



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – October 25, 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	35.88	1	Roy Dandyk	16.38	1	Reinhold Kauk	7.96
2	Cindy Mahn	27.30	2	Brian Kirkconnell	15.04	2	Anita Hanson	7.84
3	Margot Stockie	24.82	3	Salvatore Pace	14.74	3	Joe Blake	7.81
4	Colin Harrington	20.99	4	Ron Lawrence	13.72	4	Elinor Girouard	7.22
5	Moira Hollingsworth	18.39	5	Suzanne Edwards	11.97	5	Aggie Udvari	7.02
6	Neil Jeffrey	16.32	6	Barbara Arthur	10.92	6	Barb Neibert	6.83
7	Sandy Graham	16.06	7	David Embury	10.23	7	Steven Allen	6.63
8	Ted Boyd	15.80	8	Stephen Nantes	9.51	8	Elisabeth Graham	6.30
9	Bruce Roberts	15.48	9	Kathy Russell	8.81	9	Belinda Burt	6.11
10	Neil Coburn	15.04	10	Barbara Lindsay	8.39	10	Donald Rieger	5.98
11	Robert Griffiths	15.03	11	Sue Peterson	8.02	11	Marg Sanderson	5.73
12	Mike Peng	14.76	12	Gale Small	7.48	12	Nancy Cattanach	5.64
13	Liz McDowell	13.86	13	Shelley Metcalfe	7.31	13	Susan Durance	4.64
14	Stephen Young	12.72	14	Nanci Phelan	7.10	14	Joani Horvath	4.43
15	Edith Ferber	11.93	15	Sue Voll	6.80	15	Audrey Cook	4.38
16	Tom Ramsay	10.68	16	Renate Boucher	6.39	16	Virginia Alviano	4.25
17	Dianne Aves	10.40	17	Jim Veitch	6.32	17	Martin Jones	4.05
18	Sharon King	9.84	18	Paul Latimer	6.36	18	Charlene Schell	4.03
19	John Moser	9.05	19	George Pepall	6.19	19	Ginny Scott	3.85
20	John Vandergrift	8.12	20	Judy Beauchamp	6.16	20	Brian Gaber	3.76
21	Peggy Pearson	8.05	21	Cheryl Kip	6.02	20	Rick Arthur	3.76
22	Scott Hills	7.86	22	Joan Slover	5.99	22	Elaine Doyle	3.73
23	Wayne Schroeder	7.28	23	Marlene Dopko	5.87	23	Molly Worden	3.58
24	Dave Quarrie	7.18	24	Adriaan Kempe	5.79	24	Sue McDonald	3.34
25	Malkin Howes	7.15	25	Betty Wendling	5.72	25	Marilyn Rootham	3.30
						25	Lynn Campbell	3.30

Reopening Survey Results and Reopening Decisions

Contributed by Grant Roberts

Many of you participated in our recent re-opening survey. The survey was sent to current members, recently-lapsed members, and active virtual club players. Our members were well represented by 196 of the 227 who completed the survey. All levels of players were represented, from bridge lab to open.

We included four questions on requirements for masks and/or face shields for face-to-face play. The results show:

- 58% would play if there is a mask requirement;
- 37% would play with no mask requirement;
- 20% would play with a face shield requirement; and
- 10% would play with a face shield and mask requirement

Relying on this information, the Board of Directors has decided to plan on opening with masks required, in order to get the best table counts and satisfy the most players. Also, the timing of our opening would not be affected by the current mask requirement from Waterloo Public Health.

In response to our “Will you come out and play” question, 59% said “Can’t wait”. This might make you think that we could expect 59% of our online attendance when we switch from online to a face-to-face game. However, if we drill down a little, we find that some of these will come out only if we require a mask and some will come out only if we don’t require a mask:

- 59% said “Can’t wait”;
- 46% said “Can’t wait” and “will come out if a mask is required”; and
- 33% said “Can’t wait” and “will come out if a mask is **not** required”

Consequently, if we open with a mask requirement, we can expect about 46% attendance face-to-face compared to the online game. As time passes, we can hope that some of the “un-sure” responses would turn into “Yes”, but initially we can expect quite low attendance.

When we asked where people would like to play, they showed a strong preference for online play. Sixteen percent preferred to play only at the club or primarily at the club. Forty-nine percent preferred only online or primarily online. If we add the “bit of both” responses to the online side, we find that 84% of respondents seem reasonably comfortable playing only online.

