



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

## ALERT – November 2, 2020

### 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 between September 1 and October 27.*

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	55.12	1	Sandy Graham	15.03	1	Suzanne Edwards	19.42
2	Margot Stockie	37.57	2	Sue Moses	14.45	2	Nanci Phelan	12.44
3	Cindy Mahn	36.62	2	Brenda Semple	14.45	3	Brian Silva	12.41
4	Mike Peng	34.22	4	Brian Kirkconnell	14.43	4	Noah Pace	10.28
5	Colin Harrington	29.27	5	Stephen Nantes	14.31	5	Andy Martinek	9.76
6	Robert Griffiths	27.11	6	Ron Lawrence	14.28	6	Joe Blake	9.39
7	Edith Ferber	23.09	7	Keith Prosser	13.45	6	Steven Allen	9.39
8	David Longstaff	22.64	8	Janet Howell	12.41	8	Joan Slover	8.72
9	Moira Hollingsworth	19.94	9	Kathy Russell	12.40	9	Barbara Arthur	8.57
10	Liz McDowell	19.59	10	Lori Cole	11.27	9	Salvatore Pace	8.57
11	Dianne Aves	18.64	11	Mary McClelland	11.18	11	Marlene Dopko	8.41
12	Bruce Roberts	18.60	12	Sandy Lee	10.14	12	Marion Allan	7.58
13	Ted Boyd	16.97	13	Adriaan Kempe	9.97	13	Casey Baron	7.13
14	Stephen Young	16.69	14	Jack Cole	9.45	14	Susan Durance	6.71
15	Neil Jeffrey	16.36	15	Judy Widdecombe	9.25	15	Susan McDonald	6.53
16	Malkin Howes	16.18	16	John Hanemaayer	9.12	16	Susan Kerrigan	5.03
17	Tom Ramsay	14.85	17	Kevin Latter	8.32	17	Judy Bailey	5.01
18	Wayne Jordan	13.93	18	Vivian McLellan	8.23	18	Shelley Metcalfe	4.92
19	Pat McMillan	13.18	19	Jim Veitch	8.15	19	Barb Neibert	4.87
20	Adrian Record	12.27	20	Allen Pengelly	8.09	19	Anita Hanson	4.87
21	William Christian	11.91	21	Sue Peterson	7.14	21	Nancy Cattanaach	4.68
22	Diane Bourdeau	11.84	22	Jim Dalgliesh	6.57	22	Robert Gilck	4.67
23	John Moser	11.24	23	Charles Walkey	6.34	23	Virginia Alviano	4.58
24	Peter Hannak	11.04	24	David Dennis	5.99	24	Renate Boucher	4.30
25	Stephen Carpenter	10.66	25	Paul Latimer	5.83	25	Daniel Dopko	4.26

## Congratulations!

Congratulations to Kandis Smith and Cindy Mahn for their 75.26% game on Monday. For those of you who don't know Kandis, she is blind. So how does she play bridge, you ask, especially given that Kandis doesn't even have a computer?

Kandis' partner Doug (life partner, not bridge partner\*) lives in Guelph. Doug logs in to BBO as Kandis and then telephones her at her home in Kitchener. As each hand comes along, Doug tells Kandis her cards, the bidding, the vulnerability, the dummy, and everything the rest of us can see on our screens. Kandis remembers what he has told her and then instructs Doug what to bid and which cards to play.

So, it's hard to say who should get the louder shout-out – Kandis who plays this way yet scored a 75.26% game – or Doug who gives up hours of his time to make it possible. And, of course Kandis had a bridge partner for this incredible achievement – Cindy Mahn – and so we recognize Cindy too. Well done!

\*Kandis and Doug would love to play bridge together as a partnership, but then Kandis would need a volunteer card caller to do the same job that Doug is doing for her.

