



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

ALERT – September 30, 2024

Click [here](#) to access our regular game schedule.

Looking Ahead

- ♥ September 28-29: **Local Sectional at our Club** (**all regular games cancelled**)
 - ♥ September 30: Bridge Lab Mini-Lesson – **Initial Hand Evaluation** with Malkin Howes
 - ♥ September 30 – October 6: **BBO Silver Linings Week** (1.5 SILVER points)
 - ♥ October 7: Bridge Lab Mini-Lesson – **Hand Re-evaluation** with Malkin Howes
 - ♥ October 7 – 12: **F2F club appreciation games** (extra points, no extra charge)
 - ♥ October 14: **No Bridge Lab** - but all games as usual on Thanksgiving Monday
 - ♥ October 18: **The Friday night open game is cancelled.**
 - ♥ October 19-20: **Western Ontario Sectional (London)**
 - ♥ October 20: **BBO games are cancelled.**
 - ♥ October 21: Bridge Lab Mini-Lesson – **Invitational Bids** with Malkin Howes
 - ♥ October 21-27: **F2F & BBO club appreciation games** (extra points, no extra charge)
 - ♥ October 26: **Ray Millie Tournament (Guelph)**
 - ♥ October 27: **BBO games are cancelled.**
 - ♥ October 28: Bridge Lab Mini-Lesson – **No Trump Declarer Play** with Dave Quarrie
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Ray Millie Tournament

The Guelph Club will be holding its 13th annual Ray Millie Memorial Tournament on Saturday, October 26. There will be two flights – open and 0-499. For more information and to register, click [here](#) (scroll down).

A Warm Welcome

We are very pleased to welcome back these two long-lapsed members.

- Shirley Thornton
 - Alice Ward
-

A Good Time Was Had by All

Contributed by Margot Stockie, Co-Manager

Our AGM started last Tuesday with a wonderful array of delicious food. The food choices were amazing, complete with charcuterie, creative salads, seasonal fruits, and yummy home baking.

The meeting, led by our president Kevin Latter, was a short 20 minutes. Here are the names of the new board of directors: Steve Allen, Barb Arthur, Paul Latimer, Kevin Latter, and Margot Stockie (returning); and new to the board: Jim Dalgliesh and Rick Arthur.

I introduced our new ambassador programme designed to get more players at all of our games. Wouldn't it be nice if all of our games were Mitchell movements?

Kevin asked for understanding when new ideas are tried and then discarded when not as successful as we hoped. He stressed that the club is doing very well in large part because of the contributions of our many volunteers.

We played an individual game with 40 players whereby boards are played with a new partner every time. What a great way to meet new people! Game director Kathy kept the game lively announcing the leading players throughout the game. See you at the club!





Photo Credits Susan Lawton

Local Sectional at our Club (Silver Points)!

Registration is now closed. If you want to check availability, email GRBCSectional@gmail.com.

From the Archives – Don't Be a Dummy!

There is a very interesting anecdote in a previous *Bridge Bulletin* (if you haven't yet joined the ACBL, you really ought to - if only for the wonderful monthly magazine). In his column *Ruling the Game*, Mike Flader responds to a letter from someone with the following story. Declarer had led a small spade from her hand and her left-hand opponent was still thinking about whether or not to ruff in when dummy pulled the board's singleton spade towards herself and the right-hand opponent (not realizing that his partner had not yet played to the trick) took the trick with her queen of spades. The left-hand opponent now of course realized that ruffing in would be a bad idea so he belatedly discarded a diamond. Of course, we'll never know if the left-hand opponent would have made the mistake of ruffing in, but the point here is that dummy let down the side. Quoting from Mike Flader's response: "A lot of players, when they're dummy, have the habit of playing a singleton from the board before declarer calls it. That's an irregularity under the laws. Whenever that happens, the defenders can use that fact to their advantage." The bottom line is that dummy was given that designation for good reason.





The Answer Lady

The Answer Lady will return mid-November.



Bridge is an Easy Game

Around 1975, I was lecturing and directing the bridge games on the Sea Venture, the ship on which The Love Boat was filmed. Actually, it looked much better on television than in person. The ship was smaller than most cruise vessels, and for the morning lectures, I was assigned to an indoor lounge on one of the decks.

