



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – August 8, 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 July.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	22.59	1	Suzanne Edwards	7.96	1	Sue McDonald	4.07
2	Ted Boyd	14.14	2	Jim Dalglish	7.59	2	Joe Blake	3.14
3	Colin Harrington	13.16	3	Muzaffar Husain	5.45	2	Steven Allen	3.14
4	Margot Stockie	12.91	4	Jake Liu	5.27	4	Tong Chen	3.00
5	Cindy Mahn	11.73	5	Bev Hitchman	4.85	5	Nancy Cattanach	2.51
6	Moira Hollingsworth	11.47	6	Cheryl Kip	4.64	5	Rick Arthur	2.51
7	Edith Ferber	9.24	7	Barbara Arthur	4.45	7	Molly Worden	2.32
8	Mike Peng	8.56	8	Judy Widdecombe	3.99	8	Carol Gerber	2.18
9	Dianne Aves	8.49	9	Sue Peterson	3.93	8	Judy Johnston	2.18
10	Susan Lawton	8.34	10	Vivian McLellan	3.70	10	Belinda Burt	2.03
11	Neil Jeffrey	7.77	11	Shelley Metcalfe	3.59	11	Reinhold Kauk	1.91
12	Stephen Young	7.05	12	Lori Cole	3.56	12	Virginia Alviano	1.85
13	William Christian	6.74	13	Grace Messner	3.44	13	J J Girard	1.69
14	Sharon Boyd	6.71	14	John Kip	3.39	14	Jeannie Leforge	1.67
15	David Longstaff	6.16	15	Donna Coombe	3.29	15	Barb Neibert	1.62
16	Pat McMillan	5.93	16	Lissa Lowes	3.28	15	Anita Hanson	1.62
17	Kathy Russell	5.49	17	Andy Wilson	3.24	17	Shirley Clarke	1.60
18	Liz McDowell	5.45	18	Allen Pengelly	3.10	18	Audrey Cook	1.40
19	Diane Bourdeau	4.63	19	Adriaan Kempe	3.02	19	Noah Pace	1.37
20	Adrian Record	4.45	20	Jack Cole	2.92	20	Susan Durance	1.36
21	Sharon King	4.24	21	Ted Kennedy	2.80	20	Brian Gaber	1.36
22	Tom Ramsay	4.16	22	Joan Slover	2.73	20	Kathy Chandler	1.36
23	Frank Fischer	3.88	22	Nancy Millward	2.73	23	Donna McKay	1.20
24	Barbara Kains	3.76	24	Robert Livermore	2.60	24	Carol Filipowitsch	1.16
25	Robert Griffiths	3.69	25	Robert Walker	2.56	25	Jane Wilson	1.05

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

Coming Events

- Friday, August 5, 1:00 pm, **499er game (24 boards) (\$7 members/ \$9 non-members)**
FACE TO FACE
- Friday, August 5, 7:00 pm, **open game (24 boards) (\$7 members/\$9 non-members)**
FACE TO FACE
- Saturday, August 6 – Sunday, August 7, [Golden Leaf Sectional, Tillsonburg](#)
- Saturday, August 6, 1:00 pm, **199er game (20-22 boards) BBO\$5**
- Sunday, August 7, 10:00 am, **499er game (18 boards) BBO\$5**
- Monday, August 8, 9:00 am, **Bridge Lab (\$7 members/ \$9 non-members)** **FACE TO FACE**
- Monday, August 8, 12:30 pm, **99er game (20-22 boards) BBO\$5**
- Monday, August 8, 1:00 pm, **open game (24 boards) BBO\$5**
- Monday, August 8, 7:00 pm, **499er game (24 boards) BBO\$5**
- Tuesday, August 9, 12:30 pm, **199er game (20-22 boards) BBO\$5**
- Tuesday, August 9, 1:00 pm, **open game (24-28 boards) (\$7 members/ \$9 non-members)** **FACE TO FACE**
- Wednesday, August 10, 1:00 pm, **499er game (24 boards) BBO\$5**
- Wednesday, August 10, 6:45 pm, **199er game (20-22 boards) BBO\$5**
- Wednesday, August 10, 7:00 pm, **open game (24 boards) BBO\$5**
- Thursday, August 11, 9:30 am, **99er game (20-22 boards) BBO\$5**
- Thursday, August 11, 1:00 pm, **open game (24 boards) BBO\$5**
- Thursday, August 11, 6:30 pm, **19er game (18 boards) BBO\$5**
- Thursday, August 11, 7:00 pm, **999er game (24 boards) BBO\$5**



Congratulations....