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## Cotton Candy Pairs

If you are new to duplicate bridge and have between 0 and 5 master points, the ACBL/BBO is offering a 0-5 Cotton Candy game on the 20-minute mark of each hour = 9:20, 10:20, etc. (A word of warning – sometimes there aren't enough pairs for the game to run.) You need a partner to play in this tournament, and the cost is BBO 60¢.

To find the Cotton Candy games, log into BBO, Click [COMPETITIVE](#), Click [BBO POINTS TOURNAMENTS](#), type 0-5 into the Search slot in the upper right-hand corner, and then click on [COTTON CANDY-PAIRS \(0-5 BBO POINTS\)](#).

The Etobicoke Bridge Centre has a group of about 20 players who have been playing the game twice a week – Mondays at 1:20 pm and Thursdays at 9:20 am. Steve Overholt, owner of the Etobicoke club, hosts these games, providing partnerships, registration help, and hand analysis after the Thursday game. If you would like to participate in one or both of these games, email [Steve](#). The Etobicoke players are all very new to duplicate bridge, are very friendly, and welcome any newcomers with open arms.

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## Hand Evaluation & Improving Your Opening Bid Judgment

On Monday, November 2 from 4:00 pm – 5:30 pm, John Raynor is offering Part 2 of a complimentary two-part online lesson on hand evaluation and improving your opening bid judgment. For more information and to register, click [here](#). **FOR INTERMEDIATE PLAYERS.**

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# Morton's Fork

*Contributed by Robert Griffiths*

This is another hand stolen from Kary Lobb's "Stay Warmed Up" series.

South opened 1♠ and West doubled. North bid 2NT, which N/S played as at least a limit raise.

South bid 3♣, showing his short suit, and North cuebid 3♥, showing extras.

This was enough for South to ask for key cards and then bid the spade slam.

West led the ♣K and South considered. How could he avoid a heart loser and a diamond loser?

## Board 19

South Deals

E-W Vul

<p>♠ —</p> <p>♥ A 10 9 7 4</p> <p>♦ K 4 3 2</p> <p>♣ K Q J 10</p>	<p>♠ Q 10 7 4</p> <p>♥ K Q 6 2</p> <p>♦ Q J</p> <p>♣ A 3 2</p>	<p>♠ 8 3</p> <p>♥ 8 3</p> <p>♦ 10 8 5</p> <p>♣ 9 8 7 6 5 4</p>	<p>♠ A K J 9 6 5 2</p> <p>♥ J 5</p> <p>♦ A 9 7 6</p> <p>♣ —</p>
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<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♠
Dbl	2 N	Pass	3 ♣
Pass	3 ♥	Pass	4 NT
Pass	5 ♣	Pass	6 ♠

All pass

South realized that if he took his ♣A at Trick one, he would have no useful discard since he would still be left with a loser in each red suit. So, he found a better plan.

He ruffed the club lead in his hand, drew two rounds of trump, and led his ♥5 towards the dummy. West was stuck at this point. If he went up with his ♥A on this trick, then South had 12 tricks: seven spades, three hearts, and the two minor aces. But if West were to duck the heart lead, then South can win Dummy's ♥Q, throw away his other heart on Dummy's ♣A, and then cross-ruff the red suits after losing a diamond to West.

South needs to delay winning the ♣A until he has given West the choice between taking his ♥A without capturing one of South's honours or not taking it at all.

Over 500 years ago, John Morton (Lord Chancellor of English) found a way to force the English people to pay taxes whether they could afford to pay or not. He explained that those who lived frugally must be saving their money, so of course could afford the tax - while those who lived lavishly could simply live a wee bit less lavishly and pay the tax. Morton's fork has come to mean a dilemma in which you lose no matter how you play it.

West was like those English taxpayers of the 15th century, a loser either way.

**👉 The use of Morton's Fork delights declarers and dismays defenders.**

# Learning the Lingo – RUFF AND SLUFF

*Contributed by Jean Farhood*

We have discussed “ruffing” and “cross-ruffing” the past two weeks. Today, we will learn about “ruff & sluff”, otherwise known as “trump and discard”.