There were essentially two groups of travelers on this cruise: first, a successful middle-aged constituency enjoying their leisure, and second, the "beautiful young people," who were generously spending their parents' money and were most concerned about the latest fashions, dances and hair styles.

During one of those morning lectures, about a dozen of the BYP marched right through the lounge. They asked what was going on, I informed them that we were studying bridge, and asked if they wanted to join us. They politely declined, but said they were interested in learning about the game. I had an afternoon game down in the card room at 2:00, so I told them to show up about 2:30 and I would get them started.

Well, about eight of them actually appeared, right at 2:30. I sat four of them around a card table, and the other four behind them to observe. I explained the mechanics of card play, tricks, trumps, etc. And, after perhaps an hour, they were actually going through the motions of leading, following suit, playing from the dummy, trumping, etc. They were gracious and offered thanks, and off they went, no doubt headed for the dance lessons.

The next morning, still at sea, we were back up in the lounge for the lecture. Again, the BYP marched through. I noted that now that they were not absolute beginners, they might wish to stay and participate.

"Where is the skeet shooting?" one of them asked. "We learned bridge yesterday."

Richard Margolis, in bridgewinners.com



Bean There Done That

Contributed by Steve Allen, Treasurer (GrandRiverBridgeClubTreasurer@gmail.com)

GRBC needs lots of worker bees to keep things running. Many businesses would classify those bees as “employees” and pay them what the market demands. But we don’t. GRBC relies on unpaid volunteer bees.

Let’s suppose every bee was actually paid for their talent and time. With Ontario’s minimal wage going up to \$17.20/hour in October, I estimated what our total labour force would cost in a week. If we had to pay that cost, the CRA would likely deem that we are treating them as employees and enforce that we provide vacation, health, and other benefits. And pretty soon, they would join the United Auto Workers (UAW) union and go on strike for better pay.

How would GRBC survive that additional expense? One option would be to stop performing certain roles and lay workers off. Those in highly-skilled roles would soon not work for minimum wage and probably quit. More likely than not, we would cover that cost by jacking up the price of the products we sell. What products, you ask? F2F game entry fees would rise from \$8 to about \$17 per game! Convenience cards would be a bargain at \$165 each.

These volunteer bees are real heroes. So, the next time you see one of them, say thanks. Not only because they are doing a fantastic job – but also they are saving YOU a lot of moolah. And if you aren’t one of these bees, what’s your excuse for not helping out? Buzzzzzzzz....

In Finland every year, about 4,000 reindeer lose their lives on Finnish roads in car accidents, so they paint their antlers with reflective paint so drivers can see them at night.





Anybody Can Be Fooled

Contributed by Robert Griffiths

Board 21											
North Deals	♠ K Q J 6										
E-W Vul	♥ A K J 7										
	♦ Q 6 4										
	♣ J 4										
♠ 5	<table style="border: 1px solid black; background-color: #008000; color: white; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td><td></td><td></td></tr> <tr><td style="text-align: center;">W</td><td style="text-align: center;">E</td><td></td></tr> <tr><td style="text-align: center;">S</td><td></td><td></td></tr> </table>	N			W	E		S			♠ 10 7 4 3 2
N											
W	E										
S											
♥ 10 4 3		♥ Q 6 5									
♦ K 9 8 5 2		♦ A 7 3									
♣ K 9 5 2		♣ A 3									
	♠ A 9 8										
	♥ 9 8 2										
	♦ J 10										
	♣ Q 10 8 7 6										

West	North	East	South
		Pass	Pass
Pass	1♦	Pass	1NT
Pass	2NT	Pass	3NT
All pass			

N/S were playing a weak no trump, so North in fourth seat opened 1♦. East and West passed throughout while South replied 1NT, North raised to 2NT (promising a strong no trump hand,) and South optimistically bid 3NT.

An opening diamond lead would put South out of his misery quickly: four diamonds and two clubs for the defence.

But on this hand, West chose to open the heart, hoping to find his partner's suit. Declarer tried the ♥J; East won the queen and exited with a spade, won in the dummy. If he had exited with a diamond, East would have put South out of his misery....

