



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

ALERT – January 25, 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 December 2020.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	48.50	1	Brian Kirkconnell	21.52	1	Suzanne Edwards	18.49
2	Robert Griffiths	35.75	1	Stephen Nantes	21.52	2	Barbara Arthur	15.34
3	Mike Peng	29.50	3	Kathy Russell	15.86	3	Casey Baron	12.29
4	Cindy Mahn	28.45	4	Sandy Graham	15.56	4	Andy Martinek	10.30
5	Bruce Roberts	25.41	5	Sandy Lee	13.85	5	John Kip	9.91
6	Moira Hollingsworth	25.23	6	Brian Silva	12.44	6	Salvatore Pace	9.64
7	Edith Ferber	23.60	7	Janet Howell	12.11	7	Renate Boucher	9.08
8	Margot Stockie	23.46	8	Sue Voll	12.04	8	Shelley Metcalfe	9.03
9	Colin Harrington	21.82	9	Tony Verhoeven	11.05	9	Marlene Dopko	8.96
10	Dianne Aves	18.80	10	Ron Lawrence	10.94	10	Susan Kerrigan	7.93
11	Liz McDowell	18.71	11	Cheryl Kip	10.74	11	Elinor Girouard	7.53
12	Tom Ramsay	18.06	12	Sherry Benenati	10.09	12	Molly Worden	7.24
13	Adrian Record	16.78	13	John Hanemaayer	9.55	13	Robert Gilck	7.15
14	Ted Boyd	16.53	14	Adriaan Kempe	8.81	14	Mary Lynn Benjamins	7.01
15	David Longstaff	16.14	15	Dave Leitch	8.58	15	Carol Robinson	6.55
16	David Wilson	14.12	16	Donna Angst	7.70	15	Trent Robinson	6.55
17	Malkin Howes	13.81	17	Jim Veitch	7.55	17	Joe Blake	6.52
18	Diane Bourdeau	13.05	18	Jim Dalgliesh	7.45	17	Steven Allen	6.52
19	Steve Carpenter	12.70	19	Vivian Zochowski	7.40	19	Anita Hanson	6.46
20	Stephen Young	12.65	20	Milly McQuillin	7.07	20	Judy Beauchamp	6.44
21	Neil Jeffrey	12.47	21	Roy Dandyk	7.03	21	Nanci Phelan	6.19
22	John Vandergrift	11.31	21	David Embury	7.03	22	Susan Durance	6.12
23	Wayne Jordan	9.06	23	Karen Whitworth	7.01	23	Barb Neibert	6.02
24	John Moser	8.91	24	Fred Young	6.91	24	Christine Kelly	5.84
25	William Christian	7.48	25	Bev Hitchman	6.81	25	Noah Pace	5.78

Swiss Teams Test Game

Contributed by Grant Roberts

On Sunday afternoon, we held a Swiss Teams game to test out this new software. We had an excellent turnout with 32 tables/teams, making it the largest online game we have ever run. Game director Allen Pengelly dealt with some limitations in the test software, but he was able to work through them and complete the game without major incident. It was a good learning experience for future Swiss Teams games - both for the game director and for the players. The first-place team was Janet Howell, Mary McClelland, John Hanemaayer, and Paul Latimer. Second place went to Margot Stockie, David Longstaff, Dave Baker, and Diane Bourdeau.

The Swiss Teams software still has some rough edges and missing pieces that need to be resolved before it becomes ready for regular use. We have not yet received the official results (ie master point awards) on the ACBL website, as the ACBL is still working on automating the posting of Swiss game results from BBO.

To run this game, we had to get special one-off permission from ACBL. We don't know when we will be allowed to run another Swiss Teams game or when the software will go into production and be fully available. Consequently, we have no idea if we will be able to run Swiss Team games for Valentine's Day. But we have proven that Swiss Teams work.

Thanks to Allen for taking on the unknown and giving us a fun afternoon.



TCG - The Common Game

Contributed by Lori and Jack Cole

One of the reasons we liked playing STaC games at our club was that results were compared amongst all the pairs that participated from many clubs. We were, however, disappointed to learn that STaC comparisons simply rank all pairs by their club percentages; your percentage score is still calculated only against your small playing field of just the tables in your club.





The Common Game (TCG) does it better. TCG hands are played across the continent and, once all the results are in (a few hours later), TCG re-computes your percentage hand by hand versus the entire field, similar to a tournament, in which you are scored against many more pairs. With TCG, you have a better understanding of how you are doing in a large field without ever having to travel to a tournament and pay extra fees.

To find your recalculated “Field Percentage” and “Field Rank” for each game, click on the link called Personal Common Game Home Page on the TCG email that you receive after the game. You will then see a screen like the one below, with one row per game. (The “Section Percentage” is the score you received at your club.)

