



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

## ALERT – August 14, 2023

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

### Looking Ahead

- ♥ **Tonight's (Friday, August 11) open game has been cancelled** due to people being away.
  - ♥ Don't forget our **new 99er game** on Saturday mornings.
  - ♥ The Saturday (August 12) BBO game and the Sunday (August 13 BBO) game will be **Silver Linings** games. 150% regular club points (silver points). Extra BBO\$2 charge.
  - ♥ **Tillsonburg's Golden Leaf Sectional Tournament**, Saturday August 12 – Sunday, August 13
  - ♥ The 499er and open games during the week of August 14-20 will be **NAP games** (extra masterpoints - 50% red, 50% black, \$2 surcharge). The Thursday night game will be 2499er.
  - ♥ All of our F2F games during the week of August 20 will be **club championship games** – extra masterpoints, no extra charge.
  - ♥ **The Friday night open game on August 26 has been cancelled** due to the Goderich tournament.
  - ♥ **Goderich Sectional**, Saturday, August 26 – Sunday, August 27
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### Bean There Done That

Contributed by Steve Allen, Treasurer ([GrandRiverBridgeClubTreasurer@gmail.com](mailto:GrandRiverBridgeClubTreasurer@gmail.com))

For this year's membership drive, we were giving away 'free plays' for any paid-up member that recruited a new member or a pre-Covid lapsed member.

A whopping big huge thank you goes out to the following members whose powers of seduction bolstered our ranks by the indicated number: Nanci Phelan (5), Joe Blake (1), Steve Allen (1), Isobel Hetherington (1), and Bev Hitchman (1). This incentive payout will continue ... maybe you have someone in mind that would just love to join the GRBC!

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## The Answer Lady

Contributed by Susan Lawton

As the "The Answer Lady" I have been responding to questions from "newer" players over the past several weeks. A request has been made to share those players' questions and my responses in the Alert, essentially a column for the beginner player! You can write to me at [suzan2420@yahoo.ca](mailto:suzan2420@yahoo.ca).

### Question

I came upon a situation in a recent online game where Opener bid 1NT, Responder bid 2♦ and Opener then jumped to 3♥ rather than accepting the transfer at the 2♥ level. Responder then bid on to 4♥ and they made their contract. Answer Lady, what was that 3♥ bid? Why did Opener bid 3♥ rather than 2♥? Are there certain requirements for bidding on to 3♥ and bypassing 2♥? I have attached the hand in question below.

A newer player

Hand Diagram:

North (6+)	West (9+)	East (7)	South (11)
K♥, Q♥, 8♥, 4♥, A♠, 6♠, A♦, 8♦, 5♦, K♣, J♣, 6♣, 5♣	A♥, 10♥, 9♥, 7♥, 5♥, 3♥, Q♠, 8♠, 3♠, 4♦, 10♣, 4♣, 3♣	10♠, 9♠, 7♠, 5♠, 2♠, K♦, J♦, 9♦, 6♦, 3♦, A♣, 2♣	J♥, 2♥, 6♥, K♠, J♠, 4♠, Q♦, 10♦, 7♦, 2♦, Q♣, 9♣, 8♣, 7♣

Bidding Sequence:

W	N	E	S
1NT	Pass	2♦	
Pass	3♥	Pass	4♥
Pass	Pass	Pass	

## Answer

Thank you, newer player for providing such great questions. That bidding sequence of 1NT-2♦/2♥ followed by a jump to the three-level by the 1NT opener is known as a “super-accept” of the Jacoby Transfer. Super-accept bidding sequences follow this format: 1NT-2♦/2♥-P-3♥/3♠ - a jump from the typical two-level response to the three-level in the identified major.

Super-accepts are a useful and popular adjunct to Jacoby Transfers and have become part of standardized bidding. The advantage of using super-accepts after a transfer to either major suit by Responder, is that regular accepts by the 1NT hand, namely 2♥ or 2♠, are more likely to be passed by Opener.

*When does a super-accept occur?* In its most basic form, a super-accept occurs when the 1NT Opener has at least four cards in the named major and maximum points, typically 16-17 HCPs.

*What is the advantage of using a super-accept in the known major?* When there is an eight-card fit in a major, usually 25 points are required to make game, but with a nine-card fit in that major, fewer HCPs are needed for that same game. When that nine-card fit exists, that super-accept bid is the tool Opener uses to show that fit, in turn inviting Responder to bid on to game if possible.