So, South is looking at a hopeless 3NT contract. He can win some major-suit tricks - but without club tricks, the contract has no chance. The decent and honourable next move would be to fall on his sword by leading a club, fully expecting to go down in flames when the diamond switch came.

But South was Zia Mahmood, who thought about his chances. He could see how hopeless a club lead would be.

So, at Trick 3 Zia came off the dummy with a small diamond to his jack. His only hope was to totally fool his opponents, both of whom were world champions. Can world champions be fooled?

Sometimes they can. West won his ♦K and, picturing South with diamond strength, switched to a low club. East won the ♣A and returned a club to West's king. When West continued with a third club, Zia had his nine tricks, while East and West had egg on their faces.


If you point the defenders in one direction subtly enough, they might go the other way.

FOR OPEN PLAYERS



Dear David

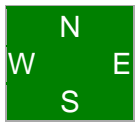
Passive Aggressive

	♠ 10 9 7 2
	♥ 10 4
	♦ A 7 2
	♣ Q 10 8 7

West	North	East	South
Pass	1 ♣	Pass	1 ♠
Pass	2 NT	Pass	4 NT
All pass			

Last week, I preached from my pulpit (non-denominational) that thou shalt not attack with your long suit against no-trump slams unless you have a very good suit. Your goal against a 6NT contract is to make a “safe” lead and let declarer work for it. This hand is slightly different. Re-read the title and choose your poison before you see the entire hand. Righty opens 1♣ and ends up in 4NT, so you have to choose a lead. Think it through before you continue to read.

This hand was played three times by South, and West always chose a passive aggressive heart lead. When North was declarer, East chose the ♦2. I was North at the last table. I “knew” that I was going to have to pretend I had 18 HCP if partner bid 1♠, because 1NT would not show my strength. To be fair, it held no jacks and a five-card club suit, so an upgrade was warranted, as was partner’s quantitative raise to 4NT. My opponent led the ♣7 - an aggressive choice. When I won the ♣J, I proceeded to knock out the ♦A. East chose to continue with the ♥10 through dummy’s weakness. That gave me time to set up another club trick. One spade, three hearts, three diamonds, and four spades = 11 tricks. Had East switched to spades after winning his diamonds, I would not have had time to set up an extra club trick. Although my 1♣ bid promised only two clubs, I think a better lead is the ♠10. Leading “through” lefty’s suit is a much better lead because you have nice spots and North didn’t support spades. Indeed, North’s jump to 2NT suggests he has stoppers in the other three suits. Since declarer must knock out the ♦A and ♣Q, he will lose the race because E/W will count up three spade tricks and one diamond trick before that happens.

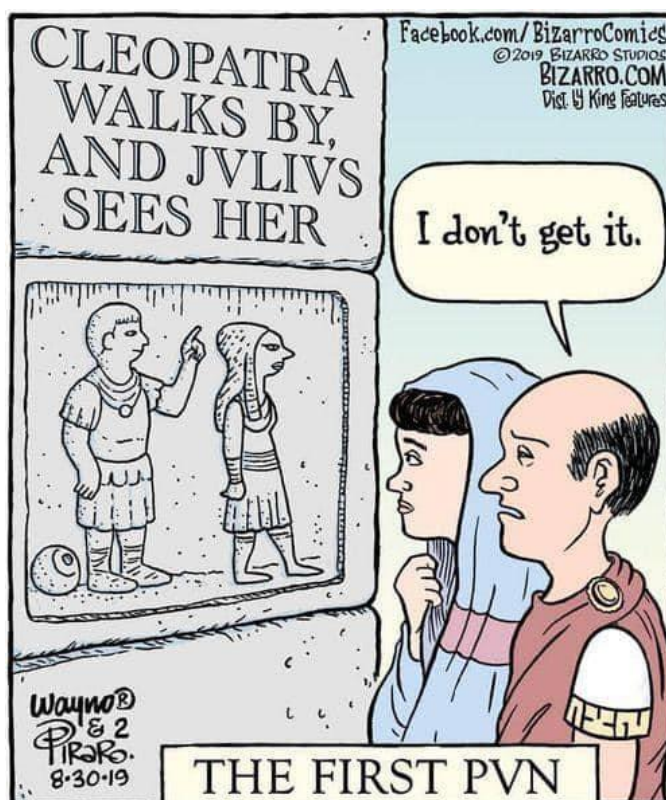
West Deals	♠ 3	
None Vul	♥ A K 7 6	
	♦ Q 10 4	
	♣ A K 5 4 3	
♠ K J 8 4		♠ 10 9 7 2
♥ J 9 8 5 2		♥ 10 4
♦ 8 6 5		♦ A 7 2
♣ 6		♣ Q 10 8 7
	♠ A Q 6 5	
	♥ Q 3	
	♦ K J 9 3	
	♣ J 9 2	