Outstanding Rewards Attendance Positional Results Declarer Play vs. Double Dummy **Prior Games** Friend Alert

MONTH-TO-DATE ATTENDANCE: 4 PLAYS

NEW FEATURE: HOW CLOSE AM I TO MY NEXT ACBL RANK?

Game Date (FRA) *	Club Website	Your Partner	Field Pct	Field Rank	CG Points	Section Pct	ACBL MPs	CG Handicap
2021-01-15 	Grand River Bridge Club	Lori Cole	53.05	833 / 2406		51.66	0.37	
2021-01-01 	Grand River Bridge Club	Lori Cole	51.78	838 / 2055		55.22	0.87	
N 2021-01-11 	Grand River Bridge Club	Lori Cole	61.20	44 / 613	0.20	62.39	1.44	
N 2021-01-04 	Grand River Bridge Club	Lori Cole	53.82	162 / 562	0.05	53.22	0.59	

This report shows all TCG games you have played this month. You can use the “Prior Games” tab to look further back.

There is so much more to learn about the benefits of The Common Game. Stay tuned!



Learning the Lingo – Eight Ever, Nine Never

Contributed by Jean Farhood

After you have played a hand, have you ever heard an opponent say “eight ever, nine never”? And if you did, did you wonder what that meant?

Basically, eight ever, nine never is a guideline for playing a suit combination where you have an eight-card fit with the top two honours (A-K) but are missing the queen of the suit. Imagine you are in 3NT: you have \spadesuit AJ98x and dummy has \spadesuit Kxx. You have an eight-card fit and you would like to score five diamond tricks. First, you lead the \spadesuit K from the dummy (honour from the short side first), then \spadesuit x and play the \spadesuit J. Assuming both opponents follow to both diamonds, you now play the \spadesuit A and – voilà - the \spadesuit Q falls, making your two remaining diamonds good. The same technique applies if you have a four-four fit in a suit holding the top two honours but missing the queen. Obviously, you need to have the jack in that suit in order to be able to finesse for the queen. Let’s say you have \heartsuit AJxx in your hand and dummy has \heartsuit Kxxx. Once again, you first play the \heartsuit K, then \heartsuit x, inserting the \heartsuit J when LHO follows low. The \heartsuit Q falls when you play the \heartsuit A. Aren’t you lucky?

In both examples, you knew to finesse for the queen of the suit because of the expression eight ever, nine never. If only bridge were always that simple!!

Finesses lose all the time, and suits frequently break badly. But if you were to bang down the two top cards right away, you are automatically giving up a trick to the queen in most cases. Remember though, that if you have a *nine*-card fit holding the AK, you would play for the drop – meaning that you’d hope that the queen would fall when the AK are led - thus nine never. There is an excellent article in the October 2020 edition of the ACBL *Bridge Bulletin* on this subject. The article includes lots more examples with different scenarios that you may wish to study in order to improve your declarer play.

If you’re not already getting the *Bulletin* because you haven’t yet joined the ACBL, I highly recommend that you do. The monthly magazine alone is worth the price of admission. Click [here](#) for more information (including a free 120-day trial membership).



An Early End Play

Contributed by Robert Griffiths

Board 17
East Deals
E-W Vul

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

After West's pass, North opened with a strong 2♣ bid. East jumped in with 3♦. I was South and passed, just waiting. Back to North who bid 3♥. East was persistent, this time bidding 4♣. I have a very good hand opposite a demand bid in hearts and wished I could cue bid one of the minors. I couldn't do that and then I decided to invite slam with a 5♥ bid. My partner bid the heart slam, leaving East on lead.

East led the ♣J, covered by the queen, king, and ace. At Trick 2, North led the ♥A and East discarded a club. Declarer can handle the 4-0 trump split, but to make his contract he needs the spades to behave. So, he carries on with a spade to the king and a spade back to his jack, happy to see East follow suit with the ♠10. After four tricks, East's hand is an open book - he can have nothing but minor cards left, most likely having been dealt five of one and six of the other.

There is a hard way to make this contract and an easy way. The hard way is to play the first 10 tricks out, carefully watching East's discards and playing accordingly: if East comes down to one club and the king and another diamond, then throw him in with the club and win the last two diamonds on East's diamond return. If East is left with the ♦K and two clubs, then Declarer should win his two diamonds and then lose the last club.

But my partner found a much easier way. At Trick 5 he led the ♣7. East was forced to win it if he wanted a club trick, and now he was stuck for a lead. A diamond would give away his winner there, so he tried a club allowing North to ruff on the board and throw away his hand's only losing diamond. For this early end play to work, East had to have started with five or six clubs headed by the J10. This is reasonable on the bidding and opening lead.