*When should a player consider using a super-accept?* A good starting point for the beginner bridge player would be to have a minimum of four cards in the Jacoby Transfer major suit bid by Responder and maximum points. That is the case in the hand shown. Opener has four hearts and 17 points. Once the super-accept bid has been made, the onus falls on Responder to determine whether they have sufficient strength/shape to bid on to game or just pass the 3♥/3♠ bid. In this hand, Responder has six hearts, not just five, and a singleton diamond, so the decision to bid on to 4♥ is an easy one, even with only six HCPs. Remember the adage from last week's column on “weak freaks”? *It's more about distribution than points.* Without that super-accept bid of 3♥ by Opener, the opportunity might have been lost.

For this week's column, informational sources came from personal notes and Robert Todd's Adventures in Bridge, <http://www.advinbridge.com>. There is considerable additional information available about the use of super-accepts and the use of further bidding sequences to describe Responder's hand holding. Players might see those bidding patterns during play. Individual partnerships can also have specific agreements on their use of super-accepts.

I would encourage newer players to begin exploring the use of super-accepts in their bidding repertoire so they can get to game in those nine-card or ten-card major fits after an 1NT opening followed by a Jacoby Transfer by Responder.

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## Chat Messages to Partner

*Contributed by Lissa Lowes*

My partners and I frequently use the Chat function on BBO to comment on how well a hand has been played or sometimes bid. We use the classic “WDP” (Well Done, Partner) or perhaps “Wow” if something particularly wonderful has occurred. I thought this was proper etiquette.

But recently on BBO in the Audrey Grant game, I was chastised for doing it.

I was a bit confused, so I went looking for information or guidelines about what I should be doing. I found nothing on the ACBL website which states anything specific. Certainly, I found a lot of material on proper behaviour, zero tolerance for rudeness, and even partnership tips.

A general Google search provided some help. For F2F play, it is suggested that the only comments you should make are things like “Well Done”, “Nicely Played” or “Bad Luck”.

The SE Carolina bridge club says do compliment your opponents when appropriate and do compliment your partner when appropriate by Private Chat (you can chat privately with your partner only after finishing the last board of a round and before starting the next round). Even sending a simple “wpp” (that’s “well played, partner”) using Table Chat can appear to be gloating.

BBO rules say you should not gloat when you get a good result or complain when you get a bad result. If you think your partner or opponents deserve a compliment for their bidding or play, you should give them one! But they don’t mention whether you should do this in Chat.

What do you think?

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Hate when older people say “you’re too young to be tired”, alright, Margaret, you’re too old to be alive but here we are



FOR OPEN PLAYERS



## Dear David

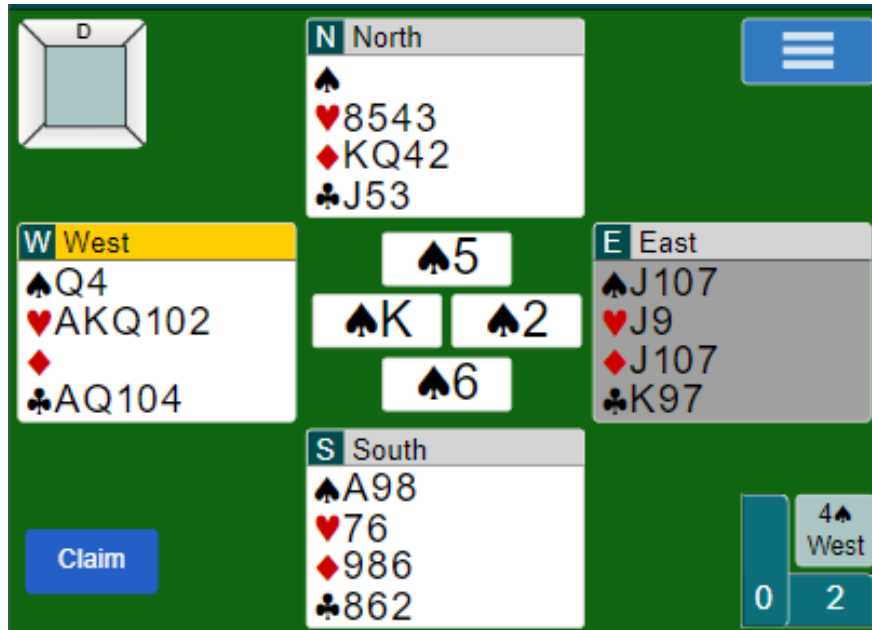
### Matchpoints vs IMPs (2)

I have covered this ground before, but the following hand seemed worthwhile enough to give it another look. Playing a matchpoint (pair) game, your goal should always be to look for overtricks. If everyone is in 4♠ making exactly 10 tricks, everyone will get an average (50%) result. If you manage to make an overtrick in 4♠, you will get a 100% score and everyone else will get a below-average score. If you are playing an IMP (team) game, your goal should always be to guarantee your contract first and then look for overtricks. An overtrick in a team game is only worth a measly one IMP. Going down one in 4♠ might cost you from 10 to 13 IMPs if your opponents at the other table found a way to guarantee the contract.