At the end of the survey people were asked for additional comments and many responded. Only one response indicated that we should be opening right away. Almost all other responses were about safety, caution, and concern. It appears that opening is not urgent for a large majority.

Considering the survey and many other factors, our board of directors decided to delay face-to-face play until early in 2022.

We wish to thank all those who participated in this survey. In this time of shifting facts and changing advice, your key input has been very informative for the board's discussion regarding our reopening plan.

Selected Excerpts from

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

"Bridge began to separate itself from whist in the late nineteenth century. The origin of the name is disputed; it may have been adapted from that of the Russian card game *biritch*, which was also known as Russian whist. Bridge differs from basic whist primarily in that each hand begins with an auction to determine the number of tricks that the highest bidder in the auction must take and which suit, if any, will be trump; also, one of the four hands, called the dummy, is turned face up after the first card has been played. The modern version, contract bridge, was created in 1925 by the railroad heir and master yachtsman Harold Stirling Vanderbilt, who had been annoyed by what he felt were deficiencies in the previous version, auction bridge.

"Vanderbilt was a passenger on a ship that was travelling from Los Angeles to Havana by way of the Panama Canal, and on the evening of October 31, while playing with three friends, he introduced several improvements that he'd been mulling over, including a method of scoring that required players to more accurately assess during the bidding the number of tricks they would take, a prediction known as a contract. Vanderbilt shared his ideas with a few other friends in Newport and New York, and his game spread across the country and around the world at almost unbelievable speed.

"Half a year after Vanderbilt's voyage', McPherson writes, 'a notice appeared in the *Los Angeles Times* announcing that a Chicago woman was suing her husband for divorce on the inexcusable grounds that he had trumped her ace. Four years later, in Kansas City, another aggrieved bridge-playing wife, Myrtle Bennett, shot her husband to death shortly after he failed in his attempt to make a contract of four spades. At her trial Myrtle was represented by James A. Reed, a former Kansas City mayor and United States senator. Remarkably, she was acquitted, and is said to have collected on her husband's \$30,000 life insurance policy. After reconstructing the final deal, the bridge expert Ely Cuthbertson concluded that Mr. Bennett could have made the fateful four spade contract after all.'"

Contributed by George Pepall



"OH FOR HEAVEN'S SAKE, CHARLIE, JUST
LET THEM *HAVE* THE BID!"

Did You Know?

You don't need to be a member of this club to receive our newsletter – or even play at our club. In fact, we already have subscribers from all over the States! So, if you know someone who might be interested in reading the Alert, just hit reply and provide the person's particulars. Our plan for world domination is progressing well.

Time You Learned Your Lessons!

Because few people are signing up for our online workshops (see registration numbers embedded in the workshops described below), we will probably offer only the two remaining online workshops prior to club re-opening, whenever that is.

Click [here](#) for more information about these two 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).



When to Lead Trump

Opening leads are very important and often make the difference between success and failure. Most of the time it's wrong to make a trump lead, but sometimes it's essential. It's kind of like the little girl with the curl in the middle of her forehead: when it's good, it is very very good, but when it's bad it is horrid. This workshop will identify six bidding circumstances that scream for an opening trump lead and give examples. The majority of the lesson time will be devoted to playing 19 hands where a trump lead is called for ... or not.

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: 4

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

Signalling is a critical part of good defence. It is the best (legal) way for you to communicate with your partner. The workshop will cover attitude, count, and suit preference signals. Examples will be given on when to make positive or negative attitude signals and how count signals can be used to defeat contracts. Finally, three examples of suit preference signals – getting your partner to lead a specific suit - will be described. There will be lots of participation, with the attendees discussing which card they would play.

Quickie

“When your right hand opponent opens the bidding and you have a good hand, it is not necessary to bid. You can have an eighteen-point hand that is not suitable to bid with. Pass and hope for a second chance. Having points is not always the right reason for bidding.”

