



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

ALERT – October 12, 2020

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 between September 1 and October 6.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	31.32	1	Sandy Graham	9.03	1	Suzanne Edwards	13.59
2	Mike Peng	24.06	2	Keith Prosser	8.95	2	Ron Lawrence	10.99
3	Margot Stockie	22.83	3	Lori Cole	8.92	3	Stephen Nantes	10.09
4	Cindy Mahn	22.56	4	Adriaan Kempe	8.21	4	Brian Kirkconnell	10.01
5	Colin Harrington	17.29	5	Sue Moses	7.91	5	Brian Silva	8.37
6	Robert Griffiths	16.95	6	Brenda Semple	7.91	6	Nanci Phelan	8.23
7	David Longstaff	15.20	7	John Hanemaayer	7.89	7	Noah Pace	7.25
8	Edith Ferber	13.48	8	Allen Pengelly	7.77	8	Marlene Dopko	5.95
8	Neil Jeffrey	13.48	9	Janet Howell	7.75	9	Salvatore Pace	5.90
10	Moira Hollingsworth	12.78	10	Kathy Russell	7.15	10	Andy Martinek	5.89
11	Wayne Jordan	12.58	11	Jack Cole	7.10	11	Barbara Arthur	5.76
12	Dianne Aves	11.88	12	Kevin Latter	7.00	12	Steven Allen	5.58
13	Liz McDowell	11.59	13	Mary McClelland	6.92	12	Joe Blake	5.58
14	Ted Boyd	10.75	14	Sandy Lee	6.48	14	Susan Durance	5.51
15	John Moser	9.83	15	Jim Veitch	5.89	15	Casey Baron	4.37
16	Bruce Roberts	9.71	16	Andy Wilson	5.48	16	Marion Allen	4.32
17	Stephen Young	9.46	17	Jim Dalgliesh	4.99	17	Joan Slover	4.11
18	William Christian	9.13	18	Charles Walkey	4.88	18	Judy Bailey	3.73
19	Tom Ramsay	8.68	19	Paul Latimer	4.60	19	Mary Lynn Benjamins	3.58
20	Pat McMillan	8.58	20	Donna Angst	4.52	20	Virginia Alviano	3.42
21	Malkin Howes	7.97	22	Sally Turnbull	4.25	21	Barb Neibert	3.41
22	Adrian Record	7.45	22	Fern Donaldson	3.92	21	Anita Hanson	3.41
23	Diane Bourdeau	6.71	22	Karen Gray	3.92	23	Robert Giilck	3.40
24	Sharon King	6.30	24	William Sherman	3.85	24	Renate Boucher	3.22
25	Peter Hannak	5.25	25	Rebecca Kalbfleisch	3.55	25	Donna McKay	3.14

Making a Plan

Contributed by John Moser

We all have had our partner ask "What was your plan on this board?" Did you have an answer or did you have to say "I didn't have one"?

<p>♠ 8 ♥ A J 4 ♦ K Q 5 4 2 ♣ A Q 8 6</p>	<p>♠ A K J 7 2 ♥ K ♦ 10 8 7 6 ♣ J 7 5</p>	<div style="text-align: center; margin-bottom: 10px;">  </div> <p>♠ 9 6 4 ♥ Q 10 7 6 3 2 ♦ A ♣ K 10 4</p>	<p>♠ Q 10 5 3 ♥ 9 8 5 ♦ J 9 3 ♣ 9 3 2</p>
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Dbl 3 N	Pass All pass	2 ♠	2 ♥ Pass

Here's a deal where my partner and I ended up in 3NT. As you can see, South opened 2H. Partner doubled, I bid 2S, and we made it to 3NT. North led the heart king. Now what? I guess it's time to make a plan.

Where can we get tricks? We have two sure heart tricks (because south must hold the queen of hearts). We can probably get four diamond tricks. And if clubs are 3-3 and South holds the king of clubs and we can get to the board to finesse, we can get three club tricks.

Have you noticed anything about where the opponents' high cards might be? First, the heart king must be a singleton (based on the bidding). Second, South must have 6-10 HCP, since she opened a weak two hearts. Where could her points be? A better question is - where do we *want* them to be? If we are going to get three club tricks, we need the king of clubs to be in South's hand. We already know she has the queen of hearts – that's 2 HCP. The king of clubs would bring her total to 5 HCP. Ergo, South still has room for an ace or king. Where is still unknown, but it's likely going to be one of either the ace of diamonds or the ace of spades or the king of spades.

Let's look at the distribution. We need 3-3 clubs. So, we place North with one heart and three clubs, leaving her with nine cards in the other two suits. Most likely North has five spades and four diamonds (if South had had four spades, she wouldn't have opened two hearts, and if North had had six spades she would have been bidding spades herself). That leaves South with three spades, six hearts, three clubs, and one diamond.

