



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

ALERT – October 26, 2020

Top Online Master Point Earners at our Club

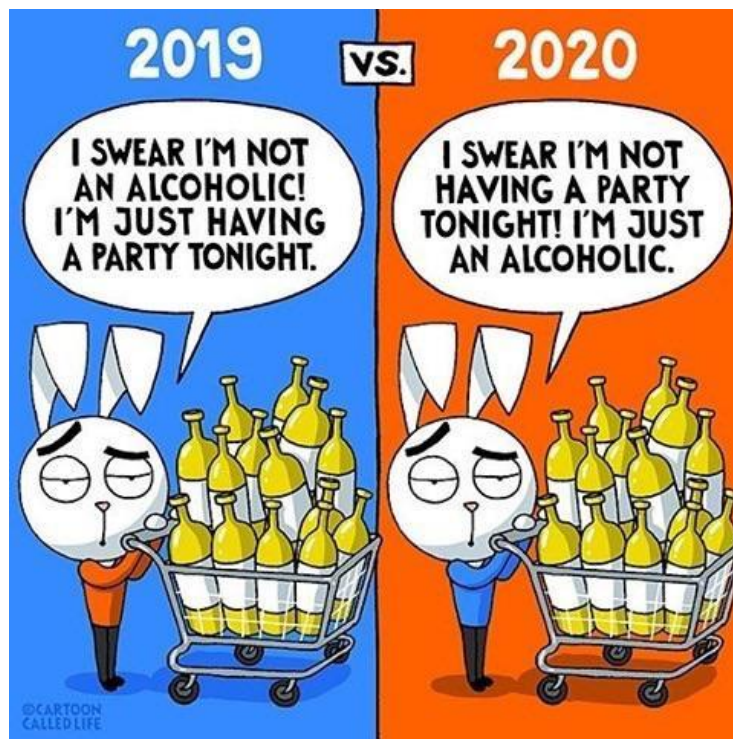
Contributed by Allen Pengelly

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 20.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	48.21	1	Ron Lawrence	13.54	1	Suzanne Edwards	17.00
2	Margot Stockie	31.24	2	Brenda Semple	13.45	2	Nanci Phelan	12.19
3	Mike Peng	31.21	2	Sue Moses	13.45	3	Noah Pace	9.56
4	Cindy Mahn	28.99	4	Brian Kirkconnell	12.89	4	Brian Silva	9.48
5	Colin Harrington	25.43	5	Sandy Graham	12.54	5	Marlene Dopko	8.16
6	Robert Griffiths	22.71	6	Stephen Nantes	12.05	6	Joe Blake	8.07
7	David Longstaff	19.52	7	Janet Howell	11.79	6	Steven Allen	8.07
8	Edith Ferber	17.22	8	Mary McClelland	11.18	8	Salvatore Pace	7.85
9	Bruce Roberts	16.20	9	Keith Prosser	10.84	9	Barbara Arthur	7.54
10	Liz McDowell	16.14	10	Kathy Russell	10.28	10	Casey Baron	7.13
11	Neil Jeffrey	16.07	11	Lori Cole	9.51	11	Andy Martinek	6.94
12	Moira Hollingsworth	15.71	12	Adriaan Kempe	9.35	12	Susan Durance	6.71
13	Dianne Aves	15.64	13	Sandy Lee	9.26	13	Joan Slover	6.70
14	Malkin Howes	14.48	14	Kevin Latter	8.32	14	Marion Allan	6.39
15	Ted Boyd	14.43	15	Jim Veitch	8.15	15	Susan McDonald	5.41
16	Stephen Young	13.64	16	Allen Pengelly	8.09	16	Nancy Cattanach	4.68
17	Wayne Jordan	13.26	17	John Hanemaayer	7.89	17	Robert Gilck	4.67
18	Tom Ramsay	12.47	18	Jack Cole	7.69	18	Virginia Alviano	4.58
19	William Christian	11.91	19	Charles Walkey	6.34	19	Judy Bailey	4.45
20	Adrian Record	11.32	20	Judy Widdecombe	6.26	20	Susan Kerrigan	4.37
21	Pat McMillan	11.19	21	Jim Dalglish	5.97	21	Mary Lynn Benjamins	4.18
22	John Moser	10.56	22	Donna Angst	5.72	22	Anita Hanson	4.15
23	Peter Hannak	9.34	23	Andy Wilson	5.48	22	Barb Neibert	4.15
24	Sharon King	8.75	24	Sue Peterson	5.38	24	Daniel Dopko	3.95
25	Stephen Carpenter	8.53	25	Vivian McLellan	5.24	25	Shelley Metcalfe	3.78

New Club Members

A very warm welcome to new club members **Frank Henigman** and **Jane Lemke**. If you happen to run into one of them during a game, please go out of your way to welcome them to our club!



