



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – June 27, 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 May.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	38.32	1	Jim Dalglish	9.76	1	Joani Horvath	5.50
2	Robert Griffiths	18.77	2	Jake Liu	8.58	2	Nancy Cattanach	4.95
2	Mike Peng	18.77	3	Muzaffar Husain	8.09	3	Belinda Burt	4.83
4	Cindy Mahn	15.62	4	Shelley Metcalfe	7.71	4	Reinhold Kauk	4.62
5	Ted Boyd	15.05	5	Paul Latimer	7.64	5	Molly Worden	3.89
6	Edith Ferber	13.14	6	Roy Dandyk	7.04	5	Elinor Girouard	3.89
7	Liz McDowell	12.14	7	John Kip	6.86	7	Virginia Alviano	3.37
8	Moira Hollingsworth	12.14	7	Cheryl Kip	6.86	8	Rick Arthur	3.03
9	Neil Coburn	11.68	9	Kevin Latter	6.82	8	Brian Gaber	3.03
10	Colin Harrington	11.60	10	Jack Cole	6.19	10	Anita Hanson	2.79
11	Sandy Graham	10.61	10	Lori Cole	6.19	11	Martin Jones	2.78
12	Neil Jeffrey	9.38	12	Stephen Nantes	6.11	12	Lori Bailey	2.72
13	Frank Fischer	9.02	13	Brian Kirkconnell	5.75	12	Shirley Clarke	2.72
14	David Longstaff	8.88	14	Suzanne Edwards	5.62	14	Barb Neibert	2.67
15	Diane Bourdeau	8.48	15	Andy Wilson	5.47	15	Philip Fiess	2.62
16	Kathy Russell	7.66	16	Cheryl White	5.28	15	Audrey Cook	2.62
17	Malkin Howes	7.52	17	Lissa Lowes	5.19	17	Donna McKay	2.48
18	Scott Hills	6.84	18	Nanci Phelan	5.17	18	Jeannie Leforge	2.36
19	Margot Stockie	6.42	19	David Dennis	5.05	19	Louise Dawdy	2.34
20	Dave Quarrie	6.01	20	William Sherman	4.97	20	Joe Blake	2.28
21	Wayne Jordan	5.80	21	Lynda Burnett	4.91	21	Tong Chen	2.08
22	Ronald Sayle	5.74	22	Andy Martinek	4.89	21	Susan Durance	2.08
22	Paul Stillman	5.74	23	Sue Peterson	4.46	23	Elisabeth Graham	1.97
24	Dianne Aves	5.36	24	Robert Gilck	4.09	24	David Ward	1.96
25	Peter Peng	5.15	24	Beverly Hitchman	4.09	24	Michel Lalonde	1.96

Club Championship Games

The ACBL wants to encourage your return to face-to-face-play. Accordingly, today's two face-to-face games will be club championship games – extra masterpoints, no extra cost.

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

Coming Events

- Friday, June 24, 1:00 pm, **499er game (24 boards) (\$7 members/ \$9 non-members) **FACE TO FACE****
- Friday, June 24, 7:00 pm, **open game (24 boards) (\$7 members/\$9 non-members) **FACE TO FACE****
- Saturday, June 25, 1:00 pm, **199er game (20-22 boards) BB\$5**
- Sunday, June 26, 10:00 am, **499er game (18 boards) BBO\$5**
- Monday, June 27, 9:00 am, **Bridge Lab (\$7 members/ \$9 non-members) **FACE TO FACE****
- Monday, June 27, 12:30 pm, **99er game (20-22 boards) BBO\$5**
- Monday, June 27, 1:00 pm, **open game (24 boards) BBO\$5**
- Monday, June 27, 7:00 pm, **499er game (24 boards) BBO\$5**
- Tuesday, June 28, 12:30 pm, **199er game (20-22 boards) BBO\$5**
- Tuesday, June 28, 1:00 pm, **open game (24-28 boards) (\$7 members/ \$9 non-members) **FACE TO FACE** EXTRA MASTERPOINTS**
- Wednesday, June 29, 1:00 pm, **499er game (24 boards) BBO\$5**
- Wednesday, June 29, 6:45 pm, **199er game (20-22 boards) BBO\$5**
- Wednesday, June 29, 7:00 pm, **open game (24 boards) BBO\$5**
- Thursday, June 30, 9:30 am, **99er game (20-22 boards) BBO\$5**
- Thursday, June 30, 1:00 pm, **open game (24 boards) BBO\$5**
- Thursday, June 30, 6:30 pm, **19er game (18 boards) BBO\$5**
- Thursday, June 30, 7:00 pm, **999er game (24 boards) BBO\$5**
- Tuesday, July 5 – Sunday, July 10, [Toronto Summer Regional](#)

Membership Report

June is membership month at GRBC. We currently have 178 paid-up members. If you haven't yet joined our club/renewed your membership, don't wait for spring (or even the end of June – which is not far off in any case). The cost is a mere \$70. Your support helps keep our club strong!

