



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

[Website](#)

## ALERT – October 24, 2022

### 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 September.*

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	39.32	1	Brian Kirkconnell	10.80	1	Nancy Cattanach	4.93
2	Cindy Mahn	27.73	2	Suzanne Edwards	10.53	2	Christopher Beck	3.53
3	Margot Stockie	21.19	3	John Kip	9.82	3	Belinda Burt	3.50
4	Stephen Young	18.58	4	Stephen Nantes	9.71	4	Debbie Miethig	3.17
5	Edith Ferber	18.40	5	Roy Dandyk	8.28	5	Louise Dawdy	3.01
6	Mike Peng	16.90	6	Joe Blake	7.92	6	Brian Gaber	2.85
7	David Longstaff	14.59	7	Bev Hitchman	7.69	7	Audrey Cook	2.75
8	Liz McDowell	14.11	8	Cheryl Kip	7.40	8	Denise Ontonovich	2.71
9	Neil Jeffrey	11.48	9	Steven Allen	7.13	9	Valirie Binkle	2.66
10	Kathy Russell	10.11	10	David Dennis	6.87	10	Rick Arthur	2.58
11	Robert Griffiths	9.87	11	Shelley Metcalfe	6.28	11	Elaine Doyle	2.53
12	Colin Harrington	9.33	12	Elinor Girouard	5.86	12	Ellen Libertini	2.49
13	Steve Carpenter	8.68	13	Joan Slover	5.84	12	Susan Murray	2.49
14	Adrian Record	7.98	14	Andy Wilson	5.82	14	M J Hartleib	2.33
15	Bonnie Kains	7.97	15	Lynda Burnett	5.81	15	Jane Wilson	2.17
16	Neil Coburn	7.87	16	Sue Peterson	5.64	16	Molly Worden	1.90
17	Malkin Howes	7.82	17	Cheryl White	5.62	17	J J Girard	1.60
18	Dianne Aves	7.99	18	Lissa Lowes	5.45	18	Pat Gascho	1.54
19	Ted Boyd	7.30	19	Nanci Phelan	5.34	18	Donna McKay	1.54
20	Moira Hollingsworth	6.53	20	Jim Dalgliesh	4.92	20	Joan Hartviksen	1.46
21	Sandy Graham	6.52	21	Anita Hanson	4.80	21	Sandy Willoughby	1.40
22	Dave Quarrie	6.28	22	Nancy Millward	4.72	22	Charlene Schell	1.34
23	Sharon King	5.71	23	ML Benjamins	4.70	23	David Ward	1.33
24	Ted Kennedy	5.44	24	Barb Neibert	4.55	23	Joan Stroud	1.24
25	Mary McClelland	5.44	25	Renate Boucher	4.48	25	Carol Gerber	1.23

## ALL GAMES ARE ONLINE UNLESS DESIGNATED **F2F**.

### Coming Events

- Friday, October 28, 1:00 pm, **499er game (24 boards) (\$10 members/ \$12 non-members) **F2F** ROYAL STAC GAME**
- Friday, October 28, 7:00 pm, **Open game (24 boards) (\$10 members/\$12 non-members) **F2F** ROYAL STAC GAME**
- Saturday, October 29, 10:00 am, **Playing in Our F2F Games Workshop FREE **F2F****
- Saturday, October 29, 1:00 pm, **199er game (20-22 boards) BBO\$5**
- Sunday, October 30, 10:00 am, **499er game (18 boards) BBO\$5**
- Monday, October 31, 9:00 am, **Bridge Lab (\$8 members/ \$10 non-members) **F2F****
- Monday, **October 31, 10:00 am, Intermediate Bridge Lab (\$8 members/ \$10 non-members **F2F** Wear Orange and Black**
- Monday, October 31, 12:30 pm, **99er game (20-22 boards) BBO\$5**
- Monday, October 31, 1:00 pm, **open game (24 boards) BBO\$5**
- Monday, October 31, 7:00 pm, **499er game (24 boards) BBO\$5**
- Tuesday, November 1, 12:30 pm, **199er game (20-22 boards) BBO\$5**
- Tuesday, November 1, 1:00 pm, **Open game (24-28 boards) (\$8 members/ \$10 non-members) **F2F****
- Wednesday, November 2, 1:00 pm, **499er game (24 boards) BBO\$5**
- Wednesday, November 2, 6:45 pm, **199er game (20-22 boards) BBO\$5**
- Wednesday, November 2, 7:00 pm, **Open game (24 boards) BBO\$5**
- Thursday, November 3, 9:30 am, **99er game (20-22 boards) BBO\$5**
- Thursday, November 3, 1:00 pm, **open game (24 boards) BBO\$5**
- Thursday, November 3, 6:30 pm, **Beginners 1 Course **F2F****
- Thursday, November 3, 6:30 pm, **49er game (18 boards) BBO\$5**
- Thursday, November 3, 7:00 pm, **999er game (24 boards) BBO\$5**
- Saturday, November 5, **North American Pairs Finals**



