



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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## ALERT – July 5, 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	60.50	1	Shelley Metcalfe	27.30	1	Nancy Cattanach	13.31
2	Mike Peng	54.34	2	Stephen Nantes	25.42	2	Martin Jones	12.92
3	Cindy Mahn	38.41	3	Brian Kirkconnell	22.83	3	Mary Lynn Benjamins	11.42
4	Margot Stockie	36.04	4	Barbara Arthur	22.77	4	Virginia Alviano	10.40
5	Robert Griffiths	32.36	5	Suzanne Edwards	22.44	5	Susan McDonald	9.59
6	Bruce Roberts	31.97	6	Salvatore Pace	19.74	6	Belinda Burt	9.33
7	Moira Hollingsworth	31.75	7	Ron Lawrence	19.46	7	Aggie Udvari	9.32
8	Ted Boyd	31.28	8	David Embury	15.99	8	Anita Hanson	9.29
9	Liz McDowell	30.85	8	Roy Dandyk	15.99	9	Joan Slover	8.83
10	Colin Harrington	30.17	10	Kathy Russell	15.30	10	Noah Pace	8.64
11	David Longstaff	29.78	11	Karen Whitworth	14.57	11	Susan Kerrigan	8.39
12	Steve Carpenter	23.15	12	Cheryl Kip	13.87	12	Marg Sanderson	8.13
13	John Vandergrift	22.69	12	John Kip	13.87	13	Barb Neibert	7.36
14	Tom Ramsay	21.31	14	Margie Whyte	13.55	14	Jane Wilson	7.19
15	Dianne Aves	20.75	15	Lori Cole	13.52	15	Audrey Cook	7.00
16	Neil Jeffrey	19.99	16	Lynda Burnett	11.43	16	Jane Rushby	6.61
17	Pat McMillan	18.01	17	John Hanemaayer	11.37	16	Sue Andersen	6.61
18	Sandy Graham	17.80	18	Nanci Phelan	10.78	18	Elinor Girouard	6.58
19	Edith Ferber	17.48	19	Kevin Latter	10.31	19	Rick Arthur	6.56
20	Adrian Record	15.62	20	Cheryl White	10.29	19	Brian Gaber	6.56
21	Malkin Howes	15.09	21	Donna Angst	10.07	21	Patricia Malvern	6.47
22	Janet Howell	14.41	22	Jim Veitch	9.91	22	Molly Worden	6.43
23	Kandis Smith	13.94	23	Jake Liu	9.14	23	Isabel Hetherington	5.98
24	John Moser	12.49	24	Casey Baron	8.95	24	Joan Lawson	5.95
25	Wayne Schroeder	12.38	25	Gale Small	8.93	25	Jim Fox	5.84



## Rookie Ramblings – Overcalling with a Take-Out Double

Contributed by Cindy Mahn

You are all set to open the bidding when RHO beats you to it. Let's say you can't overcall because you don't have a five-card suit, so you double instead. When you say double in this situation, it is a **take-out double**, and it is a request for partner to bid the best of her unbid suits, as well as give you the range of her point count.

The most common take-out double is after an opponent's opening bid of one of a suit, where the double shows a hand with opening-plus values, support for all three unbid suits (at least three cards in each), and shortness in the doubled suit (preferably no more than two). If RHO opens in a major, your take-out double promises four cards in the unbid major unless you have 18+ HCP.

- This hand is ideal after a 1♦ opening: ♠AJxx ♥KJxx ♦x ♣Axxx
- This hand is acceptable after a 1♦ opening: ♠AQxx ♥KJxx ♦xx ♣Axx

If you have a singleton or a void in opener's suit, you need fewer points to make a take-out double.

If opener's bid is 1♦ and you have for example ♠AJxx ♥KJxx ♦x ♣Qxxx OR ♠ATxx ♥QTxx ♦- ♣QJxxx, you can make a take-out double.

