



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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## ALERT – November 8, 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 October.*

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	30.95	1	Kathy Russell	9.27	1	Donald Rieger	5.28
2	Cindy Mahn	20.92	2	Suzanne Edwards	8.96	2	Reinhold Kauk	5.15
3	Margot Stockie	20.17	3	Sue Voll	6.49	3	Joe Blake	5.02
4	Bruce Roberts	14.11	4	Shelley Metcalfe	6.11	4	Elinor Girouard	4.68
5	Colin Harrington	13.49	5	Judy Beauchamp	5.61	5	Marg Sanderson	4.63
6	Moira Hollingsworth	12.64	6	Joan Slover	5.60	6	Steven Allen	4.52
7	Edith Ferber	12.12	7	Aggie Udvari	5.54	7	Nancy Cattanach	4.49
8	Robert Griffiths	11.27	8	Nanci Phelan	5.46	8	Martin Jones	3.72
9	Liz McDowell	10.06	9	Renate Boucher	5.15	9	Donna McKay	3.52
10	Mike Peng	9.07	10	Robert Gilck	4.52	10	Pat McDonald	3.46
11	Ted Boyd	8.91	11	Barbara Lindsay	4.91	11	Belinda Burt	3.44
12	Neil Jeffrey	8.54	12	Jim Veitch	4.73	12	Ginny Scott	3.13
13	Tom Ramsay	7.96	13	Andy Wilson	4.42	13	Joani Horvath	3.06
14	Malkin Howes	7.50	14	Roy Dandyk	4.41	14	Kathleen Burns	2.99
15	Stephen Young	7.02	15	Kevin Latter	4.36	15	Valirie Binkle	2.85
16	Thea Davis	6.05	16	Sue Moses	4.31	16	Molly Worden	2.65
17	Ronald Sayle	5.92	17	Jim Dalgliesh	4.24	17	Sue McDonald	2.64
17	Paul Stillman	5.92	18	Stephen Nantes	4.21	18	Sandra Hennessey	2.61
19	John Moser	5.78	19	Adriaan Kempe	4.16	18	Steven Reinhart	2.61
20	David Longstaff	5.72	20	Ron Lawrence	3.97	20	Liz Graham	2.50
21	Wayne Schroeder	5.67	21	Brian Kirkconnell	3.89	21	Virginia Alviano	2.49
22	David Wilson	5.65	22	Sue Peterson	3.85	22	Jane Wilson	2.40
23	Neil Coburn	5.54	23	George Pepall	3.68	23	Lori Bailey	2.39
24	Sharon King	4.73	24	Salvatore Pace	3.63	24	Philip Fiess	2.36
25	Dianne Aves	4.67	25	Sherry Benenati	3.62	25	Susan Durance	2.30



*The following local players have advanced to the next ACBL level.*

Junior Master

- **Michael Plauntz**

Club Master

- **Brian Gaber**

Sectional Masters

- **Brian Barrett**
- **Mary Barrett**
- **Joe Blake**
- **Belinda Burt**
- **Elaine Doyle**
- **Andy Martinek**
- **Sameera Mufti**

Regional Masters

- **Barbara Arthur**
- **Robert Gilck**
- **Noah Pace**

Advanced NABC Master

- **Roy Dandyk**

Emerald Life Master

- **Cindy Mahn**

*And a warm welcome to the following new ACBL members.*

- **Morgen Grigg**
- **Gerry Hooper**
- **Hilary Kekanovich**
- **Kevin Loader**

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## **Quickie**

“Pay attention! If someone were to ask you at Trick 5 what the bidding was and the exact card that was led, you should know. Keep track of everything that happens. You can never tell when it is going to become important. Have you ever spent a minute at Trick 12 wondering which card to keep? If you had paid attention, you would know. Fact: You can’t remember something you didn’t see or didn’t hear.”

*Excerpted from Insights on Bridge, Book 2, by Mike Lawrence*

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## ***Selected Excerpts from***

### **David Owen's "New Yorker" Review of a Bridge Book by Edward McPherson**

"And then something in the late sixties or early seventies, something - television? Vietnam? birth control pills? - killed off bridge among some people who were approximately hippie age or younger. Brent Manley, who is the editor of *The Bridge Bulletin*, the monthly magazine of the A.C.B.L., told me that when he went to college in 1967 the student union was filled with bridge players, but that interest among young people dropped precipitously at some point after that.