- The November 11 Friday night F2F game has been cancelled.

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### Royal STaC Games

Our club will be offering STaC games this afternoon (499er game), and tonight (open game). The masterpoints are 25% each of gold, red, silver, and black points. There is a \$2 surcharge.

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### Thursday Night 49er Game

This game is on probation. Last night, only one pair showed up. It's not looking good.....

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### Orange and Black Day at GRBC

The October 31 Intermediate bridge labbers are encouraged to wear orange and black. A photographer will be in attendance.

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## ONLINE [North American Pairs](#)

### EXTRA EXTRA EXTRA READ ALL ABOUT IT!

Due to low registration numbers throughout District 2, it has been decided to change the North American Pairs finals on November 5 from a F2F event to a BBO **ONLINE event. It will be found in ACBL World and titled District 2 NAP Final.**

It is still necessary to register for these NAP finals, but the registration deadline has been extended to Wednesday, November 2 and the entry fee has dropped to BBO\$20.

Game time remains 10:30 am and 3:00 pm.

There are three flights:

Flight A Open, Flight B: 0-2500 MP, and Flight C: NLM, <500 MP.

In order to participate, you need to have already qualified (click [here](#) to check if you're on the list – scroll down to Unit 249). If you would like to find a partner, contact our Membership Lead, [Joan Slover](#), 519-218-0057.

**Please don't come to our club to play as these finals will be ONLINE on BBO.**

Here are two good reasons to participate in our North American Pairs finals.

- Your points will be gold and red.
- The three or four top pairs in each flight will earn the right to represent our district at the Spring NABC in New Orleans, along with cash awards.

To pre-register, contact [Jim Dalgliesh](#) if you haven't already. Please include your BBO name since the finals are **online and will be played on BBO.**



### Congratulations.....

*to the following local players who were in the money in last weekend's London Tournament.*

- **Dianne Aves and Bruce Roberts**, 1<sup>st</sup> in AX Saturday Pairs
- **Richard Prendiville and Glenn Mockford**, 1<sup>st</sup> in Novice Saturday Pairs
- **Stephen Carpenter, Fred Young, Sandy Graham, and Mary McClelland**, 1<sup>st</sup> in Sunday Flight B Swiss Teams

# Letter to the Editor

Further to Stephen Carpenter's article last week re the YouTube Wednesday Morning Tournament video series, there are free lessons offered on BBO at 10:00 am every day for one hour. A+ lessons in my book. Intermediate to advanced in nature. Most of the bidding is 2/1. There is a variety of topics: bidding, leads, defense, and declarer play. These lessons make you think, and you are invited to respond to questions in the CHAT.

In order to access these lessons, you need to add CONRADSR as your BBO friend. In case you don't know how to do this, once you are logged in to BBO click on the PEOPLE tab down the right-hand side and type CONRADSR onto the ADD FRIEND line at the bottom. Then click on ADD. Once his profile box comes up, click on JOIN and you will be whisked away to his table where you will be able to see the bidding and play and the chatting but not hear the commentary. In order to hear the commentary, wait until a link appears in the chat – which it does from time to time – and click on it. After about 30 seconds, you will start getting the audio as well.