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

Junior Master

- **Brian Krulicki**

Sectional Master

- **Rick Arthur**

NABC Masters

- **Brian Kirkconnell**
 - **Stephen Nantes**
-



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, essentially a column for the beginner player!

If you have a question, please write to me at suzan2420@yahoo.ca. You don’t need to send me the actual deal – just tell me the game date and board number and I can take care of the rest.

This week’s column continues the discussion started last week around pre-emptive bidding, with a newer player seeking guidance around responding to partner’s opening pre-emptive bids.

Question

My partner and I are having trouble using the correct responses after one of us opens the bidding with a two-level pre-emptive bid. We were both taught: sound weak two openings, followed by the responder’s raise to the three level with 9-11 HCP and two-or-more-card support or game exploration holding 12+ HCP. However, these days weaker suit openings that don’t include two of the top three cards or three of the top five cards seem prevalent, and if we use these non-disciplined bids then it’s tougher to count tricks. Worse still is when those pesky opponent interference bids come in.

Answer

This week’s column also complements nicely with two contributions provided by other authors in last week’s Alert - specifically “Conventional Wisdom” and “Dear David”. Both columns shared information on how to handle stronger responder bids after partner opens with a pre-emptive bid.

*Conventional Wisdom provided information on **2NT Asks After Our Weak Two Openings**, while Dave showed how to consider a slam contract when responding to a weak 4♠ bid (promising eight spades) with a 16-point hand with three spades. It’s always a win-win when two colleagues encourage similar thinking as you do.*

I can appreciate your confusion around weak two openings. As was outlined in last week’s column, the rules for opening a pre-emptive bid have gone by the wayside. A beginning step in responding to partner’s weak two and three bids is to have a discussion and clarify what you and your partner agree those pre-emptive bids might look like. Will they always be sound suit openings? Or might they change depending on vulnerability, suit quality, and seat position as was suggested in last week’s column? Having a solid and clear partnership agreement helps decision-making as you determine responses.

*As with all pre-emptive bids, Opener has described his/her hand exactly: I do not have an opening hand, I have around 5-10 HCP, maybe less, I have a six-card suit at the two-level, a seven-card suit at the three-level bid, and an eight-card suit at the four-level. Responder now guides the decision around where the contract will be played and at what level. More than likely, the contract will be played in that pre-emptive suit. Opener will **not** bid again unless Responder makes a forcing bid.*

The following reflects a menu of choices for Responder to consider in determining how to respond to his partner's pre-emptive opening bid. This menu has been developed using the resources listed below. As always, there are many other styles and differing views. These choices are not listed in any particular order, as it really just depends on Responder's cards.