Once again, ruff and sluff applies only to a suit contract. There are three elements required in order to execute a ruff and sluff.

- Both dummy and declarer must be void in the same suit.
- Both dummy and declarer must still hold a trump.
- An opponent must lead the void suit, allowing declarer to ruff/trump in one hand and sluff/discard a loser from the other hand.

Why on earth would an opponent do that? Generally, he or she is forced to do it because that is the only suit left in his or her hand. Consider this hand.

	♠ A K ♥ 8 7 6 5 4 ♦ K 9 7 4 ♣ A 3		
♠ Q J 10 ♥ J 10 ♦ 3 ♣ K Q 10 9 5 4 2	<div style="background-color: #008000; color: white; padding: 10px; display: inline-block;">                     N                      W     E                      S                 </div>		♠ 8 7 6 5 4 3 ♥ 2 ♦ Q J 10 8 ♣ 7 6
	♠ 9 2 ♥ A K Q 9 3 ♦ A 6 5 2 ♣ J 8		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
3 ♣	4 ♥	All pass	1 ♥

West leads the ♣K and declarer wins the ♣A. Then declarer draws trump in two rounds, cashes the ♠A and the ♠K and then the ♦A and the ♦K, with West showing out on the second round of diamonds. If declarer now leads the ♣J, forcing West to win the trick, West has two choices of what to lead next: either the ♠Q or the ♣10. Either card allows declarer to ruff in one hand and sluff a losing diamond from the other hand – thus limiting the diamonds losers to only one. The final result is 4 hearts making 5.

See how much fun it is to force your opponents to help you out?

Anyone else feel like  
 Halloween is unnecessary  
 this year? I've been wearing a  
 mask and eating candy for 7  
 months now, I don't think I  
 need a day dedicated to it  
 anymore....



# Dear David

I'm a newish GRBC member. My partner and I ended up in 3NT and got creamed in hearts. Sitting West, I opened and the bidding went as follows.

W   N   E   S  
 1♦   1♥   3NT   ALL PASS

We certainly had the HCP. And we thought we had hearts under control.

<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <span style="font-size: 2em;">D</span> <span style="font-size: 3em; font-weight: bold;">12</span> </div>	<b>N North</b> ♠ 1074 ♥ KJ8654 ♦ AJ2 ♣ 7	<table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 15%; background-color: #000080; color: white;">W</th> <th style="width: 15%; background-color: #000080; color: white;">N</th> <th style="width: 15%; background-color: #000080; color: white;">E</th> <th style="width: 15%; background-color: #000080; color: white;">S</th> </tr> <tr> <td style="text-align: center;">1♦</td> <td style="text-align: center;">1♥</td> <td style="text-align: center;">3NT</td> <td style="text-align: center;">P</td> </tr> <tr> <td style="text-align: center;">P</td> <td style="text-align: center;">P</td> <td></td> <td></td> </tr> </table>	W	N	E	S	1♦	1♥	3NT	P	P	P		
W	N	E	S											
1♦	1♥	3NT	P											
P	P													
<b>W West</b> ♠ Q93 ♥ 2 ♦ KQ975 ♣ A863														
	<b>S South</b> ♠ K865 ♥ Q97 ♦ 43 ♣ J542													
			3NT E      NS: 0 EW: 0											

Hello, my friend. Excellent question.

Most of the field received the same result as you did, and I would probably have done the same. A slower approach to allow you to gather information might have been better.

WEST	NORTH	EAST	SOUTH
1♦	1♥	DBL (negative*)	PASS
2♣	PASS	2♥ (cuebid asking for a heart stopper or more info)	PASS
2♠**	PASS	5♣	ALL PASS

\*A negative double usually promises four cards in the unbid major (spades, in this case). However, sometimes you have to make a forcing bid on a game-going hand when you don't have a clear idea of what the final contract should be.