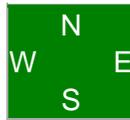
Excerpted from Insights on Bridge, Book 2, by Mike Lawrence



Playing Against the Field

Contributed by Robert Griffiths

Board 6	♠ K Q 7 3
East Deals	♥ 5 4
E-W Vul	♦ 10 5 4 3
	♣ A 10 4
♠ J 10 6 4	♠ 9 8 5 2
♥ 9 7 6 2	♥ J
♦ 7 6	♦ Q J 2
♣ 7 6 5	♣ K Q J 8 2
	♠ A
	♥ A K Q 10 8 3
	♦ A K 9 8
	♣ 9 3



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

I was South, with my usual moderate hand. After East passed, I opened 2♣ and my partner bid 2♦, which promised values and was forcing to game. I bid 2♥ and partner responded 2♠. I was unsure of where to go next: 3♥ would show the length and strength of my hearts but if 3NT were the best spot for our side a 3♦ bid would likely be needed to get us there. I tried 3♦ and sure enough, partner bid 3NT which was passed out.

East led the ♣K and North considered. With any lead except a club, there would be 12 easy tricks: six hearts, three spades, two diamonds, and one club. But the club lead would use up the only entry to his hand while the ♠A in dummy (my hand) blocked that suit. If he took Trick 1 with his ♣A, he would win only 10 tricks. If this were a team game, this would just be an inconvenience - 10 tricks made and the contract secure.

But this was a matchpoint pairs game and so North had to consider what would happen at the other tables. A more common contract would probably be 4♥, which will have the same spade blockage problem if a club is led. But in a heart contract, with a normal diamond division only a club and a diamond would be lost.

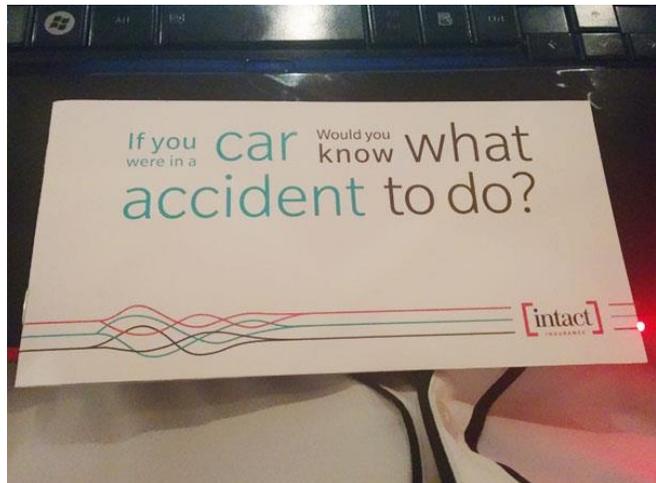
North could see that to avoid falling behind all of the heart bidders, he needed to take 11 tricks in no trump.

Accordingly, he ducked the ♣K at Trick 1 and the continuation of the ♣Q at Trick 2. West had given his partner count signals in clubs, so East knew that both his partner and North had one club each. East then led a third club to knock out North's ace.

That was all North needed to make his 11th trick. On the third club, North threw dummy's ♠A and so was able to cash his king and queen of spades, throwing dummy's two diamond losers on the good spades. The dummy was now high and 11 tricks were made, losing just two club tricks.

Note that East can foil Declarer's plan by shifting to any other suit at Trick 3. If he were to do that, North would never get to his hand and the defence will win a third trick. Making 11 tricks in no trumps gave us a score well above average, while 10 tricks would have been well below. 🦉 **You always need to bear in mind what contract the other tables likely are in.**

Funny Design Fails





Dear David

Planning the Play

Whenever you have a list of “chores” that require your attention, you make a plan as to the order in which you are going to attack them and the methods that you will use to accomplish your goals. Tackling a play problem at the bridge table requires you to use a similar methodology.

W West	W N E S	E East
♠K42	Pass Pass 2♦	♠1098
♥KJ103	2NT Pass 3♦ Pass	♥A7654
♦AQ3	4♥ Pass Pass Pass	♦96
♣AJ3		♣1097

2♦ was a weak 2 bid. The 2NT overcall was 15-18 HCP. 3♦ was a transfer to hearts and 4♥ showed three-plus hearts and a maximum point count. The ♦7 lead went to the king and ace. The king of hearts dropped the pre-emptor’s singleton queen. One problem down and many more to come. You need to hold the black-suit losers to three and dummy is short of entries, so you draw two more rounds of trump ending in dummy, leaving this.