- **Choice #1: Pass** With fewer than three cards in your partner's suit and unless you have a really good hand (16+ points is a good guide), Responder should pass even with an opening hand. Many disasters are caused by players who respond to a weak two opening without trump support just because they have an opening bid. The key point to remember: Opener has limited his/her hand to less-than-an-opening hand; ergo Responder needs a better-than-opening hand to proceed to game. As an example, the following holding should pass a pre-emptive 2♥ opening bid: ♠KJxx ♥x ♦Kxxx ♣AQxx. As you can see, even though Responder has 13 HCP, there is no support for partner's heart suit. Best choice: pass. Your partner will thank you.
- **Choice #2: RONF (Raise only Non-Force)** A single raise with three of partner's suit furthers the pre-empt. It is non-forcing and Opener must pass. A RONF bid makes it even more difficult for the opponents to find their optimum contract. Interference bidding by the opponents, such as an overcall or double, makes no difference: Responder should make his or her RONF bid immediately. Here's an example of a Responder hand that must be raised to 3♥ after Opener (North) bids 2♥. Let's say East doubles and South's hand is: ♠x ♥xxx ♦xxxxx ♣xxxx. Holding three hearts and few points, South must bid 3♥ to further the pre-empt.
- **Choice #3: Jump to Four of Opener's Suit** With four cards in his or her partner's suit, Responder should further the pre-empt by immediately bidding the suit at the four-level. Opener will pass. If Responder is very weak in terms of HCP, this contract will undoubtedly go down. However, in that case the opponents probably have a game or a slam of their own – and a jump to the four level will make it very hard for them to land in the right spot. If Responder has a decent hand (four of his partner's suit and, say, opening points), this contract may even make. Either way, you make life very difficult for your opponents, and that is a good thing.
- **Choice # 4: 2NT** This is a forcing bid by Responder Opener must not pass. By bidding 2NT, Responder is showing a strong hand and is asking Opener to describe her/his hand further. Responder could be thinking about 4♥ or 4♠ or possibly even higher, but 3NT may also be in play if Responder is able to access Opener's hand. In last week's Alert, Conventional Wisdom provided links to 2NT bidding agreements after an opening pre-empt. I would suggest taking a look at those links for further information.
- **Choice # 5: A Bid of a New Suit** A bid of a new suit says "Partner, I have poor support for your bid suit, but I do have a good six-card suit of my own and lots of points. I think we may be better off playing in my suit. Here's an example from a recent Thursday afternoon GRBC open game. On that hand, North opened 2♠. South had no spades but did have six diamonds and 14 HCP. While 2♠ was made at some tables, the 3♦ contract was successful with an overtrick for a better result (110 vs 130). North's hand was ♠AKxxxx ♥xxxx ♦xx ♣x while South had ♥ATxx ♦KT9652 ♣AKT. (A bid of a new suit is forcing unless you have ticked the **New Suit NF** box on your convention card.)

I hope this helps guide your thinking as you respond to your partner's pre-emptive bids.

Further Reading and Resources

- *Intermediate Bridge 2* by Barbara Seagram, pp. 12-14.
- *Bridge Player's Survival Guide* by Leslie Shafer, Bridge Bulletin, September 2014, p 45.
- *How to Play Like an Expert (without being one)* by Mel Colchamiro, pp. 59-76

The Common Game Refresher and BridgeWinners?

Contributed by Jack Cole

One of my favourite things about our Grand River online play is that we use pre-dealt hands from The Common Game, hands that are played in hundreds of clubs across the continent, extending competition into a really BIG field! Maybe it's just me, but after we finish playing I lurk in my email, refreshing the screen, until that Common Game message finally arrives.

First, I click on the "**Personal Common Game Home Page**" link to check out our Field Percentage and Field Rank. The Common Game (unlike the large-field BBO games run by the ACBL and by big club consortiums) does a true re-scoring of hands, as if everyone were sitting in one big section. That means that the quirky scores at tables in our game, that gave us an undeservedly poor (or good) score will get averaged out, and I can see how we really did.

As results come in from across the regions and the time zones, the numbers update, with all the drama of federal election night! Eventually our 50% and 9th place finish (out of 16) becomes 54% and 505th out of 1728, and I can feel better about our best effort!

Game Date (FRA)	Club Website	Your Partner	Field Pct	Field Rank	CG Points	Section Pct
FRA			54.23	505 / 1728	0.05	50.30

My partner and I usually have a post mortem, and that's where the second Common Game link comes in. "**The Common Game ClubWebResults Page**" lets you see how everyone in your club game bid and played every hand. You can observe how they found a better contract, or brought home one that you couldn't. You can replay any hand with robot/AI input, and find exactly where things went wrong.

This page often (but not always) features expert hand analysis from pros in the ACBL world. Here's a partial example from a Tuesday afternoon 199er game.



Michael Berkowitz Hand Analysis

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

After two passes, South can be very aggressive. I like to open with anything resembling an overcall, a 2♥ call, but I'd prefer better hearts). West makes a takeout double, although would prefer to have t

These insights are valuable additions to our own post mortems, sometimes opening our minds to interesting ways of reaching better contracts, or deducing useful information from the bidding or approaches to play. The analyses, in turn, are often (but not always) followed by:

Comments? Questions?

[CLICK HERE](#) to submit a question or join the [BridgeWinners.com](#) board discussion.