Bridge books will tell you that bidding no trump when you have only a singleton in partner's suit is a bad idea. I am frequently very happy to do so when partner covers my weakness. Opponents frequently have trouble seeing that an opening lead "through" dummy's suit is a good idea, both by being a passive lead when they have nothing in the suit and aggressive in that they are relying on partner to have cards that will help them garner tricks in the suit. I have seen a lot of players bid no trump when they have a singleton in partner's suit because the opponents don't diagnose the situation until it's too late.

Week 1 of our Team League Games



Photo Credit Kathy Russell



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

No. 150

♠ KQ65
 ♥ 8
 ♦ AK654
 ♣ 654



♠ 104
 ♥ AJ962
 ♦ Q82
 ♣ A82

West	North	East	South
			1♥
Pass	1♠	Pass	1NT
Pass	3NT	All pass	

This is what sometimes happens when you open the bidding with only 11 HCP - your partner thinks you actually have your bid and goes for the gusto. So now I had to make 3NT with only 23 HCP between us.

West led the ♣K to Dummy's ♣4, East's ♣10, and my ♣2. West continued with the ♣3 to East's ♣J while I ducked again. East hesitated for a while and finally put the ♥K on the table. I took it with my ♥A, and West followed suit.

I then successfully collected five diamonds ending in dummy. East followed three times and then discarded a spade and a heart; while West followed twice and then discarded three small spades. I discarded two hearts.

If you were in my shoes, what would you do now?

SOLUTION

This is what you can see after eight tricks have been played.

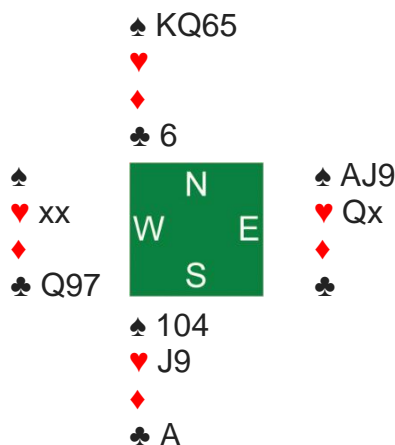
♠ KQ65
 ♥
 ♦
 ♣ 6



♠ 104
 ♥ J9
 ♦
 ♣ A

You have collected six tricks, and you have a certain winner in the ♣A = seven in total. So, you need two additional tricks from this rather ratty collection. To do so, you need to figure out the opponents' hands. Let's take stock.

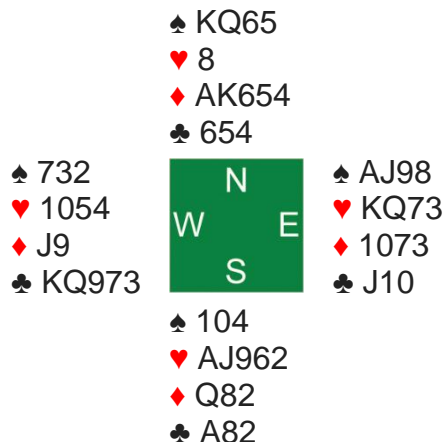
East originally held three diamonds and two clubs (if he had had another club, he would have played it right away). West has thrown away three spades and it sure looks as if he doesn't have any left. If this is the case, he started with three hearts - meaning that West's original distribution was 3-3-2-5. And of course that would give East 4-4-3-2. It also follows that East's spades are ♠AJ9. Also, from East's early play of the ♥K, you can guess he has the ♥Q as well. So, here's our best guess.