*Note: It can happen on occasion that you will have an opening hand but are forced into passing (at least the first time around) as you have length or strength in opener's suit.*

Normally, the partner of the take-out doubler must bid her best suit even with no points, but may pass if her RHO bids and removes the force of her partner's take-out double. On rare occasions, the partner of the take-out doubler may pass even if her RHO hasn't bid, thereby converting the take-out double to a penalty double, but she would need to hold a stack in opener's suit, something like KJxxxx.

As the partner of the take-out doubler:

- With 0-8 HCP, bid your best suit at the cheapest level;
- With 9-11 HCP, bid your best suit, one level higher than necessary;
- WITH 12-14 HCP, especially with a five-card major, bid game.

With only four in your suit (your partner could have only three), you will have to decide how good your hand is. Again, as the partner of the doubler but without a major suit, you have the option of bidding one no trump, but you must have at least eight HCP.

- Bid 1NT with 8-10 HCP and one stopper in opener's suit
- Bid 2NT with 11-12 HCP and 1½ stoppers in opener's suit (for example, AQ or KJT)
- Bid 3NT with 13-15 HCP and 1½ stoppers in opener's suit.

*This is Cindy's last Rookie Ramblings column. If you might be interested in writing a future Rookie Ramblings column, please contact [the Alert editor](#).*

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## Membership Renewal Information

This is the last time we will be nagging you about taking out your new membership or renewing your existing membership. Your response to our membership drive has been fabulous, and we now have **217** fully-paid-up members (as compared to a total of 259 club members at the end of last year). Thanks for your fantastic support!

- 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.

This year's fee is \$50.

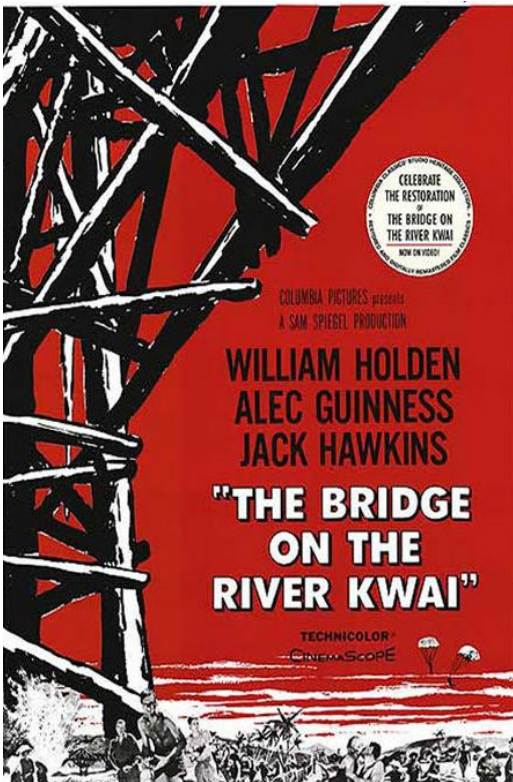
Pay by cheque: payable to Grand River Bridge Club and mailed to: Bev Pope, 40 Piccadilly Square, New Hamburg ON, N3A 0C7 OR

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

Email: [clubmanager@grandriverbridgeclub.com](mailto:clubmanager@grandriverbridgeclub.com)

A warm welcome to the following player who has recently joined our club for the first time.

- **Pamela McCreary**



Overhead at the cinema: “It’s a pretty good film so far but we haven’t got to the part where they play bridge yet”.

## Mighty Oaks from Little Acorns Grow

It may look as if our club – with its 217 members and 17 games a week (#42 in terms of table counts in the whole ACBL empire!) – is a sturdy oak tree that has existed for ages and always flourished. But this isn’t the case. A scant nine years ago, our club was a tiny little acorn, with only about 50 members, just three games a week, and a treasurer who had to delay payment sometimes because there wasn’t enough money in the bank.

A few years back, Ted Boyd wrote a short history of our club, and you can read it [here](#).