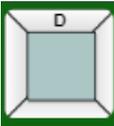
W West	♥9	E East
♠K42	♥10	♠1098
♥3	♥A	♥76
♦Q3	♦4	♦9
♣AJ3		♣1097

You need South to hold a club honour in order to hold your club losers to one, and you also need him to hold at least one spade honour in order to hold your spade losers to two. South has the ♦KJ and the ♥Q. If you mentally assign him the ♣Q (needed), then his weak 2♦ opener does not allow him to hold the spade ace. Since you need to lead spades twice, you should use your precious entries to play them first. ♠10 5 2 J, ♦5 9 J Q, trump a diamond, ♠9 Q (yay) K A. North’s only safe return is a spade and you win the eight in dummy.

W West	♠6	E East
♠	♠4	♠7
♥3	♠8	♥
♦	♣4	♦
♣AJ3		♣1097

Finally, it is time for clubs. If South plays a club honour on the 10, you win it and drive out the other club honour. If he does not cover, North can win it but then must lead a club back to the AJ or lead a spade allowing you to trump in one hand and throw a club loser from the other.

Here is the entire hand.

		N North ♠AJ763 ♥982 ♦75 ♣K52																		
W West ♠K42 ♥KJ103 ♦AQ3 ♣AJ3	<table border="1"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td></td> <td>Pass</td> <td>Pass</td> <td>2♦</td> </tr> <tr> <td>2NT</td> <td>Pass</td> <td>3♦</td> <td>Pass</td> </tr> <tr> <td>4♥</td> <td>Pass</td> <td>Pass</td> <td>Pass</td> </tr> </tbody> </table>	W	N	E	S		Pass	Pass	2♦	2NT	Pass	3♦	Pass	4♥	Pass	Pass	Pass	E East ♠1098 ♥A7654 ♦96 ♣1097		
W	N	E	S																	
	Pass	Pass	2♦																	
2NT	Pass	3♦	Pass																	
4♥	Pass	Pass	Pass																	
		S South ♠Q5 ♥Q ♦KJ10842 ♣Q864	<table border="1"> <tr> <td></td> <td>4♥</td> <td></td> </tr> <tr> <td></td> <td>West</td> <td></td> </tr> <tr> <td>0</td> <td></td> <td>0</td> </tr> </table>				4♥			West		0		0						
	4♥																			
	West																			
0		0																		

The plan involved you recognizing that you need at least three entries in dummy to deal with the black suits. Ideally, trumps would have been 2-2 and you could enter dummy twice in the trump suit and once with a diamond ruff. The singleton queen made it harder, but still doable. Even if North had both the king and queen of clubs, he would have been endplayed when he won the club trick. Your plan also recognized that you may have lots of work to do in spades, so you “assumed” that South had a spade honour and played accordingly.

You will frequently play hands in which your choices of play are dependant on what has happened on previous tricks. Many hands require you to make plans for the ENTIRE hand. What do I need to do? What do I need the opponents to have? In what order do I play the hand? The farther you can look into the future, the better your results will be.

Government: hey guess what?
 You're essential!
Me, a pizza delivery driver:



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

#45

♠ A Q
 ♥ K 8 6 5 2
 ♦ 7 2
 ♣ J 10 9 7



♠ 10 5
 ♥ Q 10 3
 ♦ 8 5 4
 ♣ A Q 8 5 4

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

1. 15-17 HCP

Sitting South, I led the ♠10 against East's 4♥ contract. Declarer rose with dummy's ace and my partner encouraged. Declarer then cashed his ♦AKQ, discarding dummy's ♠Q on the third diamond, while my partner gave me an odd count and then played the ♦10 on the third diamond. At Trick 5, Declarer ruffed a small spade in dummy and then at Trick 6 led the ♣7 from the dummy, my partner playing low and Declarer playing the ♣K. I took this trick with my ace. Here is what I could see at this juncture.

♠ —
 ♥ K 8 6 5
 ♦ —
 ♣ J 10 9



♠ —
 ♥ Q 10 3
 ♦ —
 ♣ Q 8 5 4

If you were me, what would you do now?

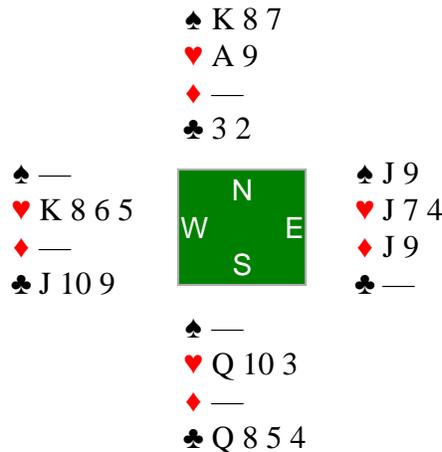
SOLUTION

A club lead is tempting. You can easily imagine taking the club queen and then giving your partner a ruff. A million-dollar idea if Declarer has three clubs! But what if it's Declarer who is short in clubs? For example, Declarer could hold ♣Kx or even the singleton ♣K. If this is the case, a club lead might hand Declarer some undeserved club tricks - meaning that a club lead is attractive, but too risky.

