



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – October 18, 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 September.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	27.30	1	Roy Dandyk	15.85	1	Reinhold Kauk	7.73
2	Cindy Mahn	20.65	2	Brian Kirkconnell	13.76	2	Anita Hanson	7.49
3	Margot Stockie	20.11	3	Ron Lawrence	13.08	3	Joe Blake	6.73
4	Moira Hollingsworth	17.61	4	Salvatore Pace	13.07	4	Barb Neibert	6.48
5	Colin Harrington	16.82	5	Barbara Arthur	10.92	5	Belinda Burt	5.62
6	Neil Jeffrey	16.32	6	David Embury	10.23	6	Steven Allen	5.55
7	Robert Griffiths	13.77	7	Suzanne Edwards	9.99	7	Elinor Girouard	4.82
8	Bruce Roberts	13.68	8	Kathy Russell	7.76	8	Donald Rieger	4.70
9	Mike Peng	13.56	9	Stephen Nantes	7.60	9	Aggie Udvari	4.32
10	Sandy Graham	13.51	10	Gale Small	7.48	10	Elisabeth Graham	4.20
11	Neil Coburn	12.81	11	Barbara Lindsay	7.11	11	Nancy Cattanach	4.11
12	Ted Boyd	12.59	12	Sue Peterson	6.78	12	Virginia Alviano	3.83
13	Stephen Young	11.48	13	George Pepall	6.19	13	Brian Gaber	3.76
14	Dianne Aves	10.40	14	Shelley Metcalfe	5.64	13	Rick Arthur	3.76
15	Liz McDowell	10.36	15	Sue Voll	5.57	15	Elaine Doyle	3.73
16	Edith Ferber	9.92	16	Paul Latimer	5.56	16	Marg Sanderson	3.52
17	Tom Ramsay	9.18	17	Renate Boucher	5.45	17	Ginny Scott	3.51
18	Sharon King	8.16	18	Grant Roberts	5.35	18	Charlene Schell	3.49
19	Peggy Pearson	8.05	19	Joan Slover	5.29	19	Audrey Cook	3.47
20	John Moser	7.25	20	Betty Wendling	5.05	20	Susan McDonald	3.34
21	John Hanemaayer	6.70	21	Adriaan Kempe	5.04	21	Marilyn Rootham	3.30
22	Malkin Howes	6.09	22	Cheryl Kip	4.97	21	Lynn Campbell	3.30
23	Scott Hills	6.06	23	Nanci Phelan	4.92	23	Joani Horvath	3.20
24	John Vandergrift	5.72	24	Lissa Lowes	4.77	24	Trent Robinson	3.11
25	Frank Fischer	5.29	25	Kevin Latter	4.67	24	Carol Robinson	3.11

Ace of Clubs Standings for the Unit Races as of the End of September

These local players placed in the top three for each of these master point categories compared to all of the players in Southwestern Ontario.

5-20 Master Points

1. Nancy Cattanach
2. Belinda Burt

20-50 Master Points

1. Salvatore Pace
2. Noah Pace

50-100 Master Points

1. Shelley Metcalfe
2. Casey Baron

100-200 Master Points

1. Brian Kirkconnell
2. Stephen Nantes
3. Suzanne Edwards

200-300 Master Points

2. Ron Angst

300-500 Master Points

1. Donna Angst
2. Sandy Graham

1500-2500 Master Points

1. Mike Peng
2. Malkin Howes

2500-3500 Master Points

1. Robert Griffiths
2. Margot Stockie
3. Moira Hollingsworth

3500-5000 Master Points

2. Stephen Young

5000-7500 Master Points

1. Cindy Mahn
2. Liz McDowell
3. Tom Ramsay

7500-10,000 Master Points

2. Colin Harrington

Over 10,000 Master Points

2. David Baker

Quickie

“If you have a pre-emptive hand and an opponent opens with a strong 2♣ bid, go ahead and pre-empt anyway if you aren’t vulnerable. The 2♣ opener will not appreciate the loss of bidding space.”

