	7	Rick Arthur	5.51
8	Stephen Young	14.14	8	Lori Cole	8.05	8	Louise Dawdy	5.42
9	Moira Hollingsworth	13.20	9	Jim Dalgliesh	8.00	9	Barb Neibert	4.90
10	Neil Jeffrey	11.67	10	Isabel Hetherington	7.92	9	Anita Hanson	4.90
11	Sandy Graham	10.81	11	Barbara Arthur	7.61	11	Reinhold Kauk	4.68
12	Colin Harrington	10.78	12	Brenda Semple	7.57	12	Julia Prendiville	4.50
13	Mary McClelland	10.70	13	Nanci Phelan	7.29	13	Joani Horvath	4.42
14	Susan Lawton	9.78	14	Lynda Burnett	7.09	14	Joan Lawson	4.41
15	Liz McDowell	8.43	15	Kevin Latter	7.05	14	Ginny Alviano	4.41
16	John Vandergrift	8.37	16	Sue Moses	7.00	16	Martin Jones	4.25
17	Tom Ramsay	8.30	17	Jack Cole	6.48	17	Steven Allen	4.11
18	Wayne Schroeder	7.54	18	Paul Latimer	6.28	18	Charlene Schell	4.01
19	Ted Boyd	7.44	19	Joan Slover	5.99	19	Christine Kelly	3.94
20	Bruce Roberts	7.30	20	Sue Peterson	5.93	20	Elinor Girouard	3.93
21	Neil Coburn	7.15	21	Carolyn Baechler	5.63	21	Sue McDonald	3.75
22	Steve Carpenter	6.73	22	Beverly Hitchman	5.62	22	Richard Prendiville	3.72
23	Dianne Aves	6.48	23	Cheryl Kip	5.50	23	Kim Wakeford	3.65
24	Malkin Howes	6.46	24	Vivian Zochowski	5.23	24	Cassandra Zehr	3.63
25	Diane Jamieson	6.12	25	Tony Verhoeven	5.04	25	Jan McLaurin	3.62

Re-Opening Plan Update

Contributed by Cindy Mahn, President

Subject to provincial guidelines, Monday, March 14 has been set as our target date for re-opening some of our F2F games. All other games will remain virtual until further notice.

- Monday Morning Bridge Lab
- Tuesday Afternoon Open Game
- Wednesday Morning 0-99 Game
- Friday Afternoon 0-499 Game

Conditions will include being fully vaccinated and wearing a well-fitting mask.

The board will reconvene on Monday, February 28 to hopefully confirm this date. It will be wonderful to see you all again in person before too long!

Until then, see you online!

Financial Update

Contributed by Bev Pope, Treasurer

It has been some time since there has been a financial update in The Alert. I am pleased to report that our financial position is sound. Despite the profound impact of Covid 19, our net loss over the first seven months of our fiscal year to January 31, 2022 was only \$247. We have done well at generating revenue and controlling expenses. While we benefited from a 12-month rent reduction from Dare Foods, that ended on August 31, 2021. Our cash position at January 31, 2022 was \$134,458. Interest rates remain very low for GICs unless we opt for a longer term. At this point, the board does not want an investment that extends beyond our lease which expires June 30, 2023.

Looking at our sources of revenue, I am happy to report that January was our best month so far. There were 620.5 tables in play, membership grew to 267, and online workshops were popular when face-to-face classes had to be postponed once again. The best news in terms of lessons, is that we had enough students to run beginner classes in both September and January. Many of those students have since become members of the club.

On the expenditure side, our biggest expenses continue to be rent, ACBL table fees, and directors' pay. Directors are essential to our operation whether online or in-person games are run. Their commitment to ensuring our games operate efficiently is greatly appreciated. We have saved on hospitality expenses as the cleaning contract was suspended during the pandemic and we have had no kitchen expenses for refreshments or supplies.

We are well positioned to reopen with a limited number of games and one bridge lab session. The club closed on March 16, 2020. If we are able to reopen on March 14, 2022 that will be almost two years to the day that we have not been able to enjoy our club facilities and see our bridge friends. The board has done everything that it possibly can to make the reopening safe for our members. Public health regulations are being followed, there are new air purifiers at the club, and we have renegotiated the cleaning contract to ensure a thorough cleaning is done once a week. The tables have been moved further apart and members are encouraged to use their debit card on the new Square terminal to reduce the handling of cash. We encourage you to try playing one game a week at the club and helping Grand River Bridge Club remain a welcoming environment to learn and play bridge.

If you would like a copy of the latest financial reports, please email

billandbevpoppe13@gmail.com.