"We feel as though we've lost a generation,' he said. My recent tournament partner, who graduated from Yale in 1969, thinks the culprit was co-ed dorms— a plausible hypothesis, since finding ways not to think about sex would have become less important as soon as having sex became easier. Chess seems not to have suffered a comparable drop-off, and, indeed Bobby Fischer's defeat of the Russian world champion Boris Spassky in 1972 inspired a broad chess boom.

"Meanwhile bridge in some ways was becoming more daunting. Good card play has not changed since the days of the Truman Administration - the two best bridge books ever written, according to a group of experts recently surveyed in *The Bridge Bulletin*, were published in 1945 and 1958 - but bidding by experts has grown so complex that even they find it difficult to follow. Although only fifteen words are available for bidding in bridge (the numbers one through seven, the names of the four suits, no-trump, double, redouble, and pass), most players employ bidding systems in which some calls are given highly specialized artificial meanings. All bids are required to be transparent - opponents can even ask for explanations - but the complexity can be intimidating, especially for beginners. Chess pieces, by contrast, always move the same way.

"By 1991, bridge had fallen so low that Manhattan's Cavendish Club - which had been a hangout for many of the world's best players since 1925, was driven to extinction by rising rents and dying members. Thomas M. Smith, the club's final president, told John Tierney of the *Times*, 'There's too many other interests today, People watch television or play video games or play on computers. And if you want my opinion, people don't want to think.'

"In 2005, the ACBL estimated that there were twenty-five million players in the United States. That sounds like a lot, but it's down dramatically from Goren's era, and the average age of players is climbing. As McPherson points out, it's not a good sign that so many regulars are older than the game itself, which will turn eighty-two on Hallowe'en ((ninety-six next September 2022)."

*Contributed by George Pepall*



# Time You Learned Your Lessons!

Our online Beginner 2 lessons will start this coming Thursday, November 11 (see below). **If you know anyone who knows a little bit about bridge already (maybe has played social bridge or played the game a long time ago), please encourage him or her to sign up for these lessons.**

Click [here](#) for more information about this course and to register. Click [here](#) for information on how to pay.

We currently have **17** people registered for this beginners course – meaning that we are going to be generating a bunch more players for our struggling 19er game on Thursday nights. It will be great if those currently playing in the 19er game can just hang in there a bit longer and then help integrate the new crop..



## Beginners Part 2

This five-lesson course is offered twice a year on Thursday nights from 6:30 pm until 9:00 pm. The next set of lessons will begin on Thursday, November 11 and end on December 9. Beginners 2 is a continuation of Beginners 1. All concepts are reviewed and reinforced. Bidding is emphasized, including take-out doubles and responses and ace-asking conventions. The principles of declaring no trump and suit contracts will be covered. The cost is \$75 for the students who have already purchased the text for Beginners 1 (the same text is used for all ten lessons). The price for Beginner 2 students who lack the text is \$85.

Level: **Beginner**

Instructor: Al Pengelly

Mode: Online

Current Enrollment: 8

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- John Hanemaayer recorded his **novice** workshop on **Filling out your Convention Card**, and it is available for \$10.
- Stephen Carpenter recorded his **novice** workshop on **Killer Signals**, and it is available for \$10.

To order one or both of these recordings, send in your payment specifying what it is for (click [here](#) for information on how to pay).

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**FOR INTERMEDIATE PLAYERS**



**Watching the 8's and 9's**

*Contributed by Robert Griffiths*

**Board 12**      ♠ Q 9  
 South Deals    ♥ A J 8 3  
 E-W Vul        ♦ K 9 8 2  
                  ♣ A Q 6

♠ 10 7 6 5 4 ♥ 7 ♦ Q 7 6 3 ♣ J 5 3		♠ A J 2 ♥ 9 6 ♦ A J 5 4 ♣ K 10 7 4	♠ K 8 3 ♥ K Q 10 5 4 2 ♦ 10 ♣ 9 8 2
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West
North
East
South

Pass
4 ♥
All pass
2 ♥

South dealt and opened with a pre-emptive 2♥. West passed and North jumped to 4♥ which was passed out. West led a fourth-best ♦3 and South counted his losers: one diamond, one spade, and one or two clubs. He might have hoped for a miracle and tried to win Trick 1 with the ♦K, but he found a better use for that card.