It is rare to be able to learn so much about an opponent's hand after four tricks, but it was really fun for me in my role as dummy to watch my partner pull this one off. By losing the club at Trick 5 while Dummy still had trumps available, Declarer did not have to risk East's being able to fool him with his discards up to Trick 10.

👉 **It's great fun to watch an opponent being tortured by an end play.**

Bridge Definition

Major fit: declarer's usual reaction on seeing dummy

Another Master Point Question

Contributed by Allen Pengelly

QUESTION

We got to the end of our tournament on Monday afternoon, and the final report from BBO showed...

Rank	Name	Score (%)	Points	Stratum
1	harperh+Dulcimer D	61.57	0.56	C
2	Fmac20+Fiddle27	59.44	0.64	C
3	bapsley+Rositacon	57.41	0.39	A
4	Cabcar+trerob	56.94	0.28	B
5	Kindy1+sue_anders	56.48	0.38	B
6	jml2020+pfc2020	56.48	0.38	A

How did the team shown in second place get more MPs than the team that came in first?

ANSWER

This is repeating a point from last week: namely don't trust that BBO always makes the right points calculations! The diagram shows the overall ranking, but the first- and second-place teams listed were actually the first-place team from East/West and the first-place team from North/South.

When there is a sit-out in one of the directions on BBO, BBO's calculations for master points give only the points for the number of teams that played. When the ACBL receives the BBO results, they correct them to give points based on the number of full tables. (An aside - we pay the ACBL for a full table – so we *should* receive the master points for a full table too!) If you look at the final results on ACBL Live (<https://my.acbl.org/club-results/details/251900>), you will see that the winners from each direction received an equal 0.96 silver points apiece.

Jake's Challenge #7

Last week, Jake Liu issued the following bidding challenge, and put the answer on our club's revamped Facebook page. For those of you who don't do Facebook, here is the challenge and its solution.

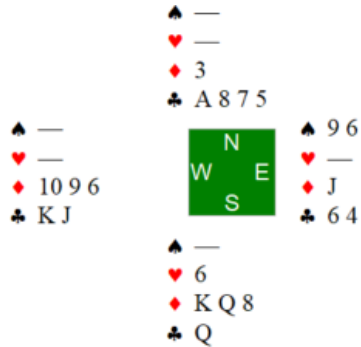
<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>♠ KQ103</p> <p>♥ J93</p> <p>♦ A3</p> <p>♣ A875</p> </div> <div style="width: 45%; text-align: right;"> <p>♠ J96542</p> <p>♥ 1087</p> <p>♦ J5</p> <p>♣ 64</p> </div> </div> <div style="display: flex; justify-content: center; align-items: center; margin: 10px 0;"> <div style="display: flex; flex-direction: column; align-items: center; gap: 5px;"> <p>♠ 87</p> <p>♥ K2</p> <p>♦ 109642</p> <p>♣ KJ92</p> </div> <div style="border: 2px solid green; padding: 5px; text-align: center; margin: 0 10px;"> <p>N</p> <p>W E</p> <p>S</p> </div> <div style="display: flex; flex-direction: column; align-items: center; gap: 5px;"> <p>♠ A</p> <p>♥ AQ654</p> <p>♦ KQ87</p> <p>♣ Q103</p> </div> </div>	<p>Sitting South, I opened one heart and my partner responded one no trump, forcing. I bid two diamonds, whereupon my partner jumped to four hearts. Feeling a little greedy, I bid four no trump asking about keycards and, upon learning that we were missing one of five keycards, I bid six hearts anyway.</p> <p>West led the ♠8 to Dummy's three, East's two, and my ace. At Trick 2, I led a small diamond to Dummy's ace and then led the ♥3 from Dummy at Trick 3. East followed low and my queen lost to West's king. West then exited with the ♥2 at Trick 4. The contract is at stake. Can you make it?</p>
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SOLUTION

At Trick 4, play Dummy's ♥9 (preserving the jack of hearts as an entry to dummy in order to be able to cash Dummy's winning spades later on). East's will cover with the ten, and you should take the trick with the ace in your hand. You are pleased to see that hearts are splitting 3-2.

At Trick 5, draw the last trump by leading a small heart to Dummy's jack. Now you can cash the king and queen of spades, pitching two small clubs from your hand.

At Trick 8, ruff Dummy's last spade in your hand. This is the situation after the eighth trick has been played.