[CLICK HERE](#) or email me directly at michael@larryco.com

Begging the question: What's a "BridgeWinners"? I mean, other than something we'd all like to be more often! And it is here that this series begins. Out of curiosity one day I clicked on the first link, and discovered Well, I'll tell you more about BridgeWinners next time! (Meanwhile, if you would like to learn more about The Common Game, check out my previous series under the "Results" page at the GRBC web site.)

BBO Housekeeping Item

Contributed by Allen Pengelly, Games Lead

There is a new option on BBO, where we have set up our Virtual games to force human declarers. In the relatively rare instance where a player is playing with a Robot and the Robot becomes the declarer, BBO will now switch the position of the Robot and their partner so that the human player becomes the declarer, and the Robot becomes the dummy. Once the hand is over the positions will return to normal for the next hand.

Miss Hospitality

Contributed by Christine Kelly

Grand River Bridge Club is an organization that welcomes new players and offers numerous levels of bridge and bridge lessons to all members. But it relies on the efforts of volunteers to provide this seemingly seamless operation. I would like to thank one such person for her contributions.

Lynda Burnett has served as hospitality lead at the bridge club for five years. You most likely know Lynda through her frequent participation in bridge games, but you may not be aware of her many contributions behind the scenes to the smooth operation of GRBC. Lynda coordinated a large group of volunteers, and frequently took on their responsibilities over vacations and illnesses. These included stocking the kitchen with coffee, tea, milk, cream, pop, cookies, and crackers. Also cleaning those coffee pots and tea pots! Toilet paper, serviettes, paper towels, laundry, dishwasher, and dish soap were all under her purview. As was garbage and recycling. As well, Lynda liaised with the crew responsible for cleaning the club. And as if that wasn't enough, Lynda also found time to volunteer on other committees throughout the club and act as mentor to new players both one-on-one and in bridge labs. Lynda is quiet and humble. But, boy, does she get things done!

Lynda would like to thank the many people whom she relied on throughout her five-year stint in hospitality. Without all of their help, this well-oiled machine would have ground to a stop.

As we return to face-to-face games, Lynda is looking forward to contributing in other ways to the organization. Thank you, Lynda, for your generosity of spirit and efficiency. It is because of volunteers like you that GRBC is so successful.

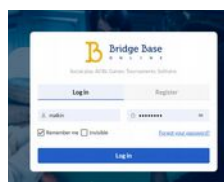
Although it will be hard to replace Lynda, Dave Quarrie has volunteered to be our new hospitality lead. If anyone can do it, Dave can! Welcome Dave.

The Importance of Being Logged In

If you have registered for an online game but are not logged in to BBO at game time, the only way the game director can start the game is to remove you and your partner. This happens more often than you might think.

It can happen that if you sign up too early, BBO will log you out due to inactivity. It is thus critically important to log back in at least five minutes before game time.

It's easy to tell when BBO has logged you out, as you will see this window.



Conventional Wisdom

This column discusses conventions, starting with the most useful ones [according to Larry Cohen](#). Today, we will talk about **the unusual no trump and Michaels cuebids**.

Don't you wish sometimes that you could bid two suits at once? Well, the unusual no trump and the Michaels cuebids let you do this under the right circumstances. These bids can be used only when you have at least five-five in two not-yet-bid suits.

- **The unusual no trump** is available when one of your opponents has bid something at the one level and there has been no intervening bid. Then your two no trump bid promises either the minors or the two lowest unbid suits, depending on which box you have ticked on your convention card.
- **Michaels cuebids** are available when one of your opponents has bid something at the one level and there has been no intervening bid. Then your direct cuebid of that suit promises either both majors or one major and one unspecified minor suit, depending on which suit the opponent opened. Over a minor-suit opening, a Michaels cuebid shows both majors. Over a major-suit opening, a Michaels cuebid shows the other major and an unspecified minor.

These two bids are found on the back of the convention card.

- The unusual no trump is in the rectangle labelled NOTRUMP OVERCALLS. Tick either the **Minors** box or the **2 Lowest** box on the "Jump to 2NT" line.
- Michaels cue bids are covered in the rectangle labelled DIRECT CUEBID. You need to tick both the **Minor** and the **Major** boxes. None of these bids is **alertable**.