## BBO Takes Director Rulings to a Whole New Level

Your partner opens, RHO thinks and thinks and thinks and then passes, you respond to your partner, and then LHO bids. Did they get unauthorized information from the LHO long pause? Back in the old days of face-to-face bridge, you would call the director and explain the long pause. The opponents would pipe up and say it wasn't that long. The director is now in a quandary of what to do and whom to believe.

A recent BBO tournament shows another benefit of BBO Bridge. The above event happened and the director was called. The director didn't talk to the opponents but rather said he would review the situation and respond. When the game was over, ACBL sent a formal ruling – see below. BBO tracks the length of time each bidder takes to make a bid and showed that the opponent had waited 40 seconds – a long delay, and after consultation with other bridge experts, a penalty was assessed.

So be warned, BBO knows everything!

### The Facts

East paused for 40 seconds over 2S, and West chose to bid 3D:

14:26:39 k [ ] bid Pass.  
 14:26:46 b [ ] bid Pass.  
 14:26:54 E [ ] bid Pass.  
 14:27:01 m [ ] bid 1H.  
 14:27:07 k [ ] bid Pass.  
 14:27:12 b [ ] bid 1S.  
 14:27:22 E [ ] bid Double.  
 14:27:28 m [ ] bid 2S.

14:28:08 k [ ] bid Pass.  
 14:28:10 b [ ] bid Pass.  
 14:28:17 E [ ] bid 3D.

### Polling Data

Question(s) Asked	Answers
Two players were given the West hand and asked to bid the hand.	Both players would pass 2S, and thought all other actions were not in the realm of possibilities.
These players were also asked what a slow pass by partner suggested about the hand.	Both said that partner should have more values than they would with an in-tempo pass.

### Director's Decision

After establishing that there was unauthorized information, the Director conducted a poll of the offending side's peers. The poll validated 1) that there was unauthorized information, 2) that it demonstrably suggested an action, and 3) that a significant proportion of the players polled would have taken an alternative action.

As a consequence of the poll results and in accordance with Law 12C2 the director awarded the following adjusted score.

2S South down 1

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## An Escaped Crocodile

Contributed by Robert Griffiths

N/S were silent throughout the auction as East opened 2♥ and West bid 2NT asking for more information. When East replied 3♠, he promised a good heart suit and a good hand (for a weak two opener).

West jumped to 4NT, asking about key cards, and East's 5♠ reply promised two key cards plus the queen of spades. With East's (presumed) six-card heart suit, West could count 11 easy tricks and figured 12 would be reasonable, so he bid 6♥.

<b>Board 9</b>											
North Deals	♠ 9 8 4										
E-W Vul	♥ 6 3										
	♦ Q 7										
	♣ Q J 7 6 3 2										
♠ A K 5	<table border="1" style="background-color: #008000; color: white; width: 40px; height: 40px; margin: 0 auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 7 6
	N										
W		E									
	S										
♥ 9 8 4 2		♥ A K Q J 5									
♦ A 10 3		♦ 9 8 6 5 4									
♣ A K 5		♣ 8									
	♠ Q J 10 3 2										
	♥ 10 7										
	♦ K J 2										
	♣ 10 9 4										
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>								
	Pass	2♥	Pass								
2 N	Pass	3♠	Pass								
4 N	Pass	5♠	Pass								
6♥	All pass										

South led the ♠Q, won by dummy's ace. Declarer drew two rounds of hearts, then played a spade to the ace and ruffed a spade. Next came a diamond to dummy's ace, followed by two rounds of clubs and a club ruff in his hand. Now he led the ♦9.

I was South and had been counting out Declarer's hand. He had shown up with just five hearts, one club and two spades – meaning the rest of his cards must be diamonds. I giddily thought that I should get two diamond tricks since my king and jack were sitting over whatever East had in diamonds.

So, without bothering to think about it too much, I played the ♦J on the ♦9, prepared to win the setting trick with my king. I was rudely shocked when North overtook my jack with her queen and had to lead a club. This allowed Declarer to throw the losing diamond from the board and ruff in his hand, making the rest of the tricks on a crossruff.

