



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – June 21, 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 May.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	54.47	1	Stephen Nantes	25.32	1	Nancy Cattanach	12.76
2	Mike Peng	49.81	2	Shelley Metcalfe	23.42	2	Martin Jones	11.75
3	Margot Stockie	35.94	3	Brian Kirkconnell	22.73	3	Mary Lynn Benjamins	10.56
4	Cindy Mahn	33.72	4	Suzanne Edwards	19.56	4	Aggie Udvari	8.68
5	David Longstaff	30.92	5	Barbara Arthur	18.96	5	Virginia Alviano	8.12
6	Bruce Roberts	29.33	6	Ron Lawrence	16.12	6	Susan Kerrigan	7.90
7	Robert Griffiths	29.07	7	David Embury	16.09	7	Noah Pace	7.67
8	Moira Hollingsworth	28.12	7	Roy Dandyk	16.09	8	Marg Sanderson	7.49
9	Liz McDowell	26.28	9	Salvatore Pace	15.29	9	Anita Hanson	7.35
10	Ted Boyd	23.99	10	Kathy Russell	14.13	10	Belinda Burt	7.28
11	Colin Harrington	23.37	11	Lori Cole	14.07	11	Susan McDonald	7.01
12	Dianne Aves	22.27	12	Karen Whitworth	13.85	12	Joan Lawson	6.43
13	Neil Jeffrey	19.61	13	Cheryl Kip	13.08	13	Joan Slover	6.24
14	Steve Carpenter	18.97	13	John Kip	13.08	14	Jane Rushby	6.22
15	John Vandergrift	16.85	15	Margie Whyte	11.92	14	Sue Andersen	6.22
16	Sandy Graham	15.47	16	John Hanemaayer	10.76	16	Audrey Cook	6.15
17	Pat McMillan	15.06	17	Brenda Semple	10.15	17	Jane Wilson	6.03
18	Edith Ferber	14.88	17	Sue Moses	10.15	18	Elinor Girouard	6.00
19	Tom Ramsay	14.81	19	Nanci Phelan	10.01	19	Jim Fox	5.67
20	Malkin Howes	13.98	20	Donna Angst	9.90	20	Barb Neibert	5.65
21	John Moser	13.93	21	Cheryl White	9.62	21	Christine Kelly	5.53
22	Janet Howell	12.74	22	Lynda Burnett	9.09	22	Joani Horvath	5.51
23	Adrian Record	12.60	23	Jim Veitch	9.05	23	Isabel Hetherington	5.47
24	David Wilson	11.16	24	Sandy Lee	8.94	24	Steven Allen	5.45
25	Wayne Schroeder	10.40	25	Jack Cole	8.70	24	Joe Blake	5.45



Flowers Who Blush Unseen

Contributed by Louise Dawdy and Kathy Chandler

This month we are highlighting **Stephen Carpenter**. Many of us have participated in (at least) one of Stephen's classes. Stephen is an excellent instructor, not only making lessons easy to understand, but also making them easy to remember (much more challenging).

Stephen has been involved in the development of GRBC's online teaching platform. He has also patiently guided the technological neophytes among us through both lesson content, as well as our many, many technological challenges.

Over the years, Stephen has volunteered at GRBC in many other capacities as well. He was in charge of facilities (heating/cooling, lighting) on Gage St. He served as a board member for several years. More recently, he helped with the search for our current premises and supervised its renovations.

Stephen learned bridge as a teenager from his mother and played social bridge while at the University of Waterloo. Stephen taught bridge to a few friends during his first year at university, which is how he came to meet his wife Donna. Donna, who pretended to be interested in learning bridge so as to meet Steve, is also a well-known GRBC bridge player.

Following university, bridge took a back seat to life as Stephen ran his own engineering business (Enermodal Engineering) for which he received the Order of Canada, raised two children with Donna, as well as coached their children's soccer and basketball teams. As work started to wind down a few years ago, he and Donna heard that a new bridge club was being formed and took a Beginners 1 lessons from Dianne Aves in 2013.

Looking to the future and once our world returns to "normal", Stephen looks forward to traveling again. He and Donna took an extended holiday in England a few years ago during the course of which they joined the England Bridge Union and earned some EBU Masterpoints!

Stephen's Best Bridge Tip

Aces are meant to take kings and queens. If declarer leads a small card, don't pop up with the ace, but rather wait and catch some bigger fish.