Mark Obermeyer

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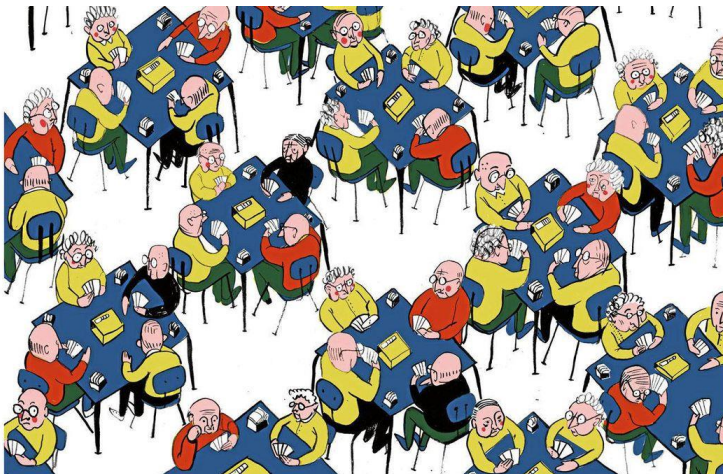
## Sue Moses, Volunteer Co-ordinator

*Contributed by Jim Dalgliesh*

Sue Moses started attending Management Team meetings in December, 2020 as the Volunteer Co-Ordinator. The job is to find volunteers for positions needed at the club, identified primarily by the Management Team but also by the Board. A huge task involving many members of the club during Covid was arranging mentors for online play for players at different levels. This included finding coaches, training coaches in running conference calls, and setting up practice tables. Sue was also available to assist coaches when problems arose. Sue has decided to step back from this role and move into other volunteer activities at the bridge club. Sue is now co-ordinating the Monday morning bridge labs and teaching the current Beginners' course. Sue and her regular partner Brenda are invariably upbeat at the bridge table and a pleasure to play against.

If you might be interested in taking over as volunteer co-ordinator, please contact [Jim Dalgliesh](mailto:Jim.Dalgliesh@bbo.com), 519-742-9484.

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**Duplicate Bridge**



# 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!

If you have a question, please write to me at [suzan2420@yahoo.ca](mailto:suzan2420@yahoo.ca). You don’t need to send me the actual deal – just tell me the game date and board number and I can take care of the rest.

**JUST A REMINDER TO OUR NEWER PLAYERS:  
THE ANSWER LADY WILL BE GOING “ON VACATION” SOON –  
UNLESS SHE RECEIVES MORE MATERIAL FOR HER COLUMN.  
SO SEND IN THOSE QUESTIONS PRONTO!**

My question comes from Board 18 (shown below) from a recent GRBC 499 game. I was sitting in the North seat and my partner opened 1♠ in South after a pass by East. I had only seven HCP, but I revalued my hand knowing we had a fit in spades, giving myself two points for the singleton diamond and two points for the extra spades. So I invited my partner to game with a bid of 3♠. She responded 4NT to which I replied 5♣. We use 1430 Roman Keycard Blackwood, so my bid of 5♣ indicated one or four key cards, in this case the ♣A. We ended up in 5♠, going down one, with most of the other tables bidding and making 4♠. Was I wrong to invite and bid 3♠? Thank you, Answer Lady!

<div style="border: 1px solid black; padding: 5px; display: inline-block;">18</div> D	<b>N North</b> ♠ J7432 ♥ Q754 ♦ 5 ♣ A42	<table border="1" style="width: 100%; text-align: center;"> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> <tr> <td></td> <td></td> <td>P</td> <td>1♠</td> </tr> <tr> <td>2♦</td> <td>3♠</td> <td>P</td> <td>4NT</td> </tr> <tr> <td>P</td> <td>5♣</td> <td>P</td> <td>5♠</td> </tr> <tr> <td>P</td> <td>P</td> <td>P</td> <td></td> </tr> </table>	W	N	E	S			P	1♠	2♦	3♠	P	4NT	P	5♣	P	5♠	P	P	P	
	W	N	E	S																		
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2♦	3♠	P	4NT																			
P	5♣	P	5♠																			
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<b>W West</b> ♠ 86 ♥ A9 ♦ QJ9873 ♣ Q105	<b>E East</b> ♠ 5 ♥ K10832 ♦ K64 ♣ KJ83																					
	<b>S South</b> ♠ AKQ109 ♥ J6 ♦ A102 ♣ 976	5♠ S    NS: 0 EW: 0																				

## Answer

Thank you, fellow GRBC member, for sharing this hand and posing questions related to the bidding. I think a number of issues arose around the bidding of this hand.

Your partner in South opened the bidding with 1♠, promising five spades and opening points. West overcalled by bidding 2♦, and then you in North decided to use a bid of 3♠, a limit raise in spades, showing 10-12 points and at least four spades, depending upon partner agreement. Your hand has five spades and seven HCP points: the ♠J, the ♥Q, and the ♣A.