I don't want to be too hard on myself, but playing my ♦J on this trick was a horrible careless mistake. As I said, I had counted out East's hand and he had shown up with ♠xx ♥AKQJx ♦?xxxx ♣x. The only question mark in his hand is his top diamond, namely did he have Qxxxx or were they all small spots?



There are two very strong clues that East held five small diamonds, not the queen. First, his opening was 2♥, not 1♥. He had already shown up with 10 HCP in hearts. Would he also have an outside five-card suit headed by the queen and even so open with a pre-empt? Very unlikely! And second, he was playing it like a man without the ♦Q. The normal play if he held the queen would be to first play the ace, and then lead a small diamond towards the queen. And if East didn't have the queen, then my partner must have it and of course it was her only remaining diamond.

Clearly, my proper play on the diamond lead was the king. When I lazily forced my partner to win her queen, she was 'stuck' on lead and had to give declarer a ruff/sluff.

East played the diamonds to give himself his only chance, namely that one opponent had started with Kx exactly or with Qx opposite a partner who wasn't alert enough to play the king on the second lead of the suit.

The play of the king in a case like this is called a "Crocodile Coup". It involves playing an unnecessarily-high card in order to prevent partner from winning with a smaller card. This coup is successful when it keeps the lead in the defensive hand that can do the most damage. In this hand, playing the ♦K, swallowing up partner's queen, is the only way to beat the contract. The play is somewhat unusual, and it would be much better if I could write about successfully pulling it off rather than missing it because I hadn't taken the time to think it through.

Next time.

📣 Click [here](#) for another example of a crocodile coup.

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**This is nothing! You should see her playing bridge!**

FOR ADVANCED PLAYERS



# Dear David

## Watcha Wanna Know?

Consistent success at bridge is largely dependent on the ability to communicate with your partner. On defense, you need to agree that every single card you play sends information to your partner. Attitude and count signals are relatively easy to master.

What is not so easy is the ability to recognize when partner needs a suit-preference signal. The onus is now on your partner to recognize that she is being given a suit preference signal.

The screenshot shows a bridge hand interface with the following details:

- Trick Counter:** 11
- North (dbaker):** ♠ KJ97, ♥ 65, ♦ J, ♣ AKQ976
- West (gannonc):** ♠ 102, ♥ AKQ98, ♦ AK98, ♣ 43
- East (suejsmith):** ♠ Q65, ♥ 32, ♦ Q76532, ♣ 102
- South (paulz):** ♠ A843, ♥ J1074, ♦ 104, ♣ J85
- Bidding:** W: Pass, N: 1♥, 2♣, Pass, 3♣, 3♦, 3♠, 4♦, Pass; E: Pass, Pass; S: Pass, Pass
- Score:** 4♦ West, 0-0

This is a relatively-simple hand where the defense has four tricks (two clubs and two spades) - if they take them. Declarer can actually make an overtrick if the opening lead is a red suit. Let's say North leads the ♣A. Which club should South play? Count? Not needed. Attitude? Not needed. Suit preference is the only signal left. Since the East hand is the dummy, it is unclear whether your partner has a heart card or a spade card. The ♣J is an unusually large card signifying a spade card. If he had a heart card, he would play the ♣5.

