



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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## ALERT – May 24, 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 April.*

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	45.81	1	Stephen Nantes	22.89	1	Noah Pace	11.27
2	Margot Stockie	32.88	2	Brian Kirkconnell	21.10	2	Virginia Alviano	9.54
3	Robert Griffiths	32.15	3	Salvatore Pace	17.93	3	Susan Kerrigan	9.13
4	Cindy Mahn	30.83	4	Casey Baron	15.18	4	Mary Lynn Benjamins	8.92
5	Mike Peng	27.87	5	Barbara Arthur	15.10	5	Patricia Malvern	8.42
6	Liz McDowell	24.98	6	John Hanemaayer	14.41	6	Margaret Sanderson	8.32
7	Colin Harrington	24.42	7	Shelley Metcalfe	14.31	7	Belinda Burt	7.87
8	Bruce Roberts	22.28	8	Brenda Semple	14.09	8	Nancy Cattanach	7.62
9	Moira Hollingsworth	21.95	8	Sue Moses	14.09	9	Aggie Udvari	7.52
10	Edith Ferber	21.07	10	Suzanne Edwards	13.40	10	Joan Slover	7.48
11	David Longstaff	18.83	11	Kathy Russell	12.94	11	Ginny Scott	6.81
12	David Wilson	18.03	12	Paul Latimer	11.45	12	Kathleen Burns	6.67
13	Ted Boyd	16.88	13	Kevin Latter	11.45	13	Elinor Girouard	6.49
14	Dianne Aves	16.86	14	Karen Whitworth	10.65	14	Isabel Hetherington	6.48
15	Tom Ramsay	16.74	15	John Kip	9.40	15	Martin Jones	6.45
16	Kandis Smith	13.72	15	Cheryl Kip	9.40	16	Christine Baron	6.04
17	Pat McMillan	12.14	17	David Embury	8.86	17	Barb Neibert	6.03
18	Malkin Howes	12.12	17	Roy Dandyk	8.86	18	Sue Andersen	5.85
19	Sandy Graham	11.62	19	Lynda Burnett	8.83	18	Jane Rushby	5.85
20	Neil Jeffrey	11.48	20	David Dennis	8.51	20	Audrey Cook	5.80
21	Mary McClelland	11.17	21	Janet Howell	8.46	21	Julia Prendiville	5.62
22	John Moser	10.45	22	Ron Lawrence	8.37	22	Ginny Marshall	5.61
23	Stephen Young	9.67	23	Jim Veitch	8.12	22	Robert Somerville	5.61
24	Susan Lawton	9.28	24	Margie Whyte	7.95	22	Reinhold Kauk	5.61
25	Peggy Pearson	8.64	25	Sandy Lee	7.43	25	Jeannie Leforge	5.59



## Congratulations

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

### Junior Masters

- **Brian Gaber**
- **Anette Happel**
- **Fiona Macgregor**
- **Jane Wilson**

### Club Masters

- **Diane Jones**
- **Gregory Seale**

### Sectional Master

- **Reinhold Kauk**

### Regional Master

- **Jim Veitch**

### Silver Life Master

- **Ron Van der Zwaag**

And a warm welcome to the following new ACBL members.

- **James Burns**
  - **Colleen Colbeck**
  - **Blaine Cruikshank**
  - **Anette Happel**
  - **Fiona Macgregor**
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Not sure which is more funny; the church name, the city or the message. 😄





## Rookie Ramblings – Forcing Bids

Contributed by Cindy Mahn

**WHAT? I HAVE TO BID AGAIN?**

**YES!**

A forcing bid is any call that obliges the partner to bid, at least for one round. There are three main categories of bids that are forcing.