The first problem is how to get to dummy twice in order to take both the club finesse and the heart finesse. Are there two entries to dummy? Well, it's possible that if we get really lucky, the board's J-9-3 of diamonds will yield two entries. A singleton ace of diamonds with South would be very helpful to this cause.

One more thing. Did you win the first trick? Consider that If you don't win the first trick, North is going to be forced to help you by leading a new suit at Trick 2.

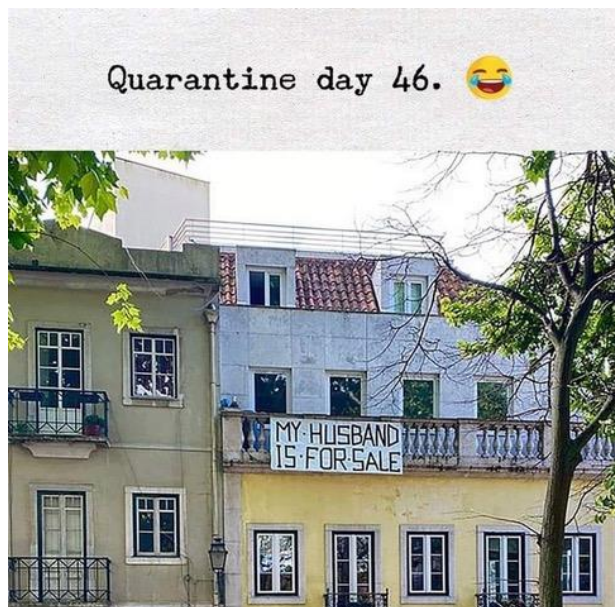
- If North leads a small spade, you should plan to insert the board's 10 of spades and, on this deal, the board's spade 10 will hold the trick and put you on the board for one of your finesses. It's also possible that North would lead out her top spades, which would be very helpful to you as well. As the cards lie, however, North is pretty unlikely to lead spades.
- If North leads a small club, this allows you to finesse in clubs and then lead a diamond to the board's J-9-3, finessing the nine of diamonds. It works!
- If North leads a small diamond, your diamonds get set up.

As is often the case, declarer's play to the first trick is crucial. And a lot of analysis and planning need to be done BEFORE making this crucial play.

👉 **When you base your game plan on where you need certain cards to be, it's called card placement by assumption.**



Shelley Metcalfe sent in this [very cute video](#) about the halcyon future when we can return to face-to-face bridge.



Sympathy for the Devil

William Christian had the following letter to the editor published in the latest "Bridge Bulletin". I respectfully disagree with one part of the editorial in the August issue. Of course, robots deserve courtesy. They're the only partners I've ever had who never criticize my bidding or play!

Forcing the Opponents to Pitch a Winner

Contributed by Robert Griffiths

This is an interesting hand from a club game. Nobody in the field that day found the winning play.

Board 20

West Deals
Both Vul

	♠ K Q 6										
	♥ A J 10 4 3										
	♦ A 6 4										
	♣ K 7										
♠ 10 4 2	<table style="border: 1px solid black; width: 40px; height: 40px; margin: auto; text-align: center; border-collapse: collapse;"> <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		♠ 8 5 3
	N										
W		E									
	S										
♥ K Q 9 7 6 2		♥ 8									
♦ 8 3		♦ Q J 10 5 2									
♣ 9 4		♣ J 10 8 2									
	♠ A J 9 7										
	♥ 5										
	♦ K 9 7										
	♣ A Q 6 5 3										
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>								
2 ♥	2 NT	Pass	6 N								
All pass											

West opened with a weak 2♥ bid. North overcalled 2NT and soon found himself declaring 6NT. East led the ♥8 on which West played the queen and Declarer won his ace.

If the Clubs split 3-3, there are 12 easy tricks: four spades, one heart, two diamonds and five clubs. But North has to consider the very likely event that clubs don't split 3-3. In that case, he has only 10 tricks.

Where can North find the extra two tricks if the clubs don't split? After winning Trick 1, It can't hurt to develop a heart trick. Declarer can play the ♥J at Trick 2 to set up his ♥10. But, assuming the likely 4-2 (or worse) club split, he will still need another trick.

Looking at each of the suits by themselves, there is no hope for a 12th trick. But there could be a glimmer of hope if one defender held the only stoppers for both clubs and diamonds. This possibility is quite possible since the hand is unbalanced (as indicated by West's pre-empt). North would do well to consider what might happen if he were to play out hearts and spades before going after clubs. In this scenario, North plays the ♥J, then wins the heart return and plays out all of the spades. When the ♠J is played this is the layout.