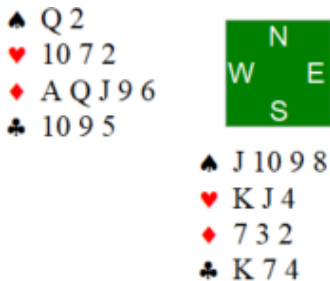


At Trick 9, play your last trump, the six of hearts, and discard the five of clubs from dummy. Now West is done for. If he discards a diamond, the eight of diamonds will become a winning trick, while if he discards a club, dummy's clubs will be all good.

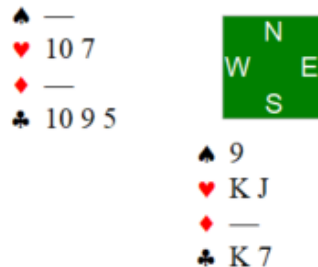
You made the slam! Well done! PS This is called a squeeze, for obvious reasons.

This week, Jake has a new challenge (#8) for you. The answer can be found on [our Facebook page](#).

THE CHALLENGE



East opened a standard one no trump (15-17 HCP) and accepted West's invitation, bidding three no trump. I was South and led the ♠J to Dummy's queen and my partner's king, which held the trick. My partner returned a spade which Declarer allowed me to take. I continued attacking spades and Declarer took the third trick with his ace. He then cashed king of diamonds and led a small diamond to Dummy, cashing all five winning diamond tricks. On them he discarded a small heart and two small clubs from his hand. My partner had followed to three diamond tricks and then discarded two small hearts, while I discarded a small heart and a small club. Here is the five-card ending.



Declarer now led the ♣10 from Dummy, my partner covered with his jack, and Declarer took the trick with his ace. If you were in my shoes, how would you defend?

LESSONS NOT YET LEARNED



Reverses – Forcing One Round

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

Level: Intermediate

Instructor: Malkin Howes

Date: Wednesday, January 27, 9:30 am - noon



Son of Declarer Puzzles

Back by popular demand, this is the second ALL PLAY workshop for intermediate players who will be challenged to solve a series of tricky but makeable contracts. The last four hands will require successful declarers to execute an end play, a squeeze, a dummy reversal, and a trump coup. Because the puzzles are quite puzzling, the deals will be sent out in advance along with a cheat sheet for those who wish to avail themselves of it. This workshop is only for people who like to laugh and groan a lot. Your genial host will be Malkin.

PS The participants are guaranteed to learn a few things.

Level: Intermediate

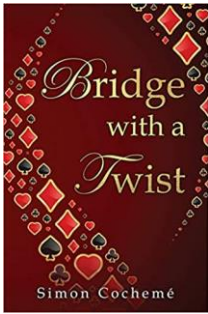
Instructor: Malkin Howes

Date: Monday, February 8, 9:30 am – noon

The complete schedule for our winter lessons is up on our website now.

- Click [here](#) for information about our Beginner 2 course (Beginners 1 is now underway).
- Click [here](#) for the workshops for advancing players.

Click [here](#) for information about how to pay for your lessons (scroll down).



In the Category of Why It's Better That We Play Online

The following is an excerpt from Simon Cochemé's new book *Bridge with a Twist* (p. 12)

"A director was called to the table because a novice player refused to play her last spade, explaining that it was her last black card and she would no longer be able to separate her diamonds and hearts.

"On another occasion, the same director was summoned and saw that about eight tricks had been played. Then he noticed there was no dummy!"

Changes to ACBL Alert Procedures - effective January 1, 2021

Just a reminder that the ACBL has announced changes to its alert and announcement procedures, including new rules regarding pre-alerts and delayed alerts. Click [here](#) for a summary of the new rules.

Coming Virtual Activities

- Friday, January 22, 12:30 pm, **99er game (20-22 boards) \$7**
- Friday, January 22, 1:00 pm, **499er game (26-28 boards) \$7**
- Friday, January 22, 7:00 pm, **open game (26-28 boards) \$7**
- Saturday, January 23, 1:00 pm, **199er game (20-22 boards) \$7**
- Sunday, January 24, 10:00 am, **499er game (18 boards) \$7**
- Monday, January 25, 12:30 pm, **49er game (18 boards @ 8 minutes) \$5**
- Monday, January 25, 1:00 pm, **open game (26-28 boards) \$5**
- Monday, January 25, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, January 26, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, January 26, 1:00 pm, **open game (26-28 boards) \$5**
- Wednesday, January 27, 9:30 am, **Reverses Workshop**
- Wednesday, January 27, 1:00 pm, **499er game (26-28 boards) \$5**
- Wednesday, January 27, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, January 27, 7:00 pm, **open game (24 boards) \$5**
- Thursday, January 28, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, January 28, 1:00 pm, **open game (26-28 boards) \$5**

We have fun in **spades**.

We play with all our **hearts**.

We treat our members like **diamonds**.

We like the randomness of The Common Game deals at our **club**.