Assuming that East held the ♦A, Declarer played low on the diamond lead and East won with his jack. East found his only safe exit: a small trump which Declarer won in the dummy. Now Declarer, who had been paying attention to the diamond spots, led the ♦K off the board. This was covered by East's ace and ruffed by South. He would have thrown a club if East had not covered.

Next, he crossed to Dummy with a trump and led the ♦9. Then, instead of ruffing, he threw a losing club from his hand. West won the ♦Q and switched to a club, but it was too late for the defence. Declarer rose up with Dummy's ♣A and led the established ♦8 from the board, throwing away his last club. In the end, South lost just one spade and two diamonds. By setting up his diamond spots while discarding two club losers, he avoided having to try the club finesse and brought his game home that way.

**Sometimes your tricks aren't where they seem to be.**



FOR OPEN PLAYERS



# Dear David

## Playing a Hand

When people begin playing our beloved game, their focus tends to be on what they should do next. Experience will hopefully lead them to making a plan for the entire hand. Here is a hand that requires you to make a plan that will produce 10 tricks for you.

N	North
♠	J
♥	Q7652
♦	42
♣	109743
S	South
♠	AQ64
♥	AK943
♦	J65
♣	2

The contract is 4♥ by South and the opening lead is a heart. Hearts are splitting 2-1. What is your plan?

If you draw two rounds of trump, there will be three hearts left in each hand to ruff with. So, 2 plus 3 plus 3 is 8 tricks and the spade ace is your ninth. Where is your tenth coming from? You could try the spade finesse (doesn't work), or hope the spade king drops after you have trumped spades twice (doesn't work), or you could try to set up a club trick if the suit splits 4-3 (it does).

What do you need for this to work? You need to give up a club, use three entries to ruff clubs three times and another entry to cash the good club = four entries to dummy. Back to the beginning. Save the ♥Q in dummy and win the first heart in your hand. BEFORE YOU DRAW THE LAST TRUMP, lead a club. When you regain the lead, draw the last trump with the queen and begin to cross-ruff clubs and spades.

D 16	N North	W N E S
	♠ J	P P 1♦ 1♥
	♥ Q7652	1♠ 4♥ P P
♦ 42	P	
♣ 109743		
W West	♥ 5	E East
♠ K10983	♦ 9	♠ 752
♥ 8	♦ A	♥ J10
♦ 983	♦ J	♦ AKQ107
♣ AQJ6		♣ K85
	S South	Select cards to play for all 4 players
	♠ AQ64	4♥ S NS: 2 EW: 3
	♥ AK943	
	♦ J65	
	♣ 2	

At this point you trump a club, draw the last trump with the Queen, trump a club, ♠A and trump a spade and continue on your merry way.

D 16	N North	W N E S
	♠ J	P P 1♦ 1♥
	♥ Q7652	1♠ 4♥ P P
♦ 42	P	
♣ 109743		
W West	♣ 9	E East
♠ K10983	♣ A	♠ 752
♥ 8	♦ 7	♥ J10
♦ 983	♥ A	♦ AKQ107
♣ AQJ6		♣ K85
	S South	Select cards to play for all 4 players
	♠ AQ64	4♥ S NS: 8 EW: 3
	♥ AK943	
	♦ J65	
	♣ 2	

Most players would try the spade finesse for their 10<sup>th</sup> trick, a 50% proposition. However, when seven cards are missing in a suit, they will split 4-3 62% of the time.

In order to take the better chance, you need to make a plan FOR THE ENTIRE HAND. The time for training yourself to make long-term plans is NOW!