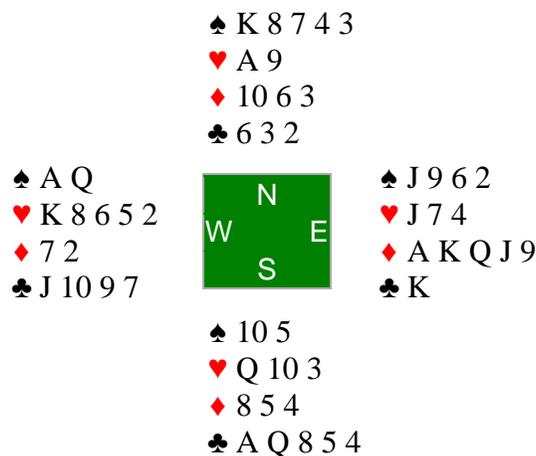
What about the heart suit.? As a general rule, leading away from the Qxx is to be avoided, as it usually will cost you a trick. But is it true in this case? My **Rule of 15 for Three No Trump** (remember it?) will tell you what to do. Although this contract is not a no trump contract, the rule of 15 still can be applied because Declarer opened one no trump and dummy has 10 HCP. Applying the rule, you have 8 HCP, $15 - 8 = 7$, meaning your partner holds 5 to 7 HCP. Where are these points?

- 1) You already know that your partner has no points in clubs.
- 2) His points also are unlikely to be in diamonds, because he showed you an odd number and after three rounds of this suit rates to be out of diamonds.
- 3) He probably has the ♠K as he encouraged your spade lead at Trick 1 But that's only three of his points.

Ergo, your partner must have some points in hearts, most likely the ♥A. But even if he has only the ♥J (along with the ♠J to reach 5 HCP), you are still safe leading away from your queen. Let's assume your partner holds the ♥A and you lead the ♥3. He will take his ♥A. Now your ♥QT combination guarantees you a second heart trick. And if your partner has the ♥J instead, at least you haven't given anything away.



As you can see, if you lead the ♣Q, Declarer can ruff it thereby setting up two clubs on the board which he can cash once trump is drawn, whereas exiting with ♥3 doesn't cost you anything. Here is the full hand.



Softly softly catchee monkey.

North American Pairs District 2 Finals

On Sunday, November 14, qualifying players are invited to compete in the District 2 North American Pairs online finals. 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.

Unit 249 Virtual Tournament

On the last weekend of October, the Kincardine Duplicate Bridge Club is hosting a Unit 249-wide tournament. The club will donate 15% of the net proceeds of the first-place winners to the charity of their choice. The strats are 0-299, 0-999, and open. Click [here](#) for more information.

Coming Virtual Events

- Friday, October 22, 12:30 pm, **99er game (20-22 boards) \$5**
- Friday, October 22, 1:00 pm, **499er game (24 boards) \$5**
- Friday, October 22, 7:00 pm, **open game (24 boards) \$5**
- Saturday, October 23, 1:00 pm, **199er game (20-22 boards) \$5**
- Sunday, October 24, 10:00 am, **499er game (18 boards) \$5**
- Monday, October 25, 12:30 pm, **49er game (18 boards @ 8 minutes) \$5**
- Monday, October 25, 1:00 pm, **open game (24 boards) \$5**
- Monday, October 25, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, October 26, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, October 26, 1:00 pm, **open game (24 boards) \$5**
- Wednesday, October 27, 1:00 pm, **499er game (24 boards) \$5**
- Wednesday, October 27, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, October 27, 7:00 pm, **open game (24 boards) \$5**
- Thursday, October 28, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, October 28, 1:00 pm, **open game (24 boards) \$5**
- Thursday, October 28, 6:30 pm, **19er game \$5**
- Thursday, October 28, 7:00 pm, **999er game (24 boards) \$5**
- Saturday, October 30 and Sunday, October 31, **Unit 249 Virtual Tournament**
- Sunday, November 14, **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 welcome new subscribers at our **club**.