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



Time You Learned Your Lessons!

For the foreseeable future, pending that wonderful day when we can re-open our club, all of our lessons are online. Click [here](#) for more information about our fall workshops and to register.

John Hanemaayer succeeded in recording his **novice** workshop on **Filling out your Convention Card**, and it is available for \$10. To order the recording of this workshop, just send in your payment specifying what it is for (click [here](#) for information on how to pay).

The two currently-scheduled lessons (online perforce) for October are as follows.



When to Lead Trump

Intermediate

Monday, October 25, 9:30 am – noon

Instructor: Malkin Howes

Current Enrollment: 4

Fee: \$20 for members/ \$25 for non-members



Signalling for Killer Defence

Novice

Wednesday, October 27, 9:30 am – noon

Instructor: Stephen Carpenter

Current Enrollment: 2

Fee: \$20 for members/ \$25 for non-members

Let's plant catnip in the garden they said.
It prevents mosquitos they said. what
could go wrong they said.





Digging Up Clues

Contributed by Robert Griffiths

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

E/W passed throughout as North opened 1♣, and South bid 1♥. North merrily jumped to 3♥ and South showed his enthusiasm with a 4NT keycard-asking bid. North's 5♥ bid showed two keycards without the ♥Q. South knew that the side was missing two keycards and a pass would have been sensible, but he pushed on to 6♥.

West was on lead and might have put South out of his misery quickly by leading his ♦A, but he wanted me to have a story to write so he led the ♠3.

This ran to East's king and Declarer's ace. South then led the ♥Q which lost to East's king. East sat at the crossroads, wondering what to try next. Clearly, Declarer had enough winners to make his slam unless the defence could cash an immediate winner. The only hope would be if West had the ♦A or the ♠Q. Which should he play for?

If we could turn back the hands of time to Trick 1, East might have given himself a clue. East should know that South must have the ♠A; his partner would not lead a small spade holding the ace. It would not cost a trick for East to play the ♠J at Trick 1 to learn whether South held just the ace or the ace and queen.

If he had played the ♠J at Trick 1 and South had won the queen, East's only option after winning the ♥K would be a diamond switch which would set the slam.

Here's yet another example of the importance of the play to the first trick. It also illustrates the need to plan ahead. Not too many people would find this play!



Dear David

Eight Ever, Nine Sometimes

Bridge gurus use the old saying “eight ever, nine never” to describe what to do when you have an eight- or nine-card fit with partner. It’s a very good rule to adopt, but there are exceptions to every rule.

With an eight-card fit – for example, AKJ32 opposite 765 - your best chance for five tricks is to finesse the jack. Sometimes, Qx is behind the AK and you lose because you did not play AK. With a nine-card fit – AKJ32 opposite 7654, your best chance for five tricks is to play the AK. Sometimes, Qxx is in front of the AK and you lose because you did not finesse. However, in the long run, the “rule” works. Let’s look at an exception.

W West	W	N	E	S	E East
♠ 93	1♥	P	1♠	3♣	♠ KQ108765
♥ AQ654	P	P	4♠	P	♥ 109
♦ A2	P	P			♦ KQ8
♣ A863					♣ 4

The opening lead from the pre-emptor is the ♣K. The contract seems pretty secure with at most a heart loser and two spade losers. Let’s try to do better. Since pre-emptors usually don’t have side-suit aces, we lead a spade to the king and ace. That’s a bit of a surprise, but now we know that South cannot have the heart king, as that would give him an opener, which he has denied by his bidding.

South leads another club and North discards. So, our sole focus now is finding the ♠J. Following the 8E9N rule means you should lead a spade to the queen, but let’s do some rudimentary math first. We know eight of South’s cards (seven clubs and one spade), so he has five unknown cards. We know only three of North’s cards (one club, one spade, and a diamond discard on the second round of clubs), so he has ten unknown cards. Here comes the math (sorry).