Thanks, Stephen, for making such great contributions to the success, membership engagement, and enjoyment of GRBC!!!



Membership Renewal Information

The 2021-2022 cost of a membership in our club is only \$50 – a bargain at the price!

- In order to *renew* your membership, all you need to do is send in payment.
- In order to *take out a membership for the first time*, you need to fill out [our membership form](#) AND send in your payment.

Memberships are valid from July 1 – June 30 each year.

We now have **179** fully-paid-up members (as compared to a total of 259 club members at the end of last year) – totally excellent at this point in our cycle. Thanks for your support!

Pay by cheque: payable to Grand River Bridge Club and mailed to: Bev Pope, 40 Piccadilly Square, New Hamburg ON, N3A 0C7 OR

Pay by e-transfer: Recipient: Grand River Bridge Club

Email: clubmanager@grandriverbridgeclub.com

A warm welcome to the following players who have recently joined our club for the first time.

- **Ginny Alviano**
- **D’Arcy Delamere**
- **Sandy Delamere**
- **Marilyn Johnston**



Rookie Ramblings – The One No Trump Overcall

Contributed by Cindy Mahn

In review, a simple overcall is the cheapest bid you can make after RHO has opened the bidding at the one level (for example, 1♣ 1♥ by you). An overcall usually shows 8-16 HCP.

A pre-emptive overcall at the two level shows a six-card suit and less than 10 HCP (for example, 1♣ 2♠ by you). A pre-emptive overcall at the three level shows a seven-card suit and again less than 10 HCP (for example, 1♦ 3♠ by you).

When the opponents open one of any suit and you overcall 1NT, it shows a balanced hand with at least the strength of a strong NT opening.

- A normal range for 1 NT is 15-17. A NT overcall can be slightly stronger, 15-18.
- A 15-count should be a decent 15, especially if vulnerable. You should have 1 to 1½ stoppers in the opener’s suit, especially if it is a major (for example, AJxx).

Here are some examples:

KT32

AQ

JT4

AKT3

1♠ 1NT

AT3

K2

QJT4

KQJT

1♦ 1NT

T3

AQT

AKQ87

K65

1♥ 1NT

If you are in the balancing seat, most partnerships show an approximate range of 12-15 HCP (example, 1♦ P P 1NT). If you are the advancer (partner of the 1NT overcaller), the simplest thing to do is pretend the auction started with 1NT, such that 2♣ would be Stayman, 2♦ would be a transfer to hearts, and 2♥ would be a transfer to spades.



How I Became Addicted to Bridge

Contributed by Lissa Lowes

I am the third child of five. This is important because, as we all know, you need only four people to play bridge. When my parents decided they needed to have a ready-at-hand pair at home, they chose my two older siblings, and taught them how to play. I was not needed. As the years went on, I was rarely needed but sometimes in a desperate situation I would be dragged to the table and told to play. I knew very little, though I played many other kinds of card games, so was able at least to keep the game going. I was not considered any kind of an asset when partnerships were being decided.

I didn't have any particular liking for bridge, though I loved playing other games. Whatever I learned was through making mistakes, which my helpful family co-players pointed out without hesitation.

So, with this lack of knowledge I became my mom's partner at the local club after she experienced some health problems. Before each game I would sit at home and study my notes, muttering under my breath - after 1 NT, I have to have eight HCP to use Stayman but I can transfer with fewer points and a five-card suit (frequently mixing up the requirements of each convention, which I didn't even know were called conventions).

The games were a chore, but I wanted to be there for my mom. Then came the fateful day. We had just finished a hand and I eagerly reached into the board to get my cards for the next hand, wondering what my cards would be...and that was it. I was officially addicted. I could not believe it - I had thought I was immune!

Today, I am a happy bridge addict, playing in many on-line games every week, with different partners in different clubs, and looking forward very much to returning to face-to-face bridge. I am taking lessons, have attended a coaching session, and am in the hunt for life master, only too aware that the "fancy points" are the ones I need. Sigh.

How did you get hooked? Send your story to the [Alert editor](#) and see your name in lights!



I decided to stop calling the bathroom the "John" and renamed it the "Jim".

I feel so much better saying I went to the Jim this morning.

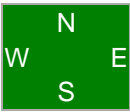
FOR INTERMEDIATE PLAYERS



Not a Safety Play

Contributed by Robert Griffiths

Here's an interesting hand from a pairs game where overtricks matter.