Number Rules!

Contributed by Liz McDowell

This week Liz looks at the Rule of 17. If you have questions about this rule (or previous rules), please email [Liz](#), and she may put a follow-up blurb in a subsequent Alert.

Rule of 17

This rule (guideline) is used when partner opens a weak two 2♥ or 2♠ bid. Its purpose is to tell you whether or not you should look for game. This guideline is useful for newer players. How does it work?

Add your high card points to the number of trumps you hold. If the total is less than 17, there is no game. If the total is 17+, bid the game.

Example

Your partner opens a weak 2♠ showing 6 to a bad 11 HCPs.

Your hand.

♠K2

♥Q54

♦AQJ87

♣K32

15 HCP + 2 spades = 17 BID GAME

Example

Your partner opens a weak 2♠ showing 6 to a bad 11 HCPs.

Your hand:

♠5

♥KQ98

♦AQ98

♣KJ42

15 HCP + 1 spade = 16 PASS

There are two things to bear in mind.

- What is partner's style?
- Are you vulnerable?

If partner is a very aggressive bidder, you might want to pull in your horns a bit.

Furthermore, especially if you play disciplined weak twos, you might expect the bulk of your partner's points to be in his suit if you're vulnerable - but not necessarily so if you're non-vulnerable.

What about this hand?

Your partner opens a weak 2♠ showing 6 to a bad 11 HCPs.

Your hand:

♠KQ2

♥AQJ875

♦

♣6543

12 HCP +3 (for the void) +3 spades = 18 BID GAME

What about this hand?

Your partner opens a weak 2♠ showing 6 to a bad 11 HCPs.

Your hand:

♠5

♥KQ72

♦KJ87

♣AQJ4

16 HCP +1 spade = 17 BUT!!!! With this hand, the best way to look for game is to bid 2 NT (forcing) which asks for a feature, as perhaps there is a 3 NT game available.

- If partner has a minimum hand (5-7 HCP), he should just repeat his spades and there you would rest.
- If partner has 8-11 HCP, he should now show a feature (an ace or protected king) and responder should try 3 NT.

Summary

1. Keep in mind that what partner needs is quick tricks – so upgrade aces and kings and downgrade queens and jacks.
 2. With 15 HCP and 2 spades (total of 17), bid 4♠.
 3. With 15 HCP and 4 spades (total of 19), bid 4♠.
 4. With 16 HCP and 4 spades (total of 20), bid 2NT. If partner shows a feature, bid 4 NT (Blackwood). If there are enough keycards, bid 6♠.
 5. With 19 HCP and 4 spades (total of 23), bid 4NT (Blackwood) and stop at 6♠ if missing one control.
-

We're #24!

The ACBL ranks its 1403 member clubs in terms of their table counts, and so far in 2022 our club is currently 24th in all of ACBL land.

**Only Willie Nelson
could look perfectly normal
in this situation . . .**



In the 1980s, A&W tried to compete with the McDonald's Quarter Pounder by selling a 1/3 pound burger at a lower cost. The product failed, because most customers thought the 1/4 pound was bigger.

This is why I don't argue online.

Ace of Clubs Races

Local players did very well in the ACBL's Ace of Clubs 2021 race (most masterpoints earned in club play). Here are the results for our unit.

0 – 5 Masterpoints

7. Jane Wilson
8. Brian Gaber

5 – 20 Masterpoints

1. Nancy Cattanach
2. Belinda Burt
4. Greg Seale
7. Audrey Cook
9. Jim Fox
10. Carol Filipowitsch

20-50 Masterpoints

1. Sal Pace
2. Noah Pace
3. Mary Lynn Benjamins
5. Barb Neibert
7. Virginia Alviano
8. Marilyn Rootham
10. Martin Jones

50-100 Masterpoints

1. Shelley Metcalfe
4. Brian Barrett
Mary Barrett
6. Robert Giilck

100-200 Masterpoints

1. Stephen Nantes
2. Brian Kirkconnell
3. Suzanne Edwards
5. Barbara Arthur
6. Margie Whyte
7. Grant Roberts
8. Jim Hardy
9. Brian Silva