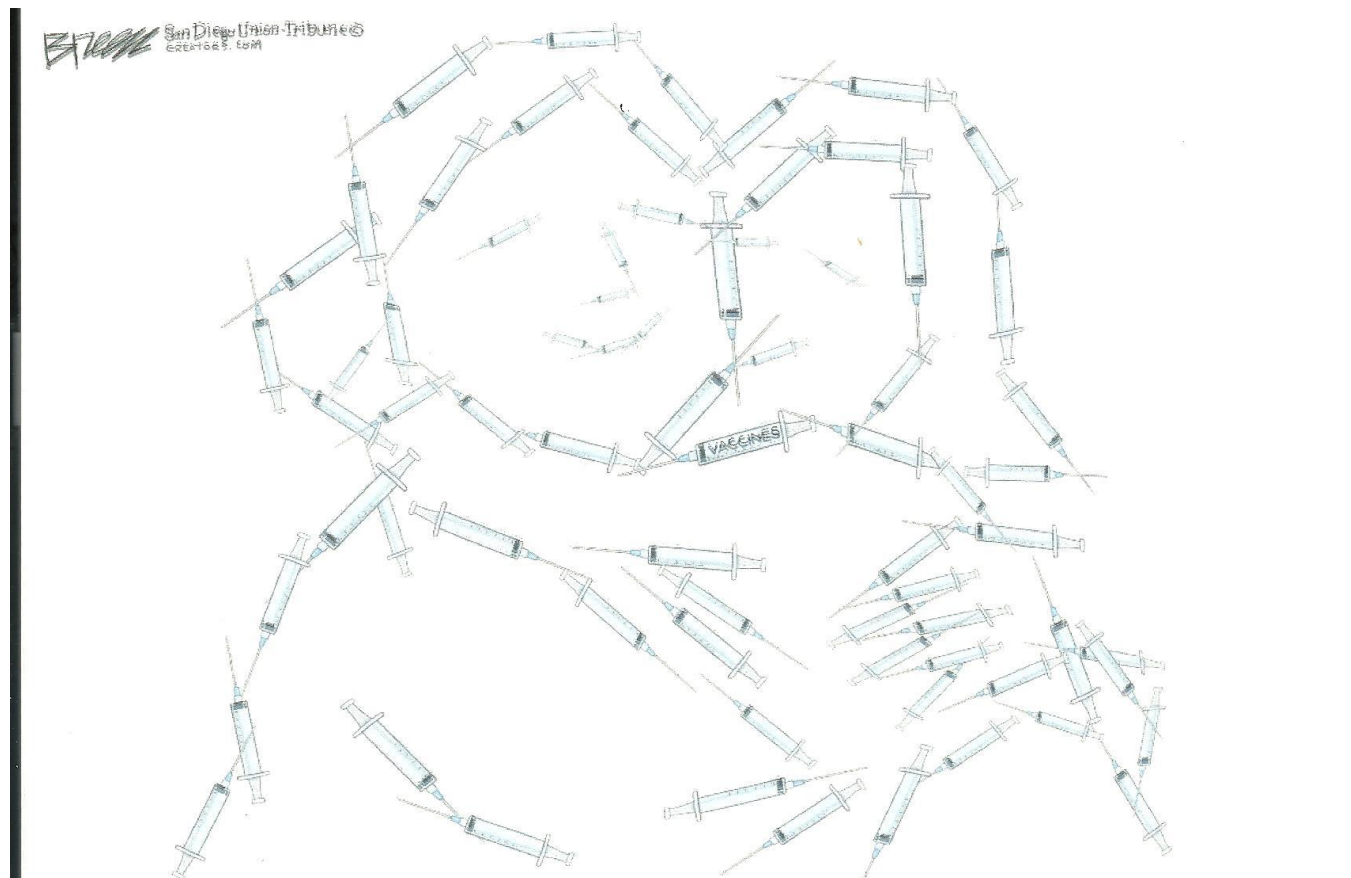
So, you switch to a spade at Trick 2 and take the first four tricks. If your partnership does not use this tool, you might take your two club tricks and switch to a heart, being afraid to lead away from ♠K. This would allow declarer to eventually throw two spade losers on the heart suit.