Let’s suppose someone shows you two piles of face-down cards and asks you to guess which pile contains the ♣2. One pile has five unknown cards and the other has ten unknown cards. Obvious answer is the ten-pile with twice as many chances. The same sort of logic applies here. Since there is more “room” to have two specific cards in the North hand, this might be a good time to violate the “nine never” rule.

D 16	N North	W	N	E	S
	♠ J42 ♥ KJ87 ♦ 96543 ♣ 10	1♥	P	1♠	3♣
W West		P	P	4♠	P
♠ 93 ♥ AQ654 ♦ A2 ♣ A863	E East	P	P		
	S South				
	♠ A ♥ 32 ♦ J107 ♣ KQJ9752				
		4♠ E	NS: 0 EW: 0		

When you lead a diamond to the ace and then a spade from the West hand at Trick 5, North plays the ♠4. North has eight unknown cards left opposite South's four unknowns (South is so far known to have seven clubs, one diamond and one spade), making it twice as likely that North has the card you are looking for.

Excerpts from a New Yorker Book Review of Turning Tricks by David Owen

"The game evolved from the British card game whist, which enjoyed tremendous popularity for at least a couple of centuries. Whist, which retains a diehard following today, is a trick-taking game for four people, who play as two partnerships. In its basic form - there are many variants - the entire deck is dealt out face down except for the last card, whose suit is designated trump.

"The player to the left of the dealer begins the play by laying down any card, and the three other players lay down cards in succession, following suit if possible, and otherwise discarding an unpromising card or playing a trump. Each four-card trick is taken by the highest card in the suit led, or else by the highest trump. This sounds easy, but it lends itself to thought-provoking complication. Edgar Allan Poe, the great ratiocinator, viewed a passion for whist as a sign of mental acumen; the opening pages of "The Murders in the Rue Morgue" are almost a stand-alone essay on the game's superiority to chess:

"Whist has long been known for its influence upon what is termed the calculating power; and men of the highest order of intellect have been known to take an apparently unaccountable delight in it, while eschewing chess as frivolous....The best chess player in Christendom may be little more than the best player of chess; but proficiency in whist implies a capacity for success in all those more important undertakings where mind struggles with mind."

Contributed by George Pepall

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

#44

♠ Q J 10 8 3 2
 ♥ —
 ♦ A K Q 9 2
 ♣ 7 4



♠ A
 ♥ K 9 6 5 2
 ♦ 10
 ♣ A K J 10 9 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♣
1 ♥	1 ♠	2 ♥	3 ♣
Pass	3 ♦	Pass	3 N
Pass	4 ♥	Pass	6 ♣
All pass			

Sitting South, I believed my partner must have a good hand and a void in hearts, so I tried 6♣. West led the Q♣ which, from the defenders' perspective, turned out to be their best lead. On the other hand, this lead also provided me with some useful information.

Enough hinting! If you were in my shoes, what would you do?

SOLUTION

The ♣Q is clearly a singleton, so you can plan your play based on this assumption. Take the first trick in your hand and unblock the ♠A immediately. Go to the board with a diamond and discard two small hearts on dummy's king and queen, hoping that no untoward ruffing will occur. Success! Next, try a ruffing finesse in spades by leading the ♠Q from the board.

If the queen is NOT covered by East (most likely), discard a small heart from your hand.

If West turns out to have the king of spades, you are still safe because he has no more trumps to annihilate dummy's last trump. Furthermore, West can't lead a heart at this point (if he leads his ace, you can trump it and now your king is good, while if he leads a low heart you can take it with your king). West's best defence at this point is to exit with a diamond, but this is no problem because if East ruffs, you can over-ruff. One way or another, you can get the lead back in your hand, such that at Trick 8 you can lead a small heart and ruff it with Dummy's last trump. Now cash dummy's good ♠J, discarding your last heart, the ♥K. Now Bob's your uncle - you have nothing but trump left.