200-300 Masterpoints

2. Ron Angst
4. David Embury
5. Karen Whitworth

300-500 Masterpoints

1. Donna Angst
2. Sandy Graham
7. John Hanemaayer
10. Kathy Russell

500-1000 Masterpoints

3. Stephen Carpenter

1500-2500 Masterpoints

1. Mike Peng
2. Malkin Howes
5. Ted Boyd
7. William Christian
9. Pat McMillan

2500-3500 Masterpoints

1. Robert Griffiths
2. Margot Stockie
3. Moira Hollingsworth
4. Peggy Pearson
8. Dianne Aves

3500-5000 Masterpoints

3. Stephen Young
4. David Longstaff
5. Edith Ferber
9. Peter Hannak

5000-7500 Masterpoints

1. Cindy Mahn
2. Liz McDowell
3. Tom Ramsay
5. Norma Ingram

7500-10,000 Masterpoints

2. Colin Harrington

Over 10,000 Masterpoints

2. David Baker

Presumably, the players at the other clubs in our unit are grateful that our players allowed them the odd spot here and there.....

Bridge Over Troubled Water

- Have you ever not known what card to play or what bid to make?
- Have you ever had a total disaster and wondered what you did wrong?

Who you gonna call? **Susan Lawton** has the patience of a saint, the tactfulness of a diplomat, and excellent bridge skills to boot. All you need to do is email Susan (suzan2420@yahoo.ca) and she will be happy to set you straight. Susan's free service is an excellent way to improve!

TIME YOU LEARNED YOUR LESSONS!

There are only two online workshops scheduled at present (although it is possible to take individual lessons in Stephen Carpenter's defence course). Click [here](#) to register. [Face-to-face lessons during the last two weeks of March](#) are in the works. Stay tuned!



Win	They
20	
50	
100	
200	
300	
70	120
240	
60	

Scoring

Most people start by playing bridge socially using rubber bridge scoring. When they graduate to playing duplicate bridge at clubs, the scoring method is called matchpoint scoring. And when people start playing in tournament team games, the scoring method is called IMPs. Each scoring method rewards different playing strategies.

This workshop will discuss how our game is scored - and show you how a knowledge of the scoring can/should improve your bidding and play (and results). Attention will be given to vulnerability, doubles, and some simple strategies to improve your scores. Several hands will be examined to illustrate the lessons.

Date: Tuesday, February 15, 6:30 pm – 9:00 pm

Level: **Novice**

Instructor: Jack Cole

Mode: ONLINE

Current Enrollment: 6

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

LAST CHANCE TO SIGN UP!!!!!!!!!!



Bidding Big Hands

Most of us have a love-hate relationship with big hands. They're fun and exciting – but they're at the same time kind of like the Chinese word for "crisis" – part opportunity and part danger. This workshop will give you the tools you need to bid your big hands correctly. You will learn (or reinforce your knowledge of) when to open two clubs, reverse, ask for keycards, jump bid and, most importantly, pass. Up to 12 hands will be played, depending on time.

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

Date: Monday, February 21, 9:30 am - noon

Level: **Intermediate**


Instructor: Malkin Howes

Mode: ONLINE

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

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).

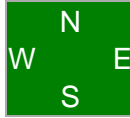
- John Hanemaayer's **novice** workshop on **Filling out your Convention Card**
- Stephen Carpenter's **novice** workshop on **Killer Signals**
- Jack Cole's **novice** workshop on **Playing in our Online Games**
- Stephen Carpenter's first defence workshop (**opening leads**) 



Everybody Has Bidding Problems Sometimes

Contributed by Robert Griffiths

Board 12				♠ 7 4
South Deals				♥ 6
N-S Vul				♦ A J 10 8
				♣ Q J 7 6 4 3
♠ Q 10 8 5 3				♠ A K J 9 6 2
♥ A J 5 4				♥ K 7 3
♦ 5				♦ K Q 3
♣ K 10 2				♣ 8
				♠ —
				♥ Q 10 9 8 2
				♦ 9 7 6 4 2
				♣ A 9 5



This was the 175th of 176 boards in the 1983 Bermuda Bowl three-day final between Italy and USA. When the board came up, Italy was ahead in the match by just 8 IMPs, less than a game swing. After South's pass both Wests pushed a bit to open 1♠. North passed and both East players got excited. The American jumped right to Blackwood. When he heard that the pair was missing two aces, he signed off in 5♠ which made just five.

The Italians, Benito Garozzo and Giorgio Belladonna, had a wee spot of trouble. Belladonna, East bid 2NT. This bid promised a good spade raise with an unspecified singleton in his hand. Garozzo, West, had a variety of asking bids available, but he mistakenly bid 3♠. He intended this bid to show an absolute minimum for his opener but by their system, it was a bid asking about the spade suit.