	♠ —										
	♥ 4 3										
	♦ A 6 4										
	♣ K 7										
♠ —	<table style="border: 1px solid black; width: 40px; height: 40px; margin: auto; text-align: center; border-collapse: collapse;"> <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		♠ —
	N										
W		E									
	S										
♥ 9 7 2		♥ —									
♦ 8 3		♦ Q J 10									
♣ 9 4		♣ J 10 8 2									
	♠ J										
	♥ —										
	♦ K 9										
	♣ A Q 6 5										
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>								
2 ♥	2 NT	Pass	6 N								
All pass											

West and North throw hearts but East has to throw a club or a diamond, giving up a trick either way. North doesn't have to be able to visualize all of this in order to make his contract. He just has to consider that if one defender happens to be the only opponent who can stop both minors, then North's playing three hearts and four spades will leave that defender with just six cards in the minors when he needs seven to cover both suits. One suit will thus have to be unguarded.

As the hand is played, all Declarer has to do is count the clubs. If they are all gone after he plays the A, K, and Q, his twelfth trick will be a club. If they aren't, then his last chance will be the diamonds, and today East will have had to throw his diamond stopper away.

This play is not a sure-fire plan to make the contract - it simply gives the declarer one more chance to squeeze out an extra trick if the cards are sitting right, as it happens that they were on the day that this hand was played. It costs North nothing to play the hand this way – since if the clubs do split 3-3, he still makes the 12 tricks he counted at the start.

Thanks to Mircea Giurgeu for sending me the hand.

👉 This kind of play is called a squeeze (for obvious reasons).







Dear David

Who Has the Queen?

We got to a decent contract, but I failed to guess the where the queen of clubs was and went down. Is there any way to figure it out?

First, the auction. There is a rule that you can't make a pre-empt after your opponent pre-empts. Thus, a jump overcall shows a strong, non-forcing hand. South's heart queen is probably useless, but his three-card support and values in clubs make game worth a shot.

East will lead a high heart and then probably switch to the diamond jack. Time to gather information. ♦A, ♠A, ♠K. We know East has six hearts and we learn that East has one spade. Without drawing the last trump (a safe play since nothing bad can happen and you are going to need a dummy entry by ruffing a diamond), lead a diamond. West wins and leads a heart for you to trump. Then you lead a spade to the 10 in order to trump the last diamond. When East shows out of diamonds, you have a complete count of his hand and you know that East has four clubs. Lead the ♣K and finesse twice to pick up the queen.

This maneuver is called a **Discovery Play**. In a discovery play, you find out as much as possible about the opponents' hands before you make the key decision. This comes up many times in many different situations.

Do you have a "what-should-I-do" bridge-related question for me? Email me at DearDavidBridge@hotmail.com and I will try to answer all your questions, either privately or in the Alert.

LESSONS NOT YET LEARNED



Bidding Suit Slams Using Control-Showing Cue Bids

There is still time to sign up for this **novice** workshop on Wednesday, October 14, from 9:30 am until noon. The teacher is Malkin Howes.



Introduction to Two Over One

There is still time to sign up for one or two of these **intermediate** workshops on Wednesday, October 28 and Wednesday, November 4, 9:30 am – noon. The teacher is Stephen Carpenter.

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

Our Club's Activities this coming week....

- Friday, October 9, 9:00 am – 11:00 am – **Great Coffee Sell Out**
- Friday, October 9, 12:45 pm, **499er game** (26-28 boards)
- Friday, October 9, 7:00 pm, **open game** (26-28 boards)
- Saturday, October 10, 12:45 pm, **199er game** (20-22 boards)
- Monday, October 12, 12:30 pm, **49er game** (18 boards @ 8 minutes)
- Monday, October 12, 12:45 pm, **open game** (26-28 boards)
- Monday, October 12, 7:00 pm, **499er game** (24 boards)
- Tuesday, October 13, 12:30 pm, **199er game** (20-22 boards)
- Tuesday, October 13, 12:45 pm, **open game** (26-28 boards)
- Wednesday, October 14, 9:30 am – noon, **Control-Showing Cue Bids Workshop**
- Wednesday, October 14, 12:45 pm, **499er game** (26-28 boards)
- Wednesday, October 14, 7:00 pm, **open game** (24 boards)
- Thursday, October 15, 9:30 am, **99er game** (20-22 boards)
- Thursday, October 15, 12:45 pm, **open game** (26-28 boards)
- Thursday, October 15 – Sunday, October 18, [Fall into Bridge Online Tournament](#)

We have fun in **spades**.
We play with all our **hearts**.
We treat our members like **diamonds**.
We have extra coffee at our **club**.