Learning the Lingo – Cross-Ruffing

Contributed by Jean Farhood

Last week we discussed ruffing. Cross-ruffing means alternating taking tricks in the dummy and in your own hand by playing trumps while the opponents have to follow suit. The opponents can also cross-ruff, but the example I will provide is cross-ruffing as declarer.

For example, you are in a four spade contract after this auction -- 1♠ by you, 3♦ by left-hand opponent, 4♠ by partner, all pass. The lead is the king of diamonds, and dummy tables ♠A98x, ♥x, ♦Axx, ♣Qxxxx. Your hand as declarer is ♠KQJ10x, ♥Axxx, ♦x, ♣Axx. This is a perfect hand for cross-ruffing.

You will win the ace of diamonds in dummy and immediately lead a small diamond to ruff (trump) in your hand. Next, you play the ace of hearts and ruff a small heart in dummy. Now play dummy's last small diamond to ruff in your hand. Continue the cross-ruff by leading another small heart to ruff with the ♠8. Have you noticed that you still haven't led a trump? In fact, the point is to score your small trumps in both hands before drawing trump.

To get back to your hand, lead a low club to your ace. Then ruff your last small heart with the ACE of Spades (not the ♠9) and now play dummy's ♠9 to your ♠J. This way, you are safely in your hand to draw two more rounds of trumps, making 11 tricks. If, instead of ruffing a diamond at Trick 2, you had led a spade and found the spades 3-1, you would be able to ruff only one small heart in dummy, instead of three - and you would be one trick short for your contract.

Why not get a deck of cards and play out this hand? Once you do this, you will be in no doubt about the joys of cross-ruffing!

Adventures with Rob

Contributed by Robert Griffiths

Playing in a BBO game, East had lost his partner to the mysteries of the Internet and was playing with a replacement named Robot, Rob for short. Rob, who is known mostly for his speed, was an unknown entity to the East player.

On this hand, North opened 1♦ and East doubled. He would have opened 2♣, but he had to make do with a double, planning to show his strength when he could. South liked to throw wrenches into the works and threw in a 3♦ bid. At this, Rob mulled things over for roughly a nanosecond, then bid 3♠.

North passed and back it came to our hero, East. He thought for quite a bit longer than a few nanoseconds and decided that nobody would program Rob to make a three-level free bid without at least the KQxx of spades. Happy in that knowledge, he leapt to 7♠, envisioning Rob drawing the needed three rounds of trumps, running seven heart tricks and the ♣A. Rob would have thrown all of his clubs on the hearts and could cross-ruff the last two tricks.

Board 25
North Deals
E-W Vul

♠ K 9 6 4 ♥ 6 ♦ Q 9 7 4 ♣ 10 8 5 4	♠ Q 3 ♥ 9 4 ♦ A J 6 5 3 ♣ K Q 6 3	♠ A J 8 5 ♥ A K Q J 8 7 3 ♦ — ♣ A 7	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 5px;">N</td></tr> <tr><td style="padding: 5px;">W E</td></tr> <tr><td style="padding: 5px;">S</td></tr> </table>	N	W E	S
N						
W E						
S						
♠ 10 7 2 ♥ 10 5 2 ♦ K 10 8 2 ♣ J 9 2						
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>			
3 ♠	1 ♦ Pass	Dbl 7 ♠	3 ♦ All pass			