12		N dbaker		E suejsmith	
		♠AQJ10985		♠4	
		♥53		♥AKJ87	
		♦K2		♦6	
		♣53		♣KQ10642	
W gannonc		W N E S		E suejsmith	
♠K63		Pass 3♠ Dbl 4♠		♠4	
♥Q1096		Pass Pass 5♠ Dbl		♥AKJ87	
♦QJ95		5♥ Dbl Pass Pass		♦6	
♣J9		Pass		♣KQ10642	
		S paulz			
		♠72			
		♥42			
		♦A108743			
		♣A87			
				5♥x	
				West	
				0 0	

The ♣5 is led to the ace. It costs nothing to lead the ♦A at Trick 2, since there is a singleton in dummy. At this point, South needs to know what to do next. If North has a singleton club, lead a club. If not, lead a spade. Suit preference is the answer. Throw the ♦2 for a club, or the “useless” ♦K for a spade. You might think “Why would partner lead East’s suit if it weren’t a singleton?” or “How could partner open 3♠ without the spade ace?” Both legitimate questions. Sometimes, you just have to guess.

Most of the time, partner will have a tool to lead you to the promised land.

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

**#29**

East Deals

♠ A J  
 ♥ 8 5  
 ♦ A 10 8 7 4 3  
 ♣ A 10 5

	N	
W		E
	S	

♠ Q 9 8 5 4 3 2  
 ♥ K 9 2  
 ♦ 6 2  
 ♣ 7

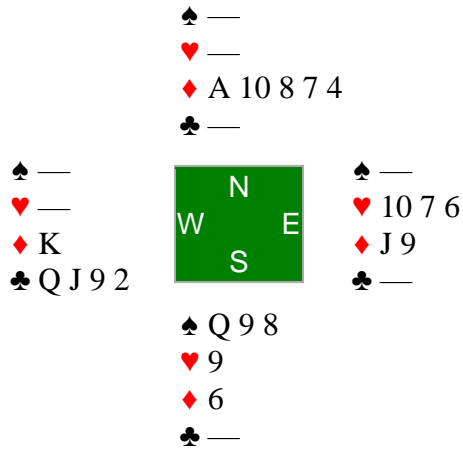
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		2 ♥	3 ♠
4 ♥	4 N	Pass	5 ♣
Dbf	5 ♠	Pass	Pass
Dbf	All pass		

Unfortunately, my partner didn't notice that I had **jumped** to three spades (a pre-emptive bid as opposed to an overcall), and so we got a little high before I could rein him in. West led the ♣K and I took the first trick with dummy's ♣A, East following suit. Then I went back to my hand with a club ruff, both opponents following. At Trick 3, I led a small spade from my hand and finessed the board's ♠J successfully, everyone still following. Then I cashed the ♠A and was happy to see that trump split 2-2.

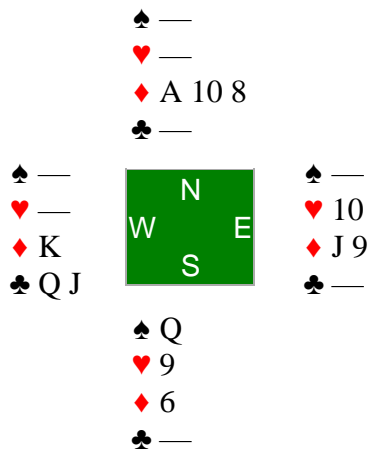
When I led dummy's last club and ruffed it in my hand, East discarded a small heart and West followed low. At Trick 6, I led a small diamond from my hand and West inserted the ♦Q. I ducked on the board and East followed with a small diamond. West then led the ♥Q overtaken by East with the ♥A, who then continued with the ♥J at Trick 8. I had to take this trick with my ♥K as I couldn't afford to lose any more tricks, and West followed suit. What would you do now?