I like that you took the time to evaluate your hand after your partner opened. That is exactly what any good partner as Responder should do after their partner opens. You know you have a fit in spades and that that is where the contract will be played. While you can give some credit to that singleton diamond, especially as West bid diamonds, I suggest that you not give extra credit for the length in spades. Yes, you have support for South's suit, five of them to be exact, a very nice complement to your partner's five spades. Your partner will be pleasantly surprised when you lay the hand down. But where are your tricks going to come from? Your hand, North, can contribute two diamond ruffs and the ♣A – but not much else. Your hand would hold more promise if you had values outside that spade suit, say ♥AK or ♣AKQ, essentially a secondary suit that would generate tricks. Unfortunately, you have only four hearts and that headed only by the ♥Q. So, in re-evaluating the hand I would suggest you have at the very most nine points, those seven HCPs and two points for the singleton diamond, just shy of the 10-12 points needed for that limit raise.

What to do? My suggestion would be to jump immediately to 4♠ after South opens the bidding with 1♠. That is 1♠-2♦-4♠. That bidding sequence shows at least five spades and minimal values. That's your hand! That line of bidding has two advantages.

- It interferes with your opponents' ability to bid on and potentially find a fit in diamonds.
- It clearly describes your hand and discourages further bidding by South. Now your partner won't get excited and think slam is a possibility.

That said, even if the bidding went 1♠-3♠, I don't think your partner should investigate slam. Sure, South has a nice spade suit, but she has only 14 HCPs. Thinking again about where the source of tricks might come from, in South's hand there is no extra length in spades, no shortness in other suits to allow ruffing, and no secondary suit that might be a source of tricks. South should have been content to bid 4♠ after North made the 3♠ bid.

So, the bidding would then go: P-1♠-2♦-4♠-P, a bidding sequence effectively used by several other pairs, making 4♠. Some pairs didn't even have to contend with West's diamond bid.

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## The Bean Counter

*Contributed by Steve Allen, Treasurer*

Last week you heard about BBO's profitability, or lack thereof, for GRBC. How much money do we make when you play a face-to-face (F2F) game? Spoiler alert: better than BBO! Here's the calculation, all figures are in Canuck dollars.

\$8.00	We receive revenue right away via your debit, cheque, or cash payment. That money is ours. All ours. Mwaaa ha ha. Well, maybe not all....
Less \$0.32	<b>ACBL</b> charges us for a F2F game identically to a BBO game: \$1.27 per table, not per player. So, divide that by 4 to get 32 cents per player. Aside: please don't feel sorry for ACBL. Remember that membership fee that you give them every year voluntarily?!?! Multiply that by tons of ACBL members.
Less \$1.04	<b>HST</b> ... the usual 13% ... yah, you know you hate it
Less \$2.92	Our directors get paid \$70 for the services they provide at the club. This is where the cost per player varies with the size of the event. We averaged six tables at every F2F game in July-August-September. That works out to \$70 divided by 24 players.
= \$3.72	That's almost a 50% profit for F2F ... and almost twice as much profit compared to BBO.

Conclusion: For our club to make money, we need more tables/players at face-to-face events. Please join in!

They are just Cartoons but they teach us a lot.



Congratulations to the following local players who earned extra masterpoints in Tuesday's STaC game.

- **Ronna Hoy and Margaret Sorensen**, 2<sup>nd</sup> in A

Click [here](#) for the full report.

# TIME YOU LEARNED YOUR LESSONS!

- Our free **Playing in our F2F Games** workshop on Saturday, October 29 (tomorrow) currently has eight registrants. It will go ahead, but there is clearly room for more.
- The November 2, 16, 23, 30, & December 7 **Play of the Hand (Suits)** course currently has only two registrants (eight are needed).
- The November 7, 14, & 21 **Intermediate Bidding, Part 1** course has three registrants (four are needed).

Click [here](#) for more information on our lessons.

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## Beginner 2 Lessons

Beginners 1 provided a hands-on introduction to the game of duplicate bridge, including basic scoring, basic bidding, and basic play of the hand. The third and fourth lessons focused on no trump bidding, while the fifth lesson concentrated on weak two bids.

Beginners 2 is a continuation of Beginners 1. All concepts will be reviewed and reinforced. Bidding will be emphasized, including take-out doubles and responses and ace-asking conventions. The principles of declaring no trump and suit contracts will also be covered.