If you would like to take an online or in-person lesson on the unusual no trump and/or Michaels bids, write to [Malkin Howes](#) specifying your lesson mode preference and possible time lines.



Introduction to Bridge for Beginners

Barbara Seagram has created a free 28-minute video to introduce our game to people who don't know anything about bridge. The hope is that watching the video will induce them to investigate further – for example, to come to our Learning Bridge in a Day on October 1. Click [here](#) for the link.

Please forward the link to anyone you know who might be interested.



Time You Learned Your Lessons!

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 in the fall on the **Precision bidding system**. Watch this space!

It would also be possible to offer a free workshop on **face-to-face play** if there were enough interest. We have one interested person so far.....

We are currently working on the fall lessons schedule and expect to start posting information fairly soon. At present, we are thinking mainly face-to-face lessons. If this is a big problem for you, please email Malkin as above.

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**
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Tunnel Vision

Contributed by Robert Griffiths

This is a hand stolen from Marty Bergen about a declarer who lost his way, suffering from tunnel vision. This declarer used a reasonable tactic to avoid losing a trick but forgot the overall strategy of the hand.

Board 12		♠ A K 6									
North Deals		♥ A 10 9 5 3									
None Vul		♦ 5									
		♣ 9 6 4 3									
♠ 10 3 2	<table border="1" style="background-color: #008000; color: white; 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		♠ 8 7
	N										
W		E									
	S										
♥ 8 7 2		♥ Q J 6 4									
♦ A 10 9		♦ K Q 6 2									
♣ K Q J 8		♣ 10 5 2									
		♠ Q J 9 5 4									
		♥ K									
		♦ J 8 7 4 3									
		♣ A 7									
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>								
	1 ♥	Pass	1 ♠								
Pass	2 ♠	Pass	4 ♠								
All pass											

E/W were quiet as North opened 1♥ and South replied 1♠. North made a reasonable raise to 2♠ and South jumped to 4♠.

West led the ♣K and South, who was focused on getting rid of his club loser, won the ♣A, played his ♥K, then crossed to dummy with the ♠A and pitched his club loser on the ♥A. This line of play guaranteed no club losers but left South with a hand full of losing diamonds. When he led a diamond off the dummy, the defence won and led a second spade, and any hope of making the contract was gone.

At Trick 1, Declarer should count his tricks. He can reasonably hope for five spades, two hearts, and one club. If he can ruff two diamonds on the board, he will have his 10 tricks. But he will lose the chance to do this if he uses a trump entry to the dummy early.

It's far better to win the ♣A at Trick 1, then lose a diamond immediately. The defenders will win their club trick but won't be able to stop South from ruffing two diamonds in Dummy and the ten tricks that he counted will be there.



At Trick 1, you should count your tricks and make a plan.

FOR OPEN PLAYERS



Dear David

Contributed by David Baker

A Chinese Finesse?

There are 10 types of finesses in bridge with different names. A Chinese finesse is a “pseudo” - or fake - finesse.

I had just finished reading my May *Bulletin* that morning. One of the lesson columns offered a clear representation of the Chinese finesse. Playing online that same afternoon, my partner played a hand that included that strategy as one of her options.

N North	W	N	E	S	S South
♠ A87				1♣	♠ 5
♥ AJ8532	P	1♥	1♠	4♥	♥ KQ1076
♦ 75	4♠	6♥	P	P	♦ 10
♣ Q6	P				♣ A109873

My partner got a wee-bit excited by my 4♥ bid (perhaps playing me for 18/19 and a singleton spade) and blasted to slam. After a spade lead and one round of trumps, the problem became how to play clubs for no losers, since the opponents would cash the ♦A as soon as they got in. If you lead a small club to the ace and the king is singleton in either hand (two scenarios), you are a winner. If you lead the queen first, you win when West has a singleton jack (one scenario). So, clearly, low to the ace is the correct choice. Except...

Sometimes (often resulting from desperation) declarer will lead the queen without the jack to back it up in the hope that the opponent will not cover with Kx or Kxx. Now you might say that we are tied at two scenarios apiece, but the pseudo finesse works only about 10% of the time. So, in the absence of any mitigating information, I would lead low to the ace.