### New-Suit Bids by Responder

As long as neither partner has bid no trump, a new suit by an unpassed responder is forcing for one round. EXAMPLE: 1♣ P 1♥ P

### Artificial Bids

Artificial bids, such as Stayman, are forcing for one round. EXAMPLE: 1NT P 2♣ P

### Strong Bids

- **Reverses** (non-jump bids at the two-level in a new suit that is higher-ranking than opener's first-bid suit) show at least 16 HCP and are forcing for one round. EXAMPLE: 1♣ P 1♠ P 2♥
  - **Cue bids** (bids in an opponent's suit) are forcing for one round. EXAMPLE: 1♥ 1♠ 2♠ P
  - **2♣ Opening Bids** are forcing.
  - **Strong Jump Shifts** (showing 19+ HCP) are forcing to game. EXAMPLE: 1♣ P 1♦ P 2♥ P OR 1♦ P 1♥ P 3♣ P
  - **Fourth Suit Forcing Bids** (by partnership agreement) are forcing to game. EXAMPLE: 1♦ P 1♥ P 1♠ P 2♣ P
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The three hardest things to say are:

1. I was wrong
2. I need help
3. Worcestershire Sauce

# LESSONS NOT YET LEARNED

There are only these two lessons left between now and September. You have been warned!



## Overcalls – *The first step in competitive*

### ***bidding***

It's not too late to sign up for this workshop.

Level: **Novice**

Instructor: Stephen Carpenter

Date: Wednesday, June 9, 2021, 9:30 am - noon

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## **Balancing**

Balancing happens when you choose to bid in the pass-out seat even though you don't have opening points - instead of letting the opponents play in a contract that they are comfortable in. This workshop will discuss when to balance and when not to balance (green light and yellow light auctions). We will also look at the types of hands that are suitable for balancing. The participants will bid and play up to 16 hands.

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

Level: **Intermediate**

Instructor: Malkin Howes

Date: Monday, June 14, 2021, 9:30 am - noon

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## **How to Register and Pay**

- Click [here](#) for more information about and to register for our workshops (\$20 for members, \$25 for non-members).
  - Click [here](#) for information about how to pay for your lessons (scroll down).
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**FOR INTERMEDIATE PLAYERS**



**You Don't Have to Know Exactly What You Are Doing**

*Contributed by Robert Griffiths*

**Board 12**  
South Deals  
N-S Vul

<p>♠ A 9 8 6 ♥ 9 5 3 ♦ J 10 9 3 ♣ J 7</p>		<p>♠ — ♥ A K Q J 4 2 ♦ A K 7 4 ♣ Q 3 2</p> <p>♠ Q J ♥ 10 7 6 ♦ 6 2 ♣ A K 10 6 5 4</p> <p>♠ K 10 7 5 4 3 2 ♥ 8 ♦ Q 8 5 ♣ 9 8</p>
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South dealt and opened 2♠, thinking that his seven-card suit made up for his weak vulnerable hand. West passed and North bid 4♥, just bidding what he thought he could make. The other three bidders pretended to think about their bids before 4♥ was passed out. East started by cashing the ace and king of clubs, then led a third club, ruffed with Dummy's ♥8 and overruffed by West's ♥9.

West continued with the ♦J, won by Declarer with the ace. There's not much that Declarer can do to build extra tricks. As long as hearts split no worse than 4-2, he can take six heart tricks and either three or four diamonds, depending on the diamond split. But if North wins the diamond and proceeds to cash five hearts, he might find one extra chance.

Here's where we sit after North cashes five heart tricks.

<p>♠ A ♥ — ♦ 10 9 3 ♣ —</p>		<p>♠ — ♥ 2 ♦ K 7 4 ♣ —</p> <p>♠ Q J ♥ — ♦ 6 2 ♣ —</p> <p>♠ K 10 ♥ — ♦ Q 8 ♣ —</p>
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It is tempting for declarer to now play diamonds to see if they split, making his game if they split 3-3. But Declarer can give himself that tiny extra chance by cashing his last heart before playing diamonds. When he throws the ♠10 from Dummy, West is stuck.