Instructor: Sue Moses

Dates: Thursday evenings, 6:30 pm – 9:30 pm, November 17, 24, December 1, 8, & 15

Mode: In person in our teaching room

Cost: \$75 (uses same \$10 text as Beginners 1)

Click [here](#) for more information and to register.

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We have tried to offer lessons for everyone at every level. However, if you don't see what you need, please email [Malkin](#), our teaching lead, and she will see what she can do for you.

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## Recorded Lessons

We have available digital versions of some of our past lessons: Opening Leads, Third-Seat Play, Killer Signals & Defensive Signals, Second Seat Play, Discards and Strategies (Stephen Carpenter); Convention Card (John Hanemaayer); and Playing in Our Online Games and Scoring Matters (Jack Cole). For the modest fee of \$10, any of these lessons can be yours.

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## A Safe Way to Make Extras

Contributed by Robert Griffiths

This hand is from the recent Ray Millie tournament in Guelph.

<b>Board 19</b>			♠ A 9 8 6 5 4
South Deals			♥ A K 9 4
E-W Vul			♦ Q 7
			♣ 9
♠ J 7			♠ 10 3
♥ 10 8 7 3 2	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;">                 N W                    E S             </div>		♥ 6
♦ K 8 2			♦ A J 10 9 5
♣ K 6 3			♣ J 10 8 7 4
			♠ K Q 2
			♥ Q J 5
			♦ 6 4 3
			♣ A Q 5 2

West	North	East	South
			1 ♦
Pass	1 ♠	2 N	Pass
3 ♣	3 ♥	Pass	4 ♠
All pass			

South dealt and opened 1♦. N/S were playing Precision, so the diamond opening promised two or more diamonds and 11/16 HCP with no five-card major. West passed and North bid 1♠. East jumped to 2NT which promised clubs and diamonds in this situation (South's diamond bid was considered artificial). South passed and West bid 3♣. North kept on with 3♥, and South jumped to 4♠ after East's pass.

East led the ♣J against 4♠. North could see 11 easy tricks if the spade split is better than 4-0. Should North simply take his 11 tricks? No. The game is matchpoints – and every trick matters. If North can find a way to make 12 tricks, he should go for it.

The only hope of making an extra trick is in the club suit. From the auction, North can assume that East has five clubs, leaving three with West, meaning that East is the 5 to 3 favourite to hold any particular club. Right now, North is most interested in the location of the ♣K. If the ♣K is with East, playing the ♣Q at Trick 1 will provide the twelfth trick. However, finessing is a poor plan here because if West wins the first trick with the ♣K and shifts to a diamond, then Declarer will make only 10 tricks rather than the 11 he counted originally. He could even go down if spades split 4-0.

Instead, North should look for a safer way to play for a twelfth trick. If he wins the first trick with dummy's ♣A and draws trumps, he has enough entries to dummy to ruff two clubs. When the ♣K falls from the West hand, dummy's queen is set up to park one of his diamond losers on. East may have been the favourite to hold the ♣K, but when Declarer starts with 11 tricks on a hand and scores only 10 tricks a poor score is almost guaranteed. South should find a way to make overtricks that doesn't endanger the tricks he has.

🧐 Even in pairs games, it's rarely right to jeopardize your contract for overtricks.

**FOR OPEN PLAYERS**



**Dear David**

**Slamfest**

Our club has an Open F2F game on Friday evenings. We often get 499ers joining the game, even though they recognize they will be hopelessly outclassed. Part of the reason is the social aspect of F2F. More importantly, it allows them to learn new things. When I was new to the game, I had no choice but to play against much better players. Most importantly, you could join experienced players at the pub after the game for drink, food, and lively discussion of the hands you just played. Here are some slams from a recent game.

Dir: N	<b>9</b>		<b>Board 9</b>		
Vul: EW	♠ J 10 9				
	♥ Q 5 4				
7	♦ 9 8 7 4				
14 16	♣ A 7 2				
3					
♠ K 7 5 4 3	♠ A				
♥ A J 10 3	♥ K 8 7 6				
♦ A Q 2	♦ K 10 3				
♣ 3	♣ K Q J 6 4				
	♠ Q 8 6 2				
	♥ 9 2				
	♦ J 6 5				
	♣ 10 9 8 5				
			<b>Contract</b>	<b>Lead</b>	<b>Result</b>
			4 ♥ E	♣ 10	+1
			4 ♥ E	♠ 2	+1
			3 NT E	♥ 9	+2
			6 ♥ W	♦ 9	=

As you can see, success in 6♥ depended on finding the ♥Q. North, a notoriously-slow player, wasted no time in leading the ♣A. That often indicates they have reason to believe a second trick is forthcoming. With nothing else to go on, I played North for the ♥Q.