Belladonna had to go a lot of steps to show his amazing spades. His answer to Garozzo's asking bid was 4NT, six steps up from the asking bid, showing the length and strength of his spades. Garozzo, unaware that Belladonna's bid was an answer to the question that his bid asked, saw 4NT and thought, "Blackwood!". He replied 5♦, showing his one keycard in their system.

Belladonna saw the 5♦ bid and thought it was a cuebid, promising the diamond ace and denying the club ace. He bid on to 6♠, thinking that with no wasted values in clubs the slam should be easy.

The Americans cashed their two aces and won 11 IMPs on the hand, putting them into the lead by 3 IMPs. That was enough to win the match and the world championship.

Garozzo and Belladonna had been partners for years and had won many World Championships together. But after 60 high-intensity boards a day for three days, even the best players can have accidents. And even though over the 176 boards there were hundreds of IMPs won by both sides, what people remember is the 11 IMPs on the second-last board that decided the match.



When you make a mistake, just remember that no one is perfect.





Dear David

Don't Be a Blockhead

Player	Hand
North (N)	♠K95432 ♥K32 ♦7 ♣972
West (W)	♠J6 ♥74 ♦AK9 ♣AKQ865
East (E)	♠Q8 ♥AQJ10986 ♦Q1086 ♣
South (S)	♠A107 ♥5 ♦J5432 ♣J1043

Bidding: W: 5♣ Pass, N: Pass, E: 5♥ Pass, S: Pass Pass

Score: 0 - 0 (5♥ East)

South led the ♠A and the ♠10 to the king. North led a third spade in hopes that partner had no more spades and had a heart higher than dummy's seven. Even if declarer received a non-useful ruff-sluff, the alternatives (from North's point of view) suggested that there were no other options.

Player	Hand
North (N)	♠954 ♥K32 ♦7 ♣972
West (W)	♠ ♥74 ♦AK9 ♣AKQ865
East (E)	♠ ♥AQJ10986 ♦Q1086 ♣
South (S)	♠7 ♥5 ♦J5432 ♣J1043

Bidding: W: 5♣ Pass, N: Pass, E: 5♥ Pass, S: Pass Pass

Score: 2 - 0 (5♥ East)

Lead: ♠3

Buttons: Claim

Declarer needs North to have the ♥K in order to be successful. A lazy player would trump in the dummy and live to regret it when North turned up with Kxx and could no longer be finessed twice. Once East smugly resists that temptation, he must see the second pitfall. If he ruffs with the ♥6, leads a diamond to the ace and finesses, he will have to win in his hand. When he tries to return in diamonds for a second finesse, North will trump it for the setting trick. The correct line is to trump with the ♥8 so that when you travel to dummy the first time, you can lead the ♥7 and play the ♥6 under it, in order to remain in dummy for the second finesse. To paraphrase Forrest Gump: "Lazy is as lazy does."

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

#59

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	N									
W		E								
	S									

♠ A Q J 8
 ♥ J 7 3 2
 ♦ K 10 6 2
 ♣ 2

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

1. My partner, North, led the ♦4 to dummy's ♦5, my ♦K, and West's ♦A.
2. Declarer (West) then led the ♣5 from his hand, my partner (North) played the ♣3, and Declarer called for dummy's ♣A.
3. Next came the ♣4 from dummy, and I had no choice but to throw away my ♠8. West's ♣K took the trick, while my partner followed with the ♣7.
4. West then led the ♥8 to dummy's ♥Q, which held the trick.
5. At Trick 5, the ♦8 was led from the board. I and Declarer played low, and my partner took his ♦Q.
6. My partner then led the ♠7, and my ♠J won the trick as West played the ♠2.
7. At Trick 7, I cashed the ♠A, West played the ♠10, North the ♠3, and dummy the ♠9.
8. At Trick 8, I exited with my ♠Q. West took the trick with his ♠K, North followed suit, and the ♣6 was discarded from dummy.
9. At Trick 9, Declarer cashed his ♥K and everyone followed suit.
10. At Trick 10, Declarer led the ♥9 from his hand, my partner discarded the ♦7, and declarer called for the ♥A from dummy. If you were in my shoes, what card would you play to this trick?

SOLUTION

Here we are after nine tricks.

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	N									
W		E								
	S									
♠ ♥ J 7 ♦ 10 6 ♣										

You have to take two of the last three tricks if you're going to beat this contract. If you play low to this trick, you will for sure get one more trick (your ♥J), but then you are going to have to lead away from your ♦T6.