**SOLUTION**

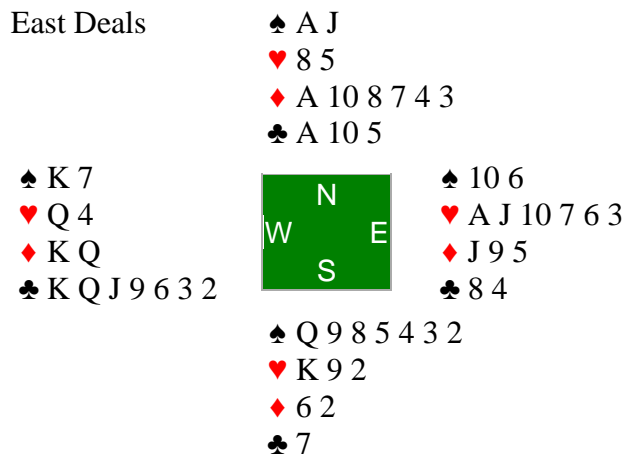
As soon as East discarded a heart on the third round of clubs, you know the opponents' distribution. East has shown out of spades and clubs after two rounds, plus he must have six hearts for his weak two bid, meaning that he has exactly three diamonds. In other words, his shape is 2-6-3-2. This means that West started with 2-2-2-7 and at this point has no hearts and only one diamond is left in his hand. His lone diamond could be the king or the jack, but most likely it's the ♦K as he doubled you twice. No matter, as long as it is an honour, you have a chance to make your contract. So, here's what we think is the situation with five tricks left to go.



If this is correct, East is out of luck, since he has to guard both hearts and diamonds and can be squeezed. If you cash two more trumps, you will arrive at this three-card ending.



When you play your last trump, East has no answer. If he discards his ♥10, your ♥9 will become good, while if he discards a diamond, the board's ♦10 will set up. Many declarers are reluctant to play their last trump in this situation (maybe worried that they haven't counted out the hand correctly?), but playing that last card, the squeeze card, is essential to success. While it is true that you can't always get an exact count on the hand, in the case of a squeeze play you really have nothing to lose. It's a kind of a Hail Mary play, so you might as well go for it. Plus, you do still have the ace of diamonds on the board, a bit of a safety net of its own. So, if East doesn't drop his ♥10 on your last trump, just play a diamond to the board's ace and hope that both the king and the jack will fall. If they don't, well... down one is good bridge. And, of course, you can always blame your partner for overbidding. Here is the full hand.



## Unit-Wide Games at the London Bridge Centre

On the weekend of July 10 and 11, the London Bridge Centre will be hosting unit-wide games, with pairs games on the Saturday and Swiss Teams on the Sunday. The points are **SILVER!** Click [here](#) for more information.

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## North American Pairs (NAP) Qualifying Games

The week of July 5 is the last chance for our club's 499er and 2499er players to qualify for the next step in the NAP competition (by means of which, if you do amazingly well, you can qualify for a subsidy to travel to the nationals next March in Reno, Nevada). Game fees are \$7 for our NAP games, and double master points will be awarded, ½ red and ½ black.

Please note that the Thursday night game is a 2499er game – one-time-only-special-offer.

## Coming Virtual Events

- Friday, July 2, 12:30 pm, **99er game, (20-22 boards) \$5**
- Friday, July 2, 1:00 pm, **499er game (24 boards) \$5**
- Friday, July 2, 7:00 pm, **open game (24 boards) \$5**
- Saturday, July 3, 1:00 pm, **199er game (20-22 boards) \$5**
- Sunday, July 4, 10:00 am, **499er game, (18 boards) \$5**
- Monday, July 5, 12:30 pm, **49er game (18 boards @ 8 minutes) \$5**
- Monday, July 5, 1:00 pm, **open game (24 boards) \$5**
- Monday, July 5, 7:00 pm, **499er game (24 boards) \$7 NAP**
- Tuesday, July 6, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, July 6, 1:00 pm, **open game (24 boards) \$5**
- Wednesday, July 7, 1:00 pm, **499er game (24 boards) \$7 NAP**
- Wednesday, July 7, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, July 7, 7:00 pm, **open game (24 boards) \$5**
- Thursday, July 8, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, July 8, 1:00 pm, **open game (24 boards) \$5**
- Thursday, July 8, 6:30 pm, **19er game \$5**
- Thursday, July 8, 7:00 pm, **2499er game (24 boards) \$7 NAP**

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 have 217 fully-paid-up members at our **club**.