D		N North		E East	
		♠5		♠J1072	
		♥8543		♥J9	
		♦AKQ42		♦J1075	
		♣J53		♣K97	
W West		W	N	E	S
♠KQ43			Pass	Pass	Pass
♥AKQ102		1♥	2♦	Pass	Pass
♦		2♠	Pass	3♠	Pass
♣AQ104		4♠	Pass	Pass	Pass
		S South			
		♠A986			
		♥76			
		♦9863			
		♣862			
		4♠		West	
		0		0	

### THIS IS HOW THE HAND SHOULD BE PLAYED AT MATCHPOINTS

After West reversed to 2♠ (showing a strong hand, East found a raise and West raced to game. Declarer saw that once he knocked out the ♠A, he had enough winners to take 12 tricks. West trumped the ♦A and played the ♠KQ, South playing small spades on both. Declarer now saw the danger, but it was too late. He played three rounds of hearts (throwing a diamond from dummy). South trumped the third heart and drew West's last spade with the ♠A. Two diamond tricks were cashed and declarer was down one.



## THIS IS HOW THE HAND SHOULD BE PLAYED AT IMPS

After West wins the first spade trick at Trick 2, there are only three spades left in the N/S hands. Since West has more than enough winners in the side suits, he can afford to allow N/S to take their three spade tricks at their leisure. He should switch to hearts at Trick 3. There is nothing the opponents can do to stop him from making his game.

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Because the spades will split 4-1 only 28.3% of the time, declarer's line of play was eminently correct at matchpoints, where overtricks are of vital importance. Giving up on a good chance for overtricks when playing matchpoints can only harm your game. As mentioned above, when you are playing teams you should always search for the best way to guarantee your contract.

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**No. 119**

♠ J10987  
♥  
♦ J762  
♣ AK43



♠  
♥ AJ108752  
♦ A109  
♣ Q97

West	North	East	South
	Pass	2♠	3♥
3♠	Dbl	Pass	4♥
Dbl	All pass		

I was South, declaring a doubled 4♥ contract. West led the ♠6 and my partner put down his hand. Ouch! Can I change my bidding?

1. Dummy's ♠7 was covered by East's ♠Q, and I ruffed with a small heart.
2. I then led the ♥J from my hand, West took it with his ♥Q, and East followed suit.
3. West next led his ♣J to my ♣Q, East following suit.
4. Next, I cashed my ♥A, and both opponents followed suit.
5. I continued with the ♥10, which lost to West's ♥K. East followed suit again (a good sign).
6. West exited with a club, which I won in dummy with the ♣K. East followed suit.
7. I then led a spade from the dummy which East covered with his ♠K, and I ruffed in my hand, West followed suit.

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

**SOLUTION**

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

♠ J10  
♥  
♦ J76  
♣ A

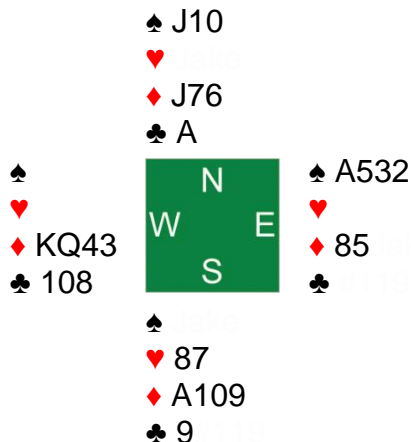


♠  
♥ 87  
♦ A109  
♣ 9

You've already lost two hearts, plus you have two potential diamond losers. How can you manage to lose only one diamond?

It's time to take stock. West has followed twice in spades and, given East's weak-two bid, West is now void in spades. He has also followed suit three times in hearts and can have no more hearts. That gives him five major-suit cards in total, meaning that he originally held eight minor-suit cards. West must have the  $\heartsuit K$  and the  $\heartsuit Q$  for his bidding; ergo there is no point in finessing in diamonds. But maybe you can endplay West?