Dir: S	<b>11</b>		<b>Board 11</b>		
Vul: None	♠ 9 7				
	♥ A Q J 7 4 2				
16	♦ 8 5				
4 3	♣ A K Q				
17					
♠ J 8 4 3	♠ 10 5				
♥ 9 5	♥ 8 6 3				
♦ K 10 9 7 6 2	♦ Q J				
♣ 8	♣ 10 9 7 4 3 2				
	♠ A K Q 6 2				
	♥ K 10				
	♦ A 4 3				
	♣ J 6 5				
			<b>Contract</b>	<b>Lead</b>	<b>Result</b>
			7 NT S	♣ 8	=
			6 ♥ S	♣ 8	+1
			6 ♥ S	♣ 8	+1
			6 ♥ S	♣ 8	+1

Here is my suggestion on how to get to 7NT: 1NT-4♦ (Texas transfer to hearts)-4♥-4NT-5♦ (0/3 keycards)-5NT (we have all five keycards and the ♥Q). Usually 5NT asks for kings, suggesting interest in a Grand Slam. Since South could not have a better hand (17 HCP, a great five-card suit and the ♥10) he should bid the 7♥. However, since Adrian Record was sitting South and he has never been known to be shy at the table, 7NT was the final contract. Note: bidding and making any Grand Slam is a top.

Dir: N 21

Vul: NS

4

15 13

8

♠ J 9 5

♥ J 9 7 5 4

♦ Q 10 4 3

♣ 6

♠ A K Q 10 8 6

♥ -----

♦ 9 6 2

♣ K J 9 4

♠ 4 3 2

♥ K Q 6 2

♦ A

♣ A Q 8 7 5

♠ 7

♥ A 10 8 3

♦ K J 8 7 5

♣ 10 3 2

Double Dummy Makes ?

N/S: 1♦ 1♥ ♠0 ♣0 NT1

E/W: 7♣ 7♠ 6NT 6♥ 6

Board 21

Contract	Lead	Result
4 ♠ E	♦7	+1
4 ♠ E	♦7	+3
6 ♠ E	♠7	+1
6 ♠ E	♥A	+1
6 ♠ E	♠3	+1

As you can see, there are numerous ways to get to the Small Slam, but I can offer few useful tips to get to the Grand. You need to trump only one diamond loser and throw the other diamond on the fifth club. I have no idea why two pairs missed bidding 6♠, nor would I ask the 11-tricks pair how it happened lest they would either start crying or smack me upside the head.

Dir: E 22

Vul: EW

12

10 17

1

♠ J 6 4 3

♥ Q 7

♦ A K Q 9 8 3 2

♣ -----

♠ A 10 9

♥ A J 10 6

♦ 10

♣ A K J 4 2

♠ K Q 2

♥ K 8 5 4 3 2

♦ 7 4

♣ Q 5

♠ 8 7 5

♥ 9

♦ J 6 5

♣ 10 9 8 7 6 3

Double Dummy Makes ?

N/S: 3♦ ♠3 ♥0 ♣3 NT0

E/W: 4♠ 4/5♥ 3♠ 4 NT6

Board 22

Contract	Lead	Result
6 ♦ x N	♣K	-3
5 ♥ W	♦A	+1
7 ♦ x N	♦10	-4
6 ♥ W	♦A	=
6 ♥ W	♦A	=

There are many routes to slam on this one, depending on your methods. Two pairs reached only 5♥, with the top pair sacrificing in 6♦ (perhaps pushing the opponents into their cold slam?). The other three pairs all bid their slam, with the middle pair finding the excellent 7♦ sacrifice. Lots of slam talk at the pub. I need a drink!