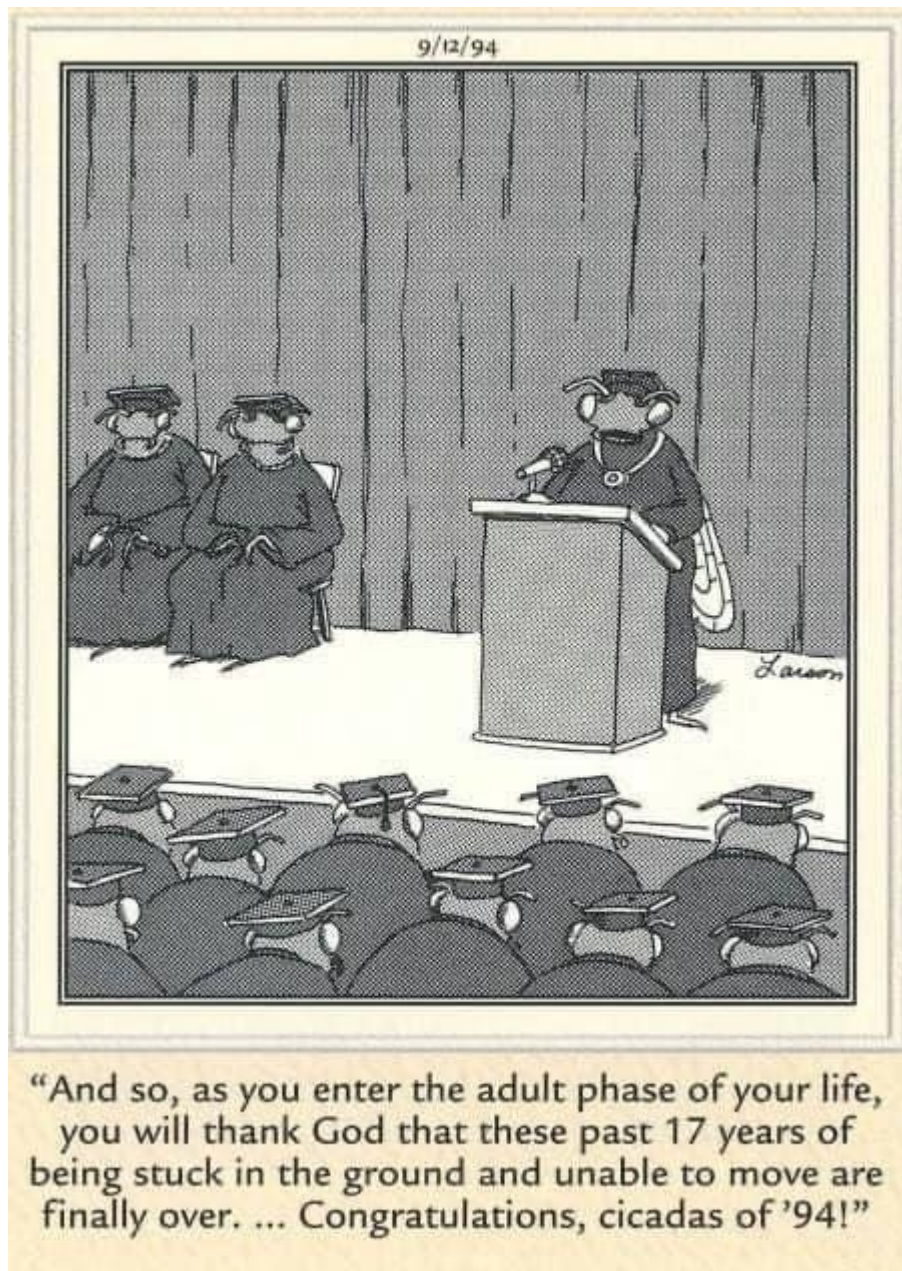
West has the nasty choice of either throwing away his ♠A or throwing a diamond, either way giving Declarer his tenth trick.

North does not have to know how squeezes work to make this play - he is simply cashing all of his winners to see if anything good happens. The good thing that happens is that West will be faced with the choice of stopping Dummy's ♠K from winning a trick or stopping Declarer's diamonds. He can't do both.

Playing out every heart before trying diamonds does not risk the nine tricks North is sure of taking - it just gives him one extra possibility of finding #10.