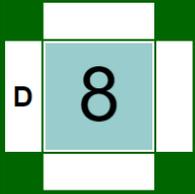
\*\*The 2♠ bid is called "completing the pattern". West denied four spades when he bid 2♣, so 2♠ shows a "fragment" (three cards) in spades. It does not promise a great hand because East showed a great hand when he bid 2♥.

East was fishing for info, and West was required to supply it. This will steer E/W away from 3NT and get them to their club game, which has a good chance even opposite the minimum West hand. When you are unclear about what the final contract should be, try to think of a way to elicit more information from your partner.

Do you have a "what-should-I-do" bridge-related question for me? Email me at [DearDavid.Bridge@hotmail.com](mailto:DearDavid.Bridge@hotmail.com) and I will try to answer all your questions, either privately or in the Alert.

# Planning the Play

Contributed by John Moser

		<b>N North</b> ♠ A109 ♥ 4 ♦ AK843 ♣ AK97	<table border="1"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td>P</td> <td>1♦</td> <td>P</td> <td>1♠</td> </tr> <tr> <td>P</td> <td>2♣</td> <td>P</td> <td>2♦</td> </tr> <tr> <td>P</td> <td>3♠</td> <td>P</td> <td>4♠</td> </tr> <tr> <td>P</td> <td>P</td> <td>P</td> <td></td> </tr> </tbody> </table>	W	N	E	S	P	1♦	P	1♠	P	2♣	P	2♦	P	3♠	P	4♠	P	P	P	
W	N	E	S																				
P	1♦	P	1♠																				
P	2♣	P	2♦																				
P	3♠	P	4♠																				
P	P	P																					
<b>W West</b> ♠ J3 ♥ Q10852 ♦ J7 ♣ Q532		<b>E East</b> ♠ Q654 ♥ K9763 ♦ Q105 ♣ 4																					
	<b>S South</b> ♠ K872 ♥ AJ ♦ 962 ♣ J1086		4♠ S      NS: 0 EW: 0																				

We didn't overbid this time! Furthermore, we are in the right place (because of the singleton heart, I judged that a 4 – 3 spade fit would be better than 3 NT). However, the path to ten tricks is not straightforward. You are going to need a plan again!

Let's look at where the tricks are. You are sure of two spades, two diamonds, three or four clubs, and a heart. That's eight or nine tricks, but you need ten tricks. The club finesse might work, plus you should be able to ruff a heart using Dummy's short trump stack.

This means that you must ruff a heart on the board and eventually end up in your hand to finesse the ♣Q. The lead was the ♥2. So, you win the ♥A in your hand, ruff a heart with Dummy's ♠9, and cash the ♠A and ♠K, ending up in your hand.

There are still two trumps out. It would be too dangerous to try to draw them now, in case they split 4-2 (which, as it turns out, they do). Now is the time to try the club finesse. The good news is that the finesse works, but the bad news is that East can ruff the second club. That's okay, though. East can get his two club ruffs but can't do any serious damage. If he or she leads hearts, you can ruff and lead more clubs, forcing East to use up his or her last trump.

You end losing only the two ruffs and a diamond trick at the end. Your plan worked!!!!  
*As it turned out, five pairs were in 3 no trump making 400, while 4 spades made 420.*



Even ISIS is working from home.

# LESSONS NOT YET LEARNED



## Two Over One ALL PLAY

There is still time to sign up for this **intermediate** workshop on Wednesday, November 4, 9:30 am – noon. The teacher is Stephen Carpenter. It is not necessary to have attended the previous Two Over One workshop, but it is necessary to already have a working knowledge of the system. Regular partners may find it beneficial to attend as a pair.

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## To Bid One More or Not to Bid One More

### The Simplified Law of Total Tricks

It's an all-too-familiar dilemma. You and your partner have bid to a comfortable two spade contract and now the opponents – drat them – have bid three diamonds. Should you pass or bid three spades?

This workshop will introduce a simplified version of the law of total tricks that will help to guide you to the right decision. The participants will bid and play plenty of practice hands, using the magic of Shark Bridge, allowing them to find out the hard way whether or not they made the correct decision.