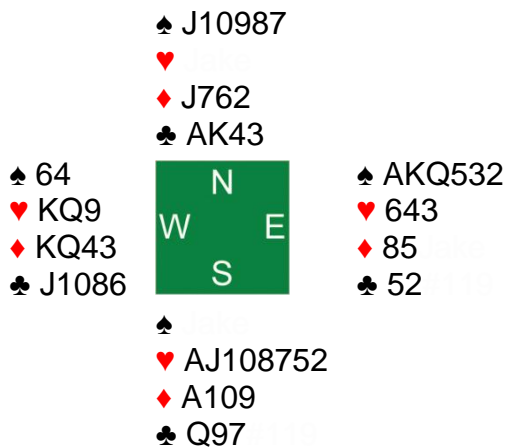
In order to do this, you first have to remove all of his safe-exit cards. So, you might as well cash two more trumps and watch what West discards (East is irrelevant). Here is the full deal after seven tricks.



As you can see, West's best defence\* is to discard one diamond and one club on your two hearts. Go to the board with the  $\clubsuit A$  at Trick 10, and then float dummy's  $\diamondsuit J$  around to West. West is forced to take this trick (if he doesn't, you can make your contract by immediately cashing your  $\diamondsuit A$ ), and now West must lead away from his  $\diamondsuit K4$  into your  $\diamondsuit A10$ , giving you the last two tricks and your contract.

\* If by any chance West discards two diamonds instead, then simply cash your  $\diamondsuit A$  and make the contract that way.

Here is the full hand.



Playing out all your trumps when there are still losers at large is nerve-wracking, but faint heart ne'er won fair lady. You have to do it though. That last trump is crucially important in that it strips West of his last safe-exit card.

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# 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 July.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	18.76	1	Lori Cole	6.76	1	Don Slowinski	4.17
2	Kathy Russell	14.26	2	Suzanne Edwards	6.51	2	Doug Fickling	3.52
3	Cindy Mahn	13.00	3	Jack Cole	5.97	2	Mark Sherwood	3.52
4	Mike Peng	12.14	4	Regina Williams	5.61	4	Debbie Miethig	3.29
5	Stephen Young	10.46	4	Denis Williams	5.61	5	Audrey Cook	2.53
6	Neil Jeffrey	9.35	6	Jim Dalgliesh	5.37	6	JP Fraresso	2.43
7	Edith Ferber	8.72	7	Sue Moses	4.55	7	Valirie Binkle	2.35
8	Steve Carpenter	8.38	7	Brenda Semple	4.55	8	Ben Cornell	2.23
9	Moira Hollingsworth	7.68	9	Ginny Scott	4.37	9	John Aldridge	2.16
10	Roy Dandyk	6.71	10	Bev Hitchman	4.28	10	Denise Doff	2.00
11	Bonnie Kains	6.45	11	Barbara Arthur	4.24	11	Peter Gaasenbeek	1.97
12	Pat McMillan	6.32	12	Andy Wilson	4.10	12	Russel Kerr	1.90
13	Adrian Record	6.23	13	Sue Peterson	4.06	13	Joan Stroud	1.78
14	David Longstaff	6.18	14	Lissa Lowes	3.90	14	Randall DeKraker	1.76
14	Scott Hills	6.18	15	Shelley Metcalfe	3.65	15	Mary Jameson	1.55
16	Neil Coburn	5.62	16	Lynda Burnett	3.50	15	Maureen Logel	1.55
17	Robert Griffiths	5.46	17	Joe Blake	3.40	17	Pat Gascho	1.21
18	Margot Stockie	5.13	18	John Kip	3.26	18	Shirley Clairmont	1.20
19	Thea Davis	4.99	19	Janice Pengelly	3.25	19	Jane Wilson	1.18
20	Ed Hills	4.31	20	Steven Allen	3.05	20	Jeannie Leforge	1.12
21	Susan Lawton	3.86	21	Cheryl Kip	3.04	21	Nancy Kennedy	1.11
22	Jennifer Verdam	3.73	22	David Dennis	2.88	22	Susan Murray	1.08
23	Dave Embury	3.67	23	Elinor Girouard	2.74	23	Jim Fox	1.06
24	Dianne Aves	3.59	24	Pat McDonald	2.65	24	Ellen Libertini	0.87
25	Tom Ramsay	3.56	25	William Sherman	2.62	25	Jonay Souder	0.84
						25	Pauline Copleston	0.84

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.
- 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).

If you are looking for a regular partner, contact [Joan Slover](#), our membership lead. Please let her know what sort of game/partner you are interested in – your playing level, your available time slots, F2F and/or online, and any other pertinent information.

We have fun in **spades**.  
 We play with all our **hearts**.  
 We treat our members like **diamonds**.  
 We use super-accepts at our **club**.