	N North	W	N	E	S
	♠ A87				1♣
	♥ AJ8532	P	1♥	1♠	4♥
	♦ 75	4♠	6♥	P	P
	♣ Q6	P			
W West		E East			
♠ K964		♠ QJ1032			
♥ 9		♥ 4			
♦ KJ98632		♦ AQ4			
♣ J		♣ K542			
	S South				
	♠ 5				
	♥ KQ1076				
	♦ 10				
	♣ A109873				
		6♥ N		NS: 0 EW: 0	

My partner led the queen and brought home the entire suit. What do I know?

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

#84

♠ AK64
 ♥ 982
 ♦ Q
 ♣ AK532



♠ Q852
 ♥ KQ6
 ♦ A874
 ♣ 96

West	North	East	South
	1♣	Pass	1♠
Pass	3♠	Pass	4♠
All pass			

I was sitting South declaring a 4♠ contract. West led the ♠3, and it went ♠4, ♠10, and ♠Q. I then cashed dummy's ♠AK to clear the outstanding trumps and saw East discard a small diamond on the third trump. What now?

SOLUTION

At this point, this is what you can see.

♠ 6
 ♥ 982
 ♦ Q
 ♣ AK532



♠ 5
 ♥ KQ6
 ♦ A874
 ♣ 96

Counting your winning tricks in the non-club suits, you can be sure of seven tricks in total - five spades (four plus a ruff), a heart sooner or later, and a diamond. This means that you need three club tricks, and thus you're going to have to set up a long club. The development of long suits is closely related to

the number of entries to that hand, so let's look at dummy's entry cards. In the suits other than clubs, you have only one entry, the ♠6.

Of course, if the opponents' clubs divide 3-3, life will be easy, but that is anti-percentage. Can you handle a worse break? Well, if the distribution is 6-0, or even 5-1, your plan is doomed - but it's pretty unlikely that the split is that bad, since the opponent with the long club suit would likely have made a peep during the bidding. Plus, if West had had a singleton club, he might well have chosen it for his opening lead.

So, you have good reasons to assume the clubs are split no worse than 4-2. And this is totally manageable. (You might as well make assumptions that will let you make your contract.)

- So, at Trick 4 you lead a small club (the ♣2) from the board and lose a club trick.
- Let's say West takes the trick and exits with a diamond at Trick 5. Dummy's ♦Q will be covered by East's ♦K, and you will take it with your ♦A.
- At Trick 6, you lead the second (and last) club from your hand and take the trick with dummy's ♣K: both West and East will follow suit.
- At Trick 7, you cash the ♣A and, if both opponents follow suit, you will make an overtrick. As the cards lie, however, West will discard a heart on the third round of clubs. As you planned for, clubs are 4-2 - and the situation is under control due to your good planning.
- At Trick 8, you lead another club from the board and ruff it in your hand. Finally, you see the fruits of your labours as dummy's fifth club is now established.

Now, it's time to tackle the hearts and develop a trick in that suit. At Trick 9, you lead the ♥Q from your hand and don't really care what the opponents do. If one of the opponents takes it with their ♥A, they will exit with either a heart or a diamond (their hands are totally red at this point). And if they duck your ♥Q, that's fine too - since you need only one trick in hearts. Let's say West takes your ♥Q at Trick 9 and exits with a diamond at Trick 10. You ruff it in the dummy and cash the good club = your ninth trick. And you still have a good heart, the ♥K, in the bank.

Here is the complete deal.

	♠ AK64										
	♥ 982										
	♦ Q										
	♣ AK532										
♠ J93	<table border="1" style="background-color: #006400; color: white; width: 40px; height: 40px; text-align: center; 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		♠ 107
	N										
W		E									
	S										
♥ AJ1073		♥ 54									
♦ J93		♦ K10652									
♣ Q4		♣ J1087									
	♠ Q852										
	♥ KQ6										
	♦ A874										
	♣ 96										

Always assume the worst (that you can cope with) and hope for the best.

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 [Joan Slover](#), our membership lead.

We have fun in **spades**.

We play with all our **hearts**.

We treat our members like **diamonds**.

We know how to respond to pre-empts at our **club**.