Click [here](#) for information on how to make payment.

If you are joining for the first time, you also need to fill out [our membership form](#).

And a warm welcome to new club member....

- **Joan Stroud**

We Need Your Input – Please Complete our Online Survey

Very shortly we will be sending out a short survey on your playing preferences over the summer months. Please take 5-10 minutes to complete the survey. We would very much appreciate hearing from as many of our members as possible!

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! You can write to me at suzan2420@yahoo.ca.

My partner and I have been playing in the GRBC's online 99er games and have been enjoying the experience. During one recent game, there were two hands we bid and played with poor results. Perhaps I should state that sometimes our bidding isn't very accurate and we end up over-extended or in the wrong contract. In a recent game that very thing happened on not one but two hands no less. Answer Lady, could you please fine-tune our bidding on these two hands so we end up in the right place?

Question 1

My partner and I are sitting North/South and on this first hand. We ended up in 4♥ and went down badly. What should we have done differently?

<div style="border: 1px solid black; padding: 5px; text-align: center; width: 60px; margin: 0 auto;"> <div style="border: 1px solid black; padding: 2px; display: inline-block; width: 40px; height: 40px; margin: 0 auto; text-align: center; line-height: 40px;">11</div> </div> <div style="text-align: center; margin-top: 5px;">D</div>	N North ♠ Q5 ♥ AJ953 ♦ 108 ♣ KJ32	<table border="1" style="width: 100%; text-align: center;"> <tr><th>W</th><th>N</th><th>E</th><th>S</th></tr> <tr><td>P</td><td>1♥</td><td>1♠</td><td>2♣</td></tr> <tr><td>2♠</td><td>3♥</td><td>P</td><td>P</td></tr> <tr><td>3♠</td><td>P</td><td>P</td><td>4♥</td></tr> </table>	W	N	E	S	P	1♥	1♠	2♣	2♠	3♥	P	P	3♠	P	P	4♥
	W	N	E	S														
P	1♥	1♠	2♣															
2♠	3♥	P	P															
3♠	P	P	4♥															
W West ♠ K742 ♥ Q2 ♦ J976532 ♣	E East ♠ AJ63 ♥ K1064 ♦ Q4 ♣ Q108																	
	S South ♠ 1098 ♥ 87 ♦ AK ♣ A97654	4♥ N NS: 0 EW: 0																

Several choices were made in this week's hands that resulted in unexpected outcomes and poor results for North/South.

Answer 1

On this first board, North opened 1♥ in third seat. East then overcalled a spade with only four spades. More than likely in your beginner lessons, overcalls at the one level or simple overcalls recommended five in the named suit, but an overcall with four in a suit can also be acceptable if you know what you're doing. Other Easts did not go this route, preferring to double showing tolerance for the other unbid suits. As a result, some East/West pairs ended up in a diamond contract.

At this table, South bid 2♣ after East's bid and West raised the spades by bidding 2♠. North then chose to repeat his/her hearts by bidding 3♥, with South then raising the hearts to game. The final contract of 4♥ went down three for a bottom board.

North should **not** bid 3♥. That invitational bid promises at least six hearts and a stronger hand, not the mere 11 HCP in this hand. Given that 3♥ bid, South reasonably anticipated that a game was within reach and, with two hearts to support North's "good" hand, bid 4♥. Instead of bidding 3♥, North should show support for South's clubs by bidding 3♣. There are four clubs in North's hand, including two honours! If South had had three-card support for hearts, he/she would have shown that support immediately. The best N/S scores on this hand were obtained in 4♣ by South going down one and 5♦x (doubled) by West going down one.

As a general rule, bidders with minimum hands should not bid a second time - unless they have a very strong suit of their own or have excellent support for partner's suit or are forced to bid.