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

**#47**

♠ K Q 2  
 ♥ A J 9 3  
 ♦ 4 2  
 ♣ Q 10 7 5



♠ A J 8 7 3  
 ♥ 10 7 6  
 ♦ A K 9  
 ♣ A 8

West	North	East	South
	1 ♣	2 ♦ <sup>1</sup>	Dbl
Pass	2 ♥	Pass	2 ♠
Pass	3 ♠	Pass	4 N
Pass	5 ♠ <sup>2</sup>	Pass	5 NT
Pass	6 ♣ <sup>3</sup>	Pass	6 ♠

All pass

1. weak two
2. two keycards + queen of spades
3. no kings outside of trump

West led the ♦J, East encouraging. I took the first trick with my ♦K and led the ♦A from my hand at Trick 2 with everyone following. I led a third diamond at Trick 3, and West discarded a small club (showing something in clubs). I ruffed with Dummy's ♠2 and East followed suit of course. Next, I led Dummy's ♠Q, with everyone following. At Trick 5, I led the ♠K from Dummy and East followed suit. What would you do now?

**SOLUTION**

You are still missing the ♥KQ and the ♣K. If both high hearts are in East's hand, the contract is almost hopeless. So, you might as well assume that they are either both in the West hand or else split between East and West. If either scenario is the case, you can develop a heart winner to park your losing club on.

Back to the original question, which card will you play on Dummy's ♠K? If you don't overtake, you have no safe way to return to your hand to draw trump and start working on hearts (you can't come back to your hand with the ♣A because you are going to have to let the opponents in with hearts and they would waste no time cashing the ♣K). So, you have to overtake the ♠K with your ♠A and hope that trump splits 3/2 (a 68% chance).



Okay, so you cross your fingers and overtake the ♠K with your ♠A. This time, you're in luck - West follows suit.

Next, you draw the last trump with your ♠J discarding a small club from the dummy, and then you lead the ♥10 from hand at Trick 7. If it is not covered by West, float it around to East. As the cards lie, East will take it with his ♥Q, and at this point his best defense is to return a club. You take your ♣A and finesse West's hoped-for ♥K. Success! In the fullness of time, you will be able to capture the ♥K and discard your club loser on Dummy's good heart to make your precarious contract.

Here is the full hand.

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

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If the person who named  
Walkie Talkies named  
everything

Stamps - Lickie Stickie  
 Defibrillators - Hearty Starty  
 Bumble bees - Fuzzy Buzzy  
 Pregnancy test - Maybe Baby  
 Bra - Breastie Nestie  
 Fork - Stabby Grabby  
 Socks - Feetie Heatie  
 Hippo - Floatie Bloatie  
 Nightmare - Screamy Dreamy

## North American Pairs District 2 Finals

On Sunday, November 14, qualifying players in Flight B (0-2500 MP) are invited to compete in the District 2 North American Pairs online finals. The finals for Flights A (open) and C (NLM, <500 MP) will be held on Sunday, November 21. The top three eligible pairs in Flight A, and the top four eligible pairs in Flights B & C, will qualify for the finals which will be held at the national tournament in Reno in March 22. Some subsidies to offset the cost of travel to the NABC will be available.

Click [here](#) for the list of qualifying players (please note that the names are alphabetical BY UNIT). Pre-registration is required. Cost \$18 BBO. Click [here](#) for more information.

### Coming Virtual Events

- Friday, November 5, 12:30 pm, **99er game (20-22 boards) \$5**
- Friday, November 5, 1:00 pm, **499er game (24 boards) \$5**
- Friday, November 5, 7:00 pm, **open game (24 boards) \$5**
- Saturday, November 6, 1:00 pm, **199er game (20-22 boards) \$5**
- Sunday, November 7, 10:00 am, **499er game (18 boards) \$5**
- Monday, November 8, 12:30 pm, **49er game (18 boards @ 8 minutes) \$5**
- Monday, November 8, 1:00 pm, **open game (24 boards) \$5**
- Monday, November 8, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, November 9, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, November 9, 1:00 pm, **open game (24 boards) \$5**
- Wednesday, November 10, 1:00 pm, **499er game (24 boards) \$5**
- Wednesday, November 10, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, November 10, 7:00 pm, **open game (24 boards) \$5**
- Thursday, November 11, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, November 11, 1:00 pm, **open game (24 boards) \$5**
- Thursday, November 11, 6:30 pm, **19er game \$5**
- Thursday, November 11, 7:00 pm, **999er game (24 boards) \$5**
- Sunday, November 14, **Flight B NAP District 2 Finals \$18**
- Sunday, November 21, **Flights A and C NAP District 2 Finals \$18**

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 remember all the bids and cards at our **club**.