To scrounge up your two additional tricks, you must end play East. To prepare for this end play, you have to torture East by cashing your ♣A. (This is a bit risky, given that it is possible that West has an entry to his hand in the form of the ♠A or the ♥Q, after which he will joyously cash his good clubs). But life is meant to be lived - and anyways, this is your only chance. So, brace yourself and lead the ♣6 from dummy at Trick 9. If your analysis is right, East will start to squirm.

1. If East parts with a small heart, you will next lead your ♥J to throw East in at Trick 10. You will have to lose the ♥Q and the ♠A but will score the last two tricks to make your contract.
2. If East parts with a small spade (the ♠9), you next lead your ♠4 to dummy's ♠Q. Regardless of whether East takes this trick with his ♠A or ducks, he can take only two more tricks (the ♠A and the ♥Q) and then must concede the last two tricks to you.

Here is the full deal.



The biggest risk of all is never taking risks!

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 August.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	51.40	1	Marlene Dopko	12.93	1	Sharon Nesbitt	9.54
2	Edith Ferber	27.81	2	Steve Allen	10.15	2	Randall DeKraker	7.76
3	Kathy Russell	23.33	3	Cheryl White	9.55	3	Andrew Widdis	6.82
4	Mike Peng	22.86	4	Bob Gilck	8.91	4	Sheila Charters	5.09
5	Ted Boyd	21.83	5	John Kip	8.67	5	Nancy Kennedy	4.93
6	Cindy Mahn	20.15	6	Joan Slover	8.25	6	Sonja Miner	4.27
7	Neil Jeffrey	17.77	7	Elinor Girouard	6.78	7	Phil DeMontigny	3.66
8	John Hanemaayer	15.69	8	Judy Widdecombe	6.74	8	Pat Northey	3.58
9	Pat McMillan	15.29	9	Cheryl Kip	6.40	9	Wendy Duff	3.44
10	Suzanne Edwards	15.18	10	Anita Hanson	6.17	10	Joan Stroud	3.31
11	Moira Hollingsworth	14.73	11	Janice Pengelly	5.69	11	Debbie Miethig	2.99
12	Roy Dandyk	13.87	12	Brian Gaber	5.57	12	Andrew McNaught	2.80
13	Margot Stockie	13.65	13	Vivian McLellan	5.42	13	Mark Sherwood	2.50
14	Dave Quarrie	13.00	14	Susan Durance	5.05	14	Robert Darby	2.42
15	Neil Coburn	12.23	15	Peter Gaasenbeek	4.93	15	Dianne Stickney	2.32
16	Liz McDowell	11.42	16	Renate Boucher	4.91	16	Pat Gascho	2.27
17	Adriaan Kempe	11.38	17	David Dennis	4.87	17	Mark Sherwood	2.26
18	Robert Griffiths	11.11	18	Sue Moses	4.69	18	JP Fraresso	2.23
19	Jim Dalgliesh	9.98	19	Glenn Mockford	4.51	19	Judy Charbonneau	1.98
20	Paul Latimer	9.43	20	Audrey Cook	4.35	20	Susan Murray	1.97
21	Barbara Arthur	8.58	21	John Davies	3.97	21	Don Slowinski	1.62
22	David Longstaff	8.47	21	Garth Sheldon	3.97	22	Ben Cornell	1.55
23	Dave Embury	8.45	23	Brenda Semple	3.83	22	Ellen Libertini	1.55
24	Steve Carpenter	8.04	24	Dave Leitch	3.80	24	Russel Kerr	1.47
25	Larry Woods	7.71	25	Joe Blake	3.77	25	Carol Gerber	1.43

- If you would like to play in a particular game but lack a partner that day, you can either:
- For both online and F2F games, log on 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. *When you use Partner Finder, it will allow folks to see your contact information. If you have posted a Partner Finder ad, kindly remember to check your phone and email and, when you've found a partner, delete your ad. Someone who replied to your ad may be waiting for a response.*
 - For online games only, log in to the game in question and register yourself on the Partnership Desk tab (or look to see if someone else has already registered there).

We have fun in **spades**.
 We play with all our **hearts**.
 We treat our members like **diamonds**.
 We had an AGM at our **club**.