Question 2

On the second hand, the bidding began with East opening 2♦, showing a weak hand and six diamonds. After South passed, West bid 2♥ and the bidding continued until the final contract of 4♥, making for another bottom board. What went wrong? Should we have bid 4♠? Other North/South pairs were in 3♠ for a better result.

<div style="border: 1px solid black; padding: 5px; display: inline-block;">14</div> D	N North ♠ AQ1075 ♥ 2 ♦ 1064 ♣ KQ72	<table border="1"> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> <tr> <td></td> <td></td> <td>2♦</td> <td>P</td> </tr> <tr> <td>2♥</td> <td>2♠</td> <td>3♥</td> <td>3♠</td> </tr> <tr> <td>4♥</td> <td>P</td> <td>P</td> <td>P</td> </tr> </table>				W	N	E	S			2♦	P	2♥	2♠	3♥	3♠	4♥	P	P	P
	W	N	E	S																	
		2♦	P																		
2♥	2♠	3♥	3♠																		
4♥	P	P	P																		
W West ♠ KJ98 ♥ QJ9643 ♦ J3 ♣ 8		E East ♠ ♥ 108 ♦ AKQ972 ♣ 106543																			
	S South ♠ 6432 ♥ AK75 ♦ 85 ♣ AJ9	4♥ W NS: 0 EW: 0																			

Answer 2

North/South were the victims of "inaccurate" bidding by East/West on this hand and then were further punished by their own poor defence. 4♥ was the final contract, not doubled, making four for a bottom board.

Issues began when West decided to enter the competition by bidding 2♥ with only eight points after East pre-empted 2♦ and South passed. No other West made that bid, since the bid of a new suit by a responder to his/her partner's pre-emptive bid should show a strong hand: better than opening points; a very good suit; and no support for partner's suit. This is not the case here. Other North/South pairs had better results when South made a take-out double after East's bid, enabling North to show his/her good spade suit leading to a spade game.

What should happen after East/West bid to 4♥? South has two options: double or 4♠. In other words, pass is not an option.

Allowing East/West to play in 4♥ undoubled was their first mistake. But this mistake was compounded when North chose the ♠A for his/her opening lead, a lead which was promptly ruffed on the board and which set up the ♠K in South's hand. The lead of an unsupported (no king) ace is almost always a bad idea. When you have the AQ, you want your partner to lead spades to you - as opposed to breaking spades yourself.

A better opening lead would have been a club, which South would win with his/her ace. A heart opening lead would also work well. Once South has won the first trick, his/her priority should be to eliminate the board's trumps by cashing the ♥AK, thereby foiling any spade ruffs. Next, the ♠6 through Declarer garners two more tricks, for a two-trick set. Of course, this would earn only +300, compared to the +420 that North/South would earn for bidding and making 4♠. In this case, as so often, the play is not the thing wherein you will catch the conscience of the king.

Hope this advice helps you refine your bidding and defensive play...

SONGS FOR AGING ROCKERS LED ZEPPELIN



STAIRLIFT TO HEAVEN

Conventional Wisdom

This column discusses conventions, starting with the most useful ones [according to Larry Cohen](#). First up is **Blackwood**.

Blackwood is probably the best-known convention in bridge. Invented by Easley Blackwood in 1933, it subsequently has been – like just about every bridge convention – tinkered with. Whereas the original Blackwood just asked about the four aces, today's most common incarnation, Roman Keycard Blackwood (RKB), asks about five cards: the four aces and the king of the trump suit. There are lots of other variations as well, such as Kickback, Redwood, Minorwood, and Exclusion Blackwood, but RKB is most commonly used today. And, wouldn't you know it, RKB is further divided into two versions - 1430 and 3014.

Recommendation: At our club, most open players use the 1430 version of RKB.

You will find Blackwood on the back of the convention card in the SLAM CONVENTIONS section. Blackwood is not alertable.

A propos of nothing in particular, many experts play that 4♣ is never Gerber. It rarely comes up and when it does, it often results in wailing and gnashing of teeth. Sorry, Carol Gerber (member of our club in good standing).

If you are interested in learning more about RKB, there is tons on the Internet, for example a Wikipedia article, and many YouTube videos. And Barbara Seagram lays it out clearly in her book *25 Bridge Conventions You Should Know*.

If you would like to take an online or in-person lesson on RKB, write to [Malkin Howes](#) specifying your mode preference and possible time lines.

Do you want to go to the Summer NABC but are deterred by the cost?

Contributed by Ross Driedger, VuGraph Presentation Organizer

We can help you earn something against your transportation or hotel!