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

Level: **Novice**

Instructor: Malkin Howes

Date: Wednesday, November 18, 9:30 am - noon

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♠ K J 10 6

♥ K Q J 5 4

♦ A

♣ 7 5 3

This is a Flannery hand. How do you open it? If you bid hearts first and then spades, you are reversing – and your hand isn't powerful enough for that. If you bid spades first, then your partner will think you have five spades. Luckily, there is a convention to solve this problem, and it is called Flannery.

Malkin is offering an **INTERMEDIATE** workshop on Flannery on December 16, but so far no one has signed up. We need to know if that's because you're still planning to register or if it's because you have no interest in learning Flannery or if the date is a problem.

If you chose door #2, please tell [Malkin](#) what you would like to learn about instead.

**Click [here](#) for more information about our lessons and to register and [here](#) for information about paying.**

## Change in the Afternoon Virtual Game Starting Times to 1:00 pm effective November 2

Just a reminder that, effective Monday, November 2, the following afternoon games will begin at 1:00 pm: Monday afternoon OPEN game; Tuesday afternoon OPEN game; Wednesday afternoon 499er game; Thursday afternoon OPEN game; Friday afternoon 499er game; and Saturday afternoon 199er game.

Please help the 1:00 pm game directors out by registering no later than 12:40 pm (at least 20 minutes before the start time). The directors will greatly appreciate your thoughtfulness.

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## Club Appreciation Week (October 26 - November 1)

Just a reminder that Friday, Saturday and Sunday (October 27, October 28, and November 1, the master point awards will double. As a result, our club is offering two extra games, to wit:

- Saturday afternoon, 499er game starting at 12:30 pm (25-28 boards); and
- Sunday morning, 499er game starting at 10:00 am (18 boards)

The cost is only \$5 BBO, the same as the other virtual games during the week.

The ACBL is waiving most of its fees for these games, meaning you can really help our club by playing in them.

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## Guelph Bridge Club Christmas Party

The Guelph Club will be holding its annual Christmas party on Saturday, November 28. Being online, the party won't be able to give you a lunch, but there will be prizes and extra master points for those who do well. GRBC players are most welcome. For more information, click [here](#) and scroll down.

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## Two New Virtual Games

Our club will be offering the following two new games throughout November on a trial basis.

- Wednesday evening 199er game, 6:45 pm (20-22 boards)
- Sunday morning, 499er game, 10:00 am (18 boards)

Please plan on coming out and supporting the new games.

## Coming Virtual Activities at our Club

- Friday, October 30, 12:45 pm, **499er game** (26-28 boards)
- Friday, October 30, 7:00 pm, **open game** (26-28 boards)
- Saturday, October 31, 12:30 pm, **499er game** (25-28 boards) 
- Saturday, October 31, 12:45 pm, **199er game** (20-22 boards)
- Sunday, November 1, 10:00 am, **499er game** (18 boards) 
- Monday, November 2, 12:30 pm, **49er game** (18 boards @ 8 minutes)
- Monday, November 2, 1:00 pm, **open game** (26-28 boards)
- Monday, November 2, 7:00 pm, **499er game** (24 boards)
- Tuesday, November 3, 12:30 pm, **199er game** (20-22 boards)
- Tuesday, November 3, 1:00 pm, **open game** (26-28 boards)
- **Wednesday, November 4, 9:30 am, 2 over 1 ALL PLAY workshop**
- Wednesday, November 4, 1:00 pm, **499er game** (26-28 boards)
- Wednesday, November 4, 6:45 pm, **199er game** (20-22 boards) 
- Wednesday, November 4, 7:00 pm, **open game** (24 boards)
- Thursday, November 5, 9:30 am, **99er game** (20-22 boards)
- Thursday, November 5, 1:00 pm, **open game** (26-28 boards)

We have fun in **spades**.

We play with all our **hearts**.

We treat our members like **diamonds**.

Some of our afternoon games start at 1:00 pm at our **club**.