Board 12					
North Deals		♠ A 6			
E-W Vul		♥ K 7 5 2			
		♦ 9			
		♣ K Q J 9 6 2			
					
♠ Q 9 2					♠ J 4
♥ J 10 8					♥ A Q 9 6 4
♦ A K Q 6 4 3					♦ J 8 7
♣ 3					♣ A 10 7
		♠ K 10 8 7 5 3			
		♥ 3			
		♦ 10 5 2			
		♣ 8 5 4			
<i>West</i>	<i>North</i>	<i>East</i>		<i>South</i>	
	1 ♣	1 ♥		2 ♠	
4 ♥	All pass				

South led the ♣4 which was won by East with the ace. From East's point of view, the contract looks good. The ♥K is most likely to be with North, the opponent with the opening bid, not the one with the pre-empt. If North had had no more than three hearts, Declarer could win all of the tricks---five hearts, six diamonds, the ♣A, and a club ruff in dummy. Playing matchpoint pairs, if you can win all of the tricks you need to take them.

Thus, Declarer ruffed a club at Trick 2, then led the ♥J off the board. This was ducked all around, and the ♥10 came next, again ducked by North. East overtook the 10 with his queen, planning to draw North's king with his ace if South followed suit. When South threw a spade on this trick, East began to worry. Not only was 12 tricks out of the question now, but also his contract was doomed. Whatever East did after he found the bad trump split led to nine tricks only. N/S were going to win a trump trick, two spades and a club for down one.

East had done nothing unusual for a pairs game, but if he had been playing in a team game or rubber bridge he would have had a much better strategy available. After winning Trick 1 with the ♣A, he could simply lead a small heart towards the dummy and his contract would have been safe. The defence could win their heart king and two spade tricks but no more. This kind of "safety play" where you can guarantee your contract by giving up one or more overtricks is seldom seen in matchpoint pairs games.

East could also have taken the middle road. If instead of ruffing a club at Trick 2, he had crossed to dummy immediately with a diamond to draw the trumps by finessing the jack and ten, he would have been able to draw all of North's trumps by finessing North's king three times. This way, he would win five heart tricks, six diamonds and one club for 12 tricks. Perhaps a better strategy in light of South's pre-empt.

One last thing. You should cover an honour with an honour only if it builds up a trick for your side. If North covers either of Dummy's honours with his king early in the hand, he will lose his heart trick and Declarer will make all 13 tricks. Thanks to Ted Boyd for the hand.

🦉 You should cover an honour with an honour but only when it's the right thing to do.

FOR ADVANCED PLAYERS



Dear David

Nine Tricks Are Easier than Ten Tricks

You will often find that your eight-card major fit produces only nine tricks when you are in a game when the same nine tricks are available in no trump. Similarly, a long solid suit plays just as well in a no trump contract

W West	W N E S	E East
♠Q1083 ♥Q3 ♦KQ5 ♣KJ73	Pass 1♥ Pass 1♠ Pass 3♣ Pass 3NT Pass Pass Pass	♠J752 ♥AJ1062 ♦A62 ♣Q

3♣ showed 0/1 club with four+ spades. Values in all suits with clubs well stopped led West to try 3NT. They made nine tricks and tied for a top. 4♠ had no play.

W West	W N E S	E East
♠J5 ♥KJ1087 ♦107 ♣K754	Pass 2♠ 2NT Pass 3♦ Pass 3♥ Pass 3NT Pass Pass Pass	♠A107 ♥A62 ♦K64 ♣AJ62

3♦ was a transfer to hearts. Even though East had 3-card support for hearts, her 3-3-3-4 distribution led her to pass 3NT. They made 10 tricks and tied for top.

W West	W N E S	E East
♠1064 ♥AQJ872 ♦Q6 ♣J8	Pass Pass 2♥ Pass 3NT Pass 1♠	♠KQ3 ♥K105 ♦K85 ♣AQ107

Once again, East's sad distribution caused her to choose NT. Knowing where all the missing high-cards were sitting made it an easy hand to play.

W West	W N E S	E East
♠108 ♥K93 ♦AKJ96 ♣KJ6	Pass 1NT Pass 3NT Pass Pass Pass	♠AKQJ64 ♥J65 ♦32 ♣87

Many would ogle their strong spade suit and set their sights on a spade contract. It would be an extremely bad day when NT didn't produce the same tricks. Every other table played 4♠.