Be a VuGraph Operator!

We are looking for some operators for the VuGraph for the Providence Nationals (July 13 to 24). The events that are being broadcast are:

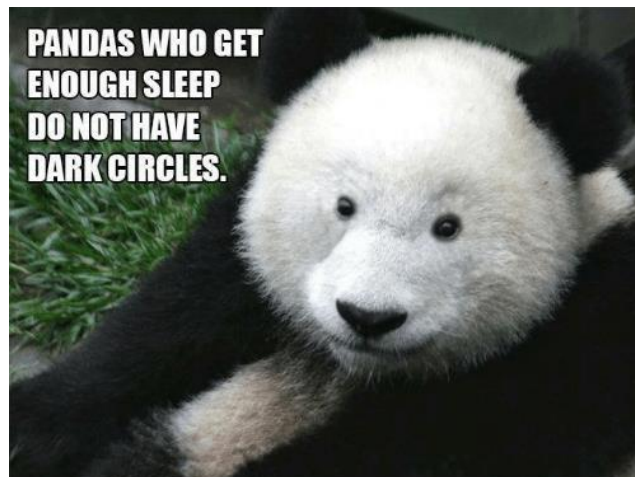
- Grand National Teams Championship Flight — Knockout Stages
- ACBL Collegiate Championships — Finals
- Spingold Knockout Teams — Round of 64 to Finals

We pay \$100 USD per set, up to two sets per day.

You don't need to be a world-class bridge player to be a great operator!

You need good computer skills, attention to what is happening at the table, a keen eye, and patience to be at the table with world-class players.

Are you interested? Contact Ross Driedger (ross@earz.ca) for more details.



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!

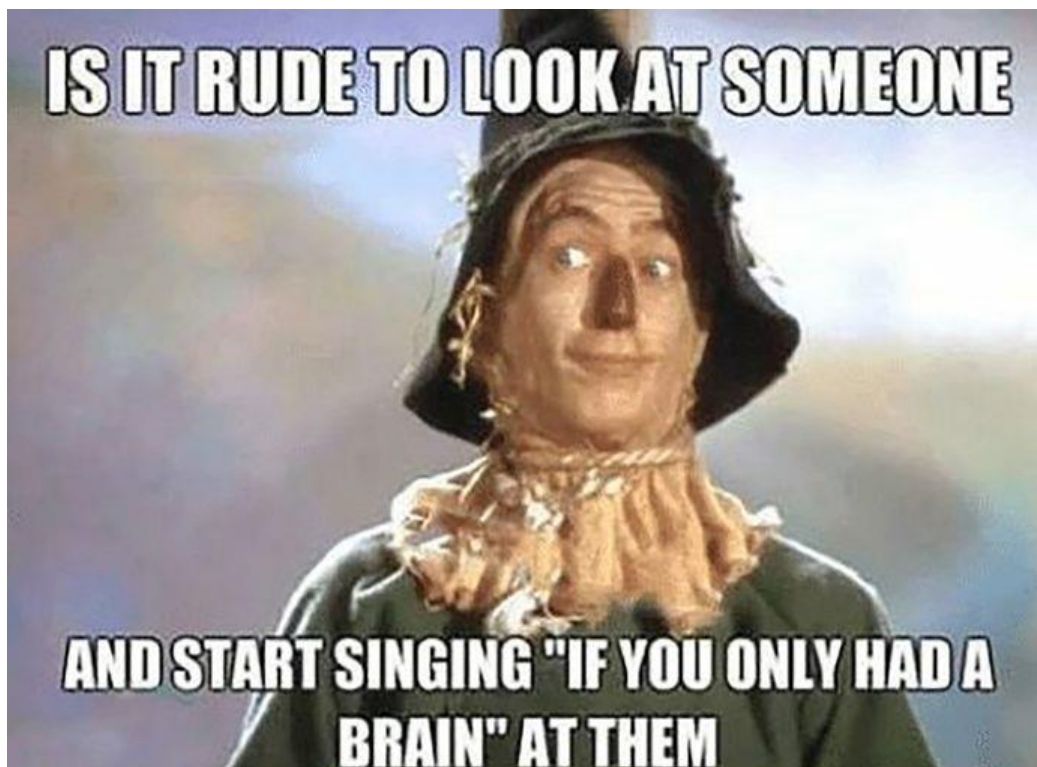
It would also be possible to offer a free workshop on **face-to-face play** if there were enough interest. We have one person so far.....