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

#96



♠ Q7  
 ♥ AK32  
 ♦ 95  
 ♣ KJ982

♠ J3  
 ♥ 10  
 ♦ J108743  
 ♣ AQ65

West	North	East	South
1♠	Pass	2♣	2♦
2♥	Pass	4♥	Pass
6♥	All pass		

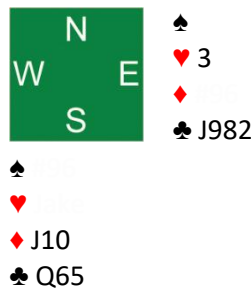
I was sitting South defending a 6♥ contract. My partner led the ♦K, which Declarer won with his ♦A. Declarer then drew three rounds of trump. My partner produced three hearts, while I followed once and then discarded two diamonds.

Declarer proceeded to cash the ♠AKQ, dummy following twice and then discarding its last diamond. I followed twice and then discarded another diamond, while my partner followed suit three times. Still no ♠10 though.

At Trick 8, Declarer led the ♣7 from his hand, my partner played a small club, dummy played the ♣K, and I took the trick with my ♣A. If you were in my shoes, what would you do now?

### SOLUTION

After eight rounds of play, here is what you can see.



You might be tempted to cash your good ♣Q to put him down, but of course there is a risk that Declarer started with only one club and thus would be able to ruff your ♣Q - making dummy's ♣J good. Oh Oh! Is it likely that Declarer started with only one club? Let's think about Declarer's shape.

- Declarer opened 1♠, meaning that he started with at least five spades. Three rounds of spades have been played so far, and the ♠10 hasn't shown up yet. If the ♠10 were in Declarer's hand, there would have been absolutely no reason for him to stop playing spades. Declarer must have started with just five spades.

- Declarer played three rounds of trump, seemingly clearing the suit. If this is the case, it means that Declarer originally held five hearts as well.

Five spades and five hearts, leaving him with three cards in the minor suits. You have already seen two of them: the  $\heartsuit A$  and the  $\clubsuit 7$ . Is Declarer's remaining minor card a club or a diamond? There are two scenarios we can consider.

a) If Declarer's third minor is a club:

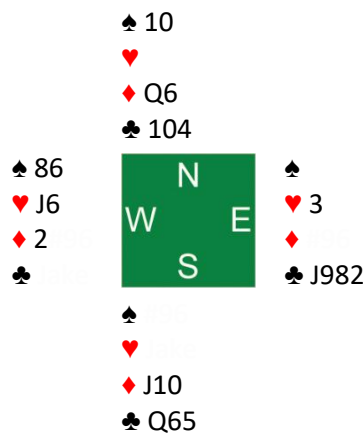
- You play the  $\clubsuit Q$  and the contract is set; or
- You play the  $\heartsuit J$  allowing Declarer to discard his club loser while he ruffs in dummy (ruff and sluff). But, assuming you're right about partner having the  $\heartsuit 10$ , Declarer still has to lose a spade - and the contract is set.

b) If Declarer's third minor is a diamond:

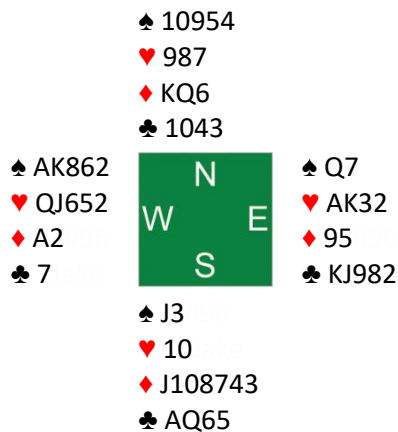
- You play the  $\clubsuit Q$ . Declarer will ruff in his hand and enter dummy by ruffing his last diamond. Then he will cash the  $\clubsuit J$  and all the rest of dummy's clubs will be good (your partner's  $\clubsuit T$  will fall) - and the contract makes. Or
- You play the  $\heartsuit J$ , allowing Declarer to ruff on the board. But, assuming you're right about partner having the  $\heartsuit 10$ , Declarer still has to lose a spade - and the contract is set.

In other words, leading the  $\clubsuit Q$  has a 50% chance of beating the contract, while leading the  $\heartsuit J$  has a 100% chance of beating the contract.

Here are everyone's hands after eight rounds.



As you can see, leading any club is fatal. Here is the complete deal.



It's amazing how much you can deduce about your opponents' hands - if you stop and think, that is.

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 [Joan Slover](#), our membership lead.

We have fun in **spades**.  
We play with all our **hearts**.  
We treat our members like **diamonds**.  
We enjoy **Hallowe'en** at our **club**.

## A FEW CONSTRUCTION ERRORS FOR YOUR DELECTATION