If the ♠Q holds the trick, lead the ♠J and repeat the ruffing-finesse. If the ♠J wins, continue with the ♠10, merrily pitching hearts all the while. Whenever East decides to play his ♠K, ruff it and then lead a small heart to dummy's last trump. Now cash dummy's good spade(s), discarding your last heart(s). Bob is still your uncle - you have only trumps left.

If East covers the ♠Q with his ♠K, ruff it in your hand and at Trick 7 lead a small heart, and ruff it with dummy's last trump. At Trick 8, cash the ♠J and discard a heart from your hand. Now you have only trumps plus the ♥K. Draw the outstanding trumps and concede a heart trick, making 6♣.

Here is the full deal.

♠ K 9 7	♠ Q J 10 8 3 2	♠ 6 5 4			
♥ A 10 8 7 3	♥ —	♥ Q J 4			
♦ 7 6 5 3	♦ A K Q 9 2	♦ J 8 4			
♣ Q	♣ 7 4	♣ 8 6 5 2			
<table style="border: 1px solid black; background-color: #008000; color: white; width: 80px; height: 60px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>			N	W E	S
N					
W E					
S					
♠ A					
♥ K 9 6 5 2					
♦ 10					
♣ A K J 10 9 3					

As you can see, you wouldn't make your contract if you trumped a second heart early on - because when West gets in with the ♠K he can cash his ♥A.



I hate computer-dealt hands!

The Great Bridge Boycott

Click [here](#) for a fascinating article about how 30 international teams refused to compete last summer when faced with the prospect of playing against an Italian player who had been expelled from the ACBL for cheating.

Tenth Annual Ray Millie Memorial Tournament

The Guelph Bridge Club is holding its 10th annual Ray Millie Memorial Tournament on Saturday, October 16. There will be three flights. The fee is \$7 BBO per session. Two-session players can win \$10 LCBO or Tim Horton's cards. Click [here](#) for more information.

ACBL Appreciation Events

From Monday, October 11 until Sunday, October 17 it will be the ACBL's club appreciation week whereby the games will award double black points at no extra cost.

From Monday, October 18 until Friday, October 22 it will be the ACBL's member appreciation week. During this week, you can go to [the event page](#) every day and earn entries by completing the tasks set for you (bridge trivia, social media, etc.)

CBF Canada-Wide Club Appreciation Game

This game is for Canadian Bridge Federation members only. Double black master points. Friday, October 15. Click [here](#) for details.

Coming Virtual Events

- Friday, October 15, 12:30 pm, **99er game (20-22 boards) \$5**
- Friday, October 15, 1:00 pm, **499er game (24 boards) \$5**
- Friday, October 15, [CBF Club Appreciation Game \(24 boards\) \\$6](#)
- Friday, October 15, 7:00 pm, **open game (24 boards) \$5**
- Saturday, October 16, [10th Annual Ray Millie Memorial Tournament](#)
- Saturday, October 16, 1:00 pm, **199er game (20-22 boards) \$5**
- Sunday, October 17, 10:00 am, **499er game (18 boards) \$5**
- Monday, October 18 – Friday, October 22, [ACBL Member Appreciation Week](#)
- Monday, October 18, 12:30 pm, **49er game (18 boards @ 8 minutes) \$5**
- Monday, October 18, 1:00 pm, **open game (24 boards) \$5**
- Monday, October 18, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, October 19, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, October 19, 1:00 pm, **open game (24 boards) \$5**
- Wednesday, October 20, 1:00 pm, **499er game (24 boards) \$5**
- Wednesday, October 20, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, October 20, 7:00 pm, **open game (24 boards) \$5**
- Thursday, October 21, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, October 21, 1:00 pm, **open game (24 boards) \$5**
- Thursday, October 21, 6:30 pm, **19er game \$5**
- Thursday, October 21, 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 have lots of appreciation at our **club**.