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**



FOR INTERMEDIATE PLAYERS



One-Level Overcall: What Can Go Wrong?

Contributed by Robert Griffiths

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

In a club pairs game, I was East - admiring my 21 HCP and spade void. My hand was certainly strong enough to open 2♣, but I was reluctant to do so. After my partner's expected 2♦ waiting response, I would never get a chance to show all of my suits, especially if partner was bidding spades.

Instead, I tried a 1♣ opening, confident that it would not be passed out. After all, there was an entire spade suit out there. People like to bid their spades.

Sure enough, my LHO immediately overcalled 1♠. This was passed back to me and I doubled. I didn't know where this was going, but I was going to start by twisting partner's arm to hear about a suit.

My partner, with the mother of all great defensive spade suits, passed. "Oh dear", I thought, "If partner has good spades, we have surely missed a vulnerable game." Perhaps my thoughts included spicier language.

To make up for our missed game, we needed to hold Declarer to three tricks. If he were to make four tricks, the penalty would be only 500, less than the value of our game which would be at least 600.

West led a club and South reaped the whirlwind. He was able to win only two spade tricks and one diamond trick. 1♠ doubled went down four for -800.

In this small club game, the auction was repeated four times, Three North/Souths went for -800 and one East/West pair slipped on defence to let Declarer off for down only three, giving that pair -500 and a good score for N/S.

Half of the field opened the East hand with 2♣, mostly ending in 3NT after repeated spade bids from West. One determined West player insisted on his suit, bidding 4♠ which gave E/W their only minus score.



South made a perfectly-reasonable 1♠ overcall. Sh*t happens.

FOR OPEN PLAYERS



Dear David

Contributed by David Baker

Until It Hurts

Another column about how to execute a squeeze. If you have nine tricks and want ten, you must lose three tricks before you start your squeeze. If you have 10 and want 11, lose two tricks. Et cetera. Once you have lost those tricks, the opponents will have a tough time keeping their guards in other suits and an extra trick may magically appear.

	N North ♠ 6 ♥ 42 ♦ K64 ♣ Q1097632	<table border="1"> <tr><th>W</th><th>N</th><th>E</th><th>S</th></tr> <tr><td>P</td><td>P</td><td>1♦</td><td>P</td></tr> <tr><td>2♦</td><td>P</td><td>3NT</td><td>P</td></tr> <tr><td>P</td><td>P</td><td></td><td></td></tr> </table>	W	N	E	S	P	P	1♦	P	2♦	P	3NT	P	P	P		
	W	N	E	S														
P	P	1♦	P															
2♦	P	3NT	P															
P	P																	
W West ♠ K53 ♥ J83 ♦ A10873 ♣ K4	E East ♠ AQ74 ♥ AK95 ♦ Q952 ♣ A																	
	S South ♠ J10982 ♥ Q1076 ♦ J ♣ J85	3NT E NS: 0 EW: 0																

Assuming that diamonds produce four tricks, you have 11 tricks off the top: three spades, two hearts, four diamonds, and two clubs. You have lots of chances to make 12: 3-3 spades, a singleton or doubleton queen of hearts, or a squeeze if the hand with the ♥Q also has four or more spades. The squeeze is the one that works on this layout. So, the sequence is: win the ♠J with the ♠A, play the ♦A and another diamond. North wins the third round with the king.

	N North ♠ ♥ 2 ♦ ♣ Q1097632	<table border="1"> <tr><th>W</th><th>N</th><th>E</th><th>S</th></tr> <tr><td>P</td><td>P</td><td>1♦</td><td>P</td></tr> <tr><td>2♦</td><td>P</td><td>3NT</td><td>P</td></tr> <tr><td>P</td><td>P</td><td></td><td></td></tr> </table>	W	N	E	S	P	P	1♦	P	2♦	P	3NT	P	P	P		
	W	N	E	S														
P	P	1♦	P															
2♦	P	3NT	P															
P	P																	
W West ♠ K5 ♥ J83 ♦ 108 ♣ K4	♥4	E East ♠ Q74 ♥ AK95 ♦ 5 ♣ A																
	S South ♠ 10982 ♥ Q1076 ♦ ♣ J	3NT E NS: 1 EW: 3																

Now that you have lost the requisite trick (have 11, looking for 12, lost a trick, gogogo), the sequence is: cash ♥AK, ♣A, finish the clubs and diamonds (throwing hearts on the last two winners) to end up with this.