👉 **They're called squeezes and they sound really hard, but in fact quite often just running your long suit(s) does the trick.**

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*And we thought our social isolation has been bad.....*

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# Dear David

## Active or Passive?

Whether they are defending or declaring, many players blindly try to “force” the play, hoping something beneficial will happen. For example, the opponents bid 1♠-2♠-4♠, and you are on lead with this hand: ♠5432 ♥K32 ♦K32 ♣K32. With no clue as to which suit to attack, a lead from one of your kings could be good, bad, or neutral. This is the time to be passive and lead a trump, giving nothing away. Your hope is that when you eventually take a trick with one of your kings, you will have more information on which to base a more active defense. Here is a hand featuring a passive declarer and an active defender.

		<b>N</b> North	<b>W</b> <b>N</b> <b>E</b> <b>S</b>
		♠ 8742 ♥ 85 ♦ J9632 ♣ 32	P P P 2NT
<b>W</b> West		<b>E</b> East	
♠ K65 ♥ J10 ♦ AQ105 ♣ 9754		♠ 1093 ♥ AQ763 ♦ 87 ♣ Q106	
	<b>S</b> South		2NT S NS: 0 EW: 0
	♠ AQJ ♥ K942 ♦ K4 ♣ AKJ8		

The ♥J would be West’s best lead because it gives nothing away and forces you as declarer to play from your hand.

- ♦5 ♦2 ♦8 ♦K. Playing fourth-best leads, you know that West must have started with exactly AQ105 because East would have played a higher diamond if he had had one.
- This is a good time to make a “passive” lead in hopes your opponent will help you.  
♦4 ♦Q ♦3 ♦7.
- At this point, an unhappy West is on lead with nothing good to do. A heart lead might be the best compromise because he holds two high cards in the suit, but let’s say he chooses an “active” ♠9 ♠2 ♠Q ♠A.

4. Playing hearts or clubs at this point is unlikely to develop tricks for declarer, so you lead a “passive” ♠Q in order to gather information, develop two spade winners, and keep control of the suit. West ducks.
5. You still want the opponents to help you, so you lead the ♠A and ♠J.
6. You are happy to see that spades split evenly and you are pleased the you now have a spade winner in dummy. You are not pleased that you will never get to cash it. 😊
7. ♣4 ♣3 ♣10 ♣K. You can't know your clubs will all be good after the first club lead, so you are pleased about the “active” second club lead.
8. ♣J ♣5 ♦6 ♣6
9. ♣8 ♣7 ♠8 ♥3.
10. to 13. At this point, you lead a low heart and cannot be prevented from getting the ♥K at some point. Two spades, one heart, one diamond, and four clubs come to eight tricks = 2NT making.

It is not necessary on many hands to constantly “attack” in order to develop tricks. If you don't have a clear line of play, the best offense is a passive offense. “Good things come to those who wait.”

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**FOR INTERMEDIATE PLAYERS**

**Jake's Challenges (#23)**

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



♠ 8 2  
♥ A K Q 10 9 2  
♦ 9 6 4  
♣ 8 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♥
Pass	2 N <sup>1</sup>	Pass	3 N <sup>2</sup>
Pass	4 ♥	All pass	

1. Ogust - asking about strength and suit quality
2. Six hearts headed by the ace, king, and queen

I was sitting South declaring a four hearts contract. West led the ♦J, and my partner put down his hand with only one trump, the ♥J. Even so, four hearts was probably a better spot than three no trump. Dummy played the deuce and East took the trick with his king of diamonds. East then thought for a while and led a small spade which I ducked and West inserted his jack of spades. What now?

**SOLUTION**

Leading spades was a very shrewd move by the opponents, since I had been hoping to set up the board's club suit and then get back to the board with the ace of spades in order to cash your club winners. Time for Plan B.

Counting your losers, there are four in your hand – one spade and three diamonds. Ruffing one of your diamond losers in dummy would be nice, but for sure your opponents won't let you do this. Finessing the club queen is definitely a better possibility - but hold on. Before you try this 50% chance, there is yet another possibility to consider. The opponents have six spades between them. As long as they split no worse than 4/2, you can set up your fifth spade and throw one of your losers on it.