W West	W N E S	E East
♠KJ ♥KQ1095 ♦K92 ♣K96	Pass Pass Pass 1NT Pass 3NT Pass Pass Pass	♠A874 ♥A64 ♦Q43 ♣874

Most tables played 4♥ and had no play. North led a diamond, away from the ace and declarer scored an easy nine tricks. Note that East did not bid Stayman because of her flat hand.

W West	W N E S	E East
♠J75 ♥9832 ♦KJ4 ♣963	Pass 2NT Pass 3NT Pass Pass Pass	♠A102 ♥KQJ76 ♦AQ8 ♣AJ

Given my antipathy for flat hands, I chose not to ask for a four- or five-card major. 3NT was down one after a club lead. Almost every other table made 4♥. Live by the sword...

FOR INTERMEDIATE PLAYERS

Jake's Challenges (#27)

♠ 10 6 4
♥ A 4 2
♦ K J 7
♣ 8 7 6 2



♠ A K 9 7 5 2
♥ Q J
♦ Q 5
♣ A 5 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♠
Pass	2 ♠	Pass	4 ♠
All pass			

West led the ♣Q and East covered the queen with his ♣K. Should I take my ♣A? And then what?

SOLUTION

Counting your losers, you may have as many as one or two spade losers, two club losers, a diamond (♦A) loser, as well as a potential heart loser (the ♥K).

In order to make your contract, you have to eliminate some of these losers. You hope that spades will split two/two or are finessible, and in addition you hope that you will be able to pitch a club loser or a heart loser (you obviously can't do anything about the ♦A) on dummy's ♥A or a diamond high card or even a fourth club.

A concern, however, is that West may get in before you can develop the hearts or the diamonds and cash his good clubs. Clearly, if West holds the ♦A, you're out of luck. In this sort of situation, you should mentally assign the ♦A to be where you need it to be (East in this case) and plan the play based on this assumption. You thus have a 50% chance of success.

Meanwhile back at Trick 1, you need to restrain your understandable urge to take East's king with your ace, holding off until Trick 2 (assuming East continues clubs). The reason why you duck the first round of clubs is that you are hoping that East has only two clubs - such that when he gains the lead with his ♦A or ♥K the opponents' communications will be severed and there will be no way back to West's good clubs.

- What if East has a singleton club? In this case, East will be able to ruff clubs only once, and if this happens, you do have Plan B in reserve - namely trying to get rid of your heart loser.
- What if East holds three clubs? In this case, you can't stop the opponents from collecting two club tricks - but now dummy's fourth club will set up and you will be able to discard a heart loser on it later on.

Assuming East continues with a club at Trick 2, you take your ace and start thinking about which side suit to start in on. In fact, diamonds is better because you can always try to finesse in hearts or end play East later on. So, you lead the ♦Q from your hand at Trick 3. Hurrah! East takes his ace and is all out of clubs.

East's best defence at this point is to lead a small trump and of course you rise with your king. West drops the ♠Q. Good news and bad news. The good news is you are glad to see the queen while the bad news is that trump may be splitting three-one. Well, you can worry about that later.

Right now, it is time to finesse the heart king, as you still afford to lose one more trick and you don't mind if East gets in. You lead the ♥Q from your hand and float it around to East if West doesn't cover. East will take his king, but he still doesn't have any clubs.

East's best defence at this point is to lead another small trump and put you to the guess. Since the odds of the queen and jack being doubleton are less than 17%, you guess to play your ♠9. When West discards a club, you heave a big sigh of relief and give yourself a pat on the back. You have passed every test this hand has thrown at you, and from now on all you have to do is mop up. Here is the full hand.

	♠ 10 6 4		
	♥ A 4 2		
	♦ K J 7		
	♣ 8 7 6 2		
♠ Q	N	♠ J 8 3	
♥ 9 8 7 6 3	W E	♥ K 10 5	
♦ 10 8 4	S	♦ A 9 6 3 2	
♣ Q J 10 4		♣ K 9	
	♠ A K 9 7 5 2		
	♥ Q J		
	♦ Q 5		
	♣ A 5 3		







Attention Rusty Game Directors

In anticipation of the return to face-to-face bridge, the ACBL has created a refresher course for rusty game directors. After all, once we get back at the club, we'll be able to revoke again and bid and play out of turn and make insufficient bids and make all the other DIRECTOR PLEASE blunders that BBO is currently protecting us from.

Click [here](#) for this free refresher course on directing face-to-face bridge.

Coming Virtual Events

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

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 are accepting new members at our **club**.