<div style="border: 1px solid black; padding: 5px; display: inline-block;"> 23 D </div>		N North ♠ ♥ ♦ ♣ Q1097		<table border="1" style="font-size: 0.8em;"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td>P</td> <td>P</td> <td>1♦</td> <td>P</td> </tr> <tr> <td style="background-color: yellow;">2♦</td> <td>P</td> <td>3NT</td> <td>P</td> </tr> <tr> <td>P</td> <td>P</td> <td></td> <td></td> </tr> </tbody> </table>				W	N	E	S	P	P	1♦	P	2♦	P	3NT	P	P	P		
		W	N	E	S																		
P	P	1♦	P																				
2♦	P	3NT	P																				
P	P																						
W West ♠ K5 ♥ J ♦ ♣ K	♣6 ♦8 ♥5		E East ♠ Q74 ♥ 9 ♦ ♣																				
		S South ♠ 10982 ♥ Q ♦ ♣		Select cards to play for all 4 players																			
				3NT E NS: 1 EW: 7																			

As you can see, South was squeezed even before you played your last winning ♣K. Had you cashed your spades before your hearts, South could just keep whatever major suit East had at the end. All five pairs that played NT on this hand made only 11 tricks.

A Funny Thing Happened on The Way to The Forum

If you look back at the second diagram, the lead of the ♥4 was just low enough to appear as if North was leading from the queen. Thus, East played a small heart and lived to regret it. Mea culpa.



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

#78

♠ AJ2
 ♥ 654
 ♦ 105
 ♣ J8752



♠ KQ763
 ♥ Q983
 ♦ 74
 ♣ K4

West	North	East	South
Pass	Pass	1NT ¹	2♠ ²
All pass			

- 15-17 HCP
- spades

West led the ♣Q to his partner's ♣A. East returned the ♣6 at Trick 2, which I took with my ♣K while West followed with the ♣3. What now?

SOLUTION

Counting winners, you have five trump tricks if trumps behave, plus you've already taken one club trick and set up your ♣J for another sure trick. That's seven tricks, but you're still a trick short.

Where can the eighth trick come from? At first glance, it looks as if you might be able to develop a trick in the heart suit, but your heart suit is so ratty that chances are you will have to lose three heart tricks first. At that point, your contract is already doomed (you lose three hearts, two diamonds and a club for down one).

What about developing the extra trick in clubs?

If clubs split 3-3, all you have to do is draw the outstanding trumps and enjoy three more club tricks for an overtrick. So what are the chances that clubs are splitting 3-3? Not great, unfortunately. Remember the first two tricks? West led the ♣Q (lacking the ♣J) and then showed up with the ♣3 at Trick 2. This strongly suggests that the West started with a doubleton club, giving East four clubs.

If you are to develop an additional club trick, you are going to need to ruff a club. And to avoid West's overruff, you are going to need to ruff with a high trump. This could be a problem if the trumps are badly distributed - for example 4-1 (let's rule out 5-0, because if you get such a terrible and unfair split, there is no way to make your contract).

Let's compare the likelihood of a 3-2 split versus a 4-1 split.

If spades are distributed 4-1, only East can hold the four because it would be illegal to open 1NT with a singleton that isn't one of the top three honors. So, if East has four spades, that would mean that West (with only one spade and two clubs) had ten cards in the red suits, meaning he started with at least five cards in each suit. Would he really have passed his partner's 1NT opening with such a distributional hand? Unlikely. So, there is a good reason to assume the trumps are 3-2. (And if by some unlikely chance the trumps are otherwise, you can always fall back on hearts.)

So, you play the ♠K at Trick 3 and as expected everyone follows suit. At Trick 4, you lead a small spade from your hand and as expected both opponents follow suit again.

At Trick 5, you lead a small club from dummy and ruff with your ♠Q! Now, dummy's ♣J8 are established and all you need do is go to the board with a trump (drawing the outstanding trump en passant) and claim. Here is the complete deal.

	♠ AJ2	
	♥ 654	
	♦ 105	
	♣ J8752	
♠ 98	N	♠ 1054
♥ K1072	W E	♥ AJ
♦ K8632	S	♦ AQJ9
♣ Q3		♣ A1096
	♠ KQ763	
	♥ Q983	
	♦ 74	
	♣ K4	

As you can see, there was no love in the hearts on this deal.

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 are looking for VuGraph operators at our **club**.