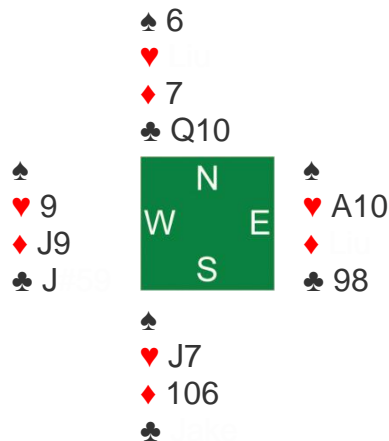
You know for sure that your partner has neither the $\spadesuit J$ nor the $\spadesuit 9$ because he would have taken Trick 5 with a card lower than the $\spadesuit Q$. So, if you hang on to your $\heartsuit J$ at Trick 10, as sure as God made little green apples, Declarer will lead another heart from the board. You will have no choice but to take this trick and then be forced to lead away from your $\spadesuit T6$, handing Declarer the two tricks he so ardently desires.

So, what would happen if you were to discard the $\heartsuit J$ under the $\heartsuit A$? Is there a risk that you will be handing Declarer an overtrick?

How bad could it be? Let's think about Declarer's shape. You know he doesn't have a four-card major (from the bidding) and he has already shown up with three spades and three hearts. That means he started with seven minor suit cards. He has already played two diamonds and two clubs. Is it more likely that he started with four diamonds and three clubs - or with three diamonds and four clubs? There is a big clue in that Declarer wasn't interested in developing the clubs, despite dummy's five-card holding. It is highly likely that Declarer started with four diamonds and three clubs and now is left with two diamonds and one club. That means that your partner still has two clubs. Your only hope to defeat the contract is to lead a club through Declarer, but unfortunately you have no clubs to lead. No worries, however, you have a solution. If you generously let the dummy keep the lead on Trick 11, at Trick 12 the board has to lead a club.

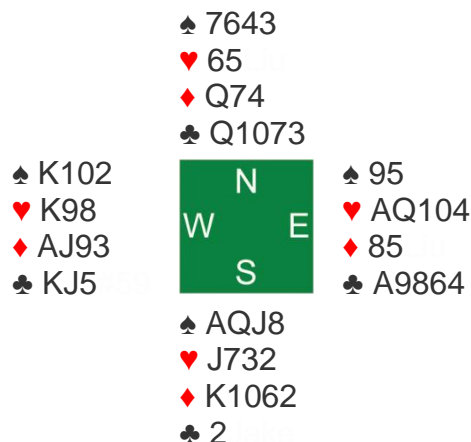
It is not 100% certain that your partner can get the last two tricks, but it is a risk worth taking, especially given that you are certain to be endplayed in diamonds if you don't.

Here is the four-card ending with everyone's cards on view.



If you jettison your $\heartsuit J$ under the ace, Declarer can cash the $\heartsuit 10$ (his eighth trick), but then he has to play a club from dummy into your partner's maw.

Here is the full hand.



It is indisputably true that Declarer could have made the contract if he had worked on the club suit instead but, when our opponents make mistakes, we should not be slow to capitalize on them.

Valentine's Weekend Special Event

On Saturday and Sunday, February 12-13, all virtual club games will award double regular club points and they will be half-red/half-black. No extra charge.

Monday Afternoon 0-49 Game Changes to 0-99 Game

Our Monday afternoon 0-49 online game has struggled with low attendance. In order to increase attendance and keep this a viable game, we are changing it to a 0-99 game (20-22 boards @ seven minutes a board). If you have under 100 points, please plan to come out on Monday at 12:30 pm and support this game.

Coming Virtual Events

- Friday, February 11, 12:30 pm, **99er game (20-22 boards) \$5**
- Friday, February 11, 1:00 pm, **499er game (24 boards) \$5**
- Friday, February 11, 7:00 pm, **open game (24 boards) \$5**
- Saturday, February 12, 1:00 pm, **199er game (20-22 boards) \$5**
- Sunday, February 13, 10:00 am, **499er game (18 boards) \$5**
- Monday, February 14, 12:30 pm, **99er game (20-22 boards) \$5**
- Monday, February 14, 1:00 pm, **open game (24 boards) \$5**
- Monday, February 14, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, February 15, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, February 15, 1:00 pm, **open game (24 boards) \$5**
- Wednesday, February 16, 1:00 pm, **499er game (24 boards) \$5**
- Wednesday, February 16, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, February 16, 7:00 pm, **open game (24 boards) \$5**
- Thursday, February 17, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, February 17, 1:00 pm, **open game (24 boards) \$5**
- Thursday, February 17, 6:30 pm, **19er game \$5**
- Thursday, February 17, 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 use the Rule of 17 at our **club**.