So, which is the better chance - the 50% finesse in clubs, or a no-worse-than-4/2 split in spades? Time to look at the percentages. The chance of a 5-1 split is 15%, while the chance of a 6-0 split is 2%. (The fact that neither of the opponents bid spades makes it almost certain that there isn't a 6-0 split and quite likely that there isn't a 5-1 split. I'm just saying). But even without these straws in the wind, the odds of a no-worse-than-4/2 split are 83% - much better odds than a 50% finesse. And - bonus - you can first explore the spade situation and then opt for the club finesse later on if you find out that the spades aren't behaving. This represents a 91.5% chance of success (83% plus 17% x 50%).

Okay, back to the question of what to do at Trick 2. There is no advantage to ducking the spade lead, so take the ace of spades on the board. Then lead a spade from the board. The opponents will take this trick and cash a second diamond at Trick 4. Now you're tight. Best defence is for the opponents to lead a trump at Trick 5 which you take on the board with the ♥J. At Trick 6, lead a third spade from dummy and ruff high in your hand. West will discard a small club.

Now you know that the spades are splitting 4/2. Hurrah! At Tricks 7 and 8, draw the opponents' trump and discard two small clubs from the board. Then enter dummy with the ♣K at Trick 9 and ruff a fourth spade at Trick 10 (West will discard a small diamond). Your persistence has paid off and now dummy's fifth spade has been established. Go back to the board with the ♣A at Trick 11 and cash dummy's spade winner, pitching a diamond loser from your hand. Your last trump gives you your 10th trick.

If your partner had let you play in three no trump and West had led a diamond, they would have quickly collected five tricks and put you down right off the bat. Kudos to your partner for placing the contract in four hearts!

Here is the full hand. As you see, the club finesse would not have worked.

♠ A 7 6 4 3			
♥ J			
♦ Q 2			
♣ A K J 10 6			
♠ K J		♠ Q 10 9 5	
♥ 6 5 3		♥ 8 7 4	
♦ J 10 8 7 5	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; text-align: center; width: 40px; height: 40px; border: 1px solid black;">             N W     E S           </div>	♦ A K 3	
♣ 5 3 2		♣ Q 9 7	
		♠ 8 2	
		♥ A K Q 10 9 2	
		♦ 9 6 4	
		♣ 8 4	



## Unit 249 Virtual Tournament

Just a reminder that on Saturday, May 29 and Sunday, May 30, our club will be hosting a unit-wide online tournament that will yield silver master points and BBO\$ prizes. We'll remind you again in next week's Alert.

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### Silver Linings Week

Starting on Monday, all week it is Silver Linings Week. All games will pay DOUBLE regular club master points and the points awarded will be SILVER instead of black. You do not need to do anything special to participate in these games except pay the BBO\$2 surcharge.

### Coming Virtual Activities

- Friday, May 21, 12:30 pm, **99er game, (20-22 boards) \$5**
- Friday, May 21, 1:00 pm, **499er game (24 boards) \$5**
- Friday, May 21, 7:00 pm, **open game (24 boards) \$5**
- Saturday, May 22, 1:00 pm, **199er game (20-22 boards) \$5**
- Sunday, May 23, 10:00 am, **499er game, (18 boards) \$5**
- Monday, May 24, 12:30 pm, **49er game (18 boards @ 8 minutes) \$7**
- Monday, May 24, 1:00 pm, **open game (24 boards) \$7**
- Monday, May 24, 7:00 pm, **499er game (24 boards) \$7**
- Tuesday, May 25, 12:30 pm, **199er game (20-22 boards) \$7**
- Tuesday, May 25, 1:00 pm, **open game (24 boards) \$7**
- Wednesday, May 26, 1:00 pm, **499er game (24 boards) \$7**
- Wednesday, May 26, 6:45 pm, **199er game (20-22 boards) \$7**
- Wednesday, May 26, 7:00 pm, **open game (24 boards) \$7**
- Thursday, May 27, 9:30 am, **99er game (20-22 boards) \$7**
- Thursday, May 27, 1:00 pm, **open game (24 boards) \$7**
- Thursday, May 27, 6:30 pm, **19er game \$7** 
- Thursday, May 27, 7:00 pm, **999er game (24 boards) \$7**

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 were delighted to have five full tables of new players at our **club**.