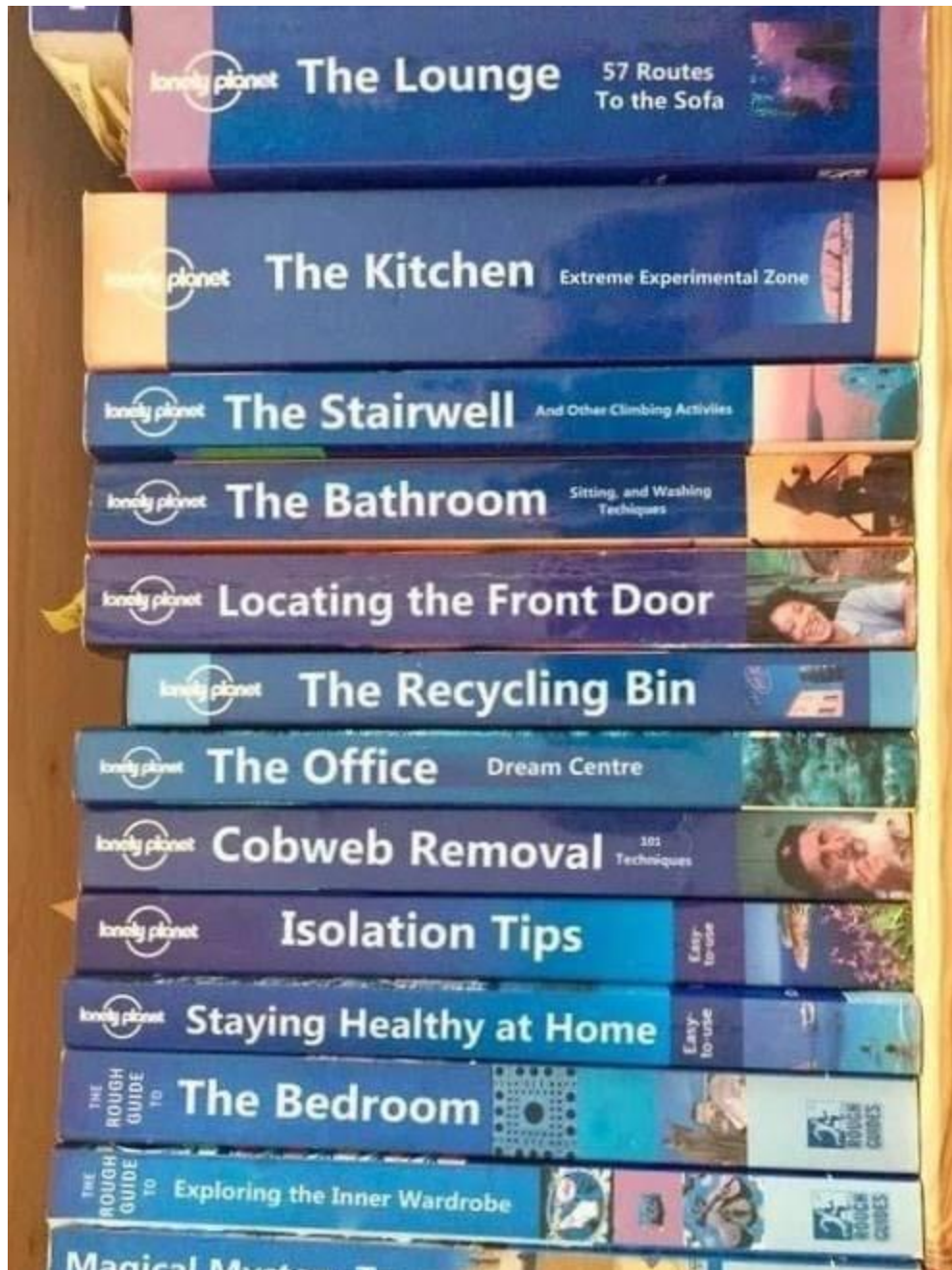
7♠ was passed out and Rob couldn't help but find the ♠Q and make all 13 tricks for a top board but East felt that he had to apologize to his friends who were playing N/S. He had no idea that Rob would freely bid a mediocre suit at the three level with nothing in his hand but a king, a singleton, and a queen of dubious value.

Who programs these guys?

One pair in the field found a very sensible route to 6♠:

North	East	South	West
1♦	Dbl	2♦	P
P	3♦ (1)	P	4♠ (2)
P	4NT	P	5♣ (3)
P	5♦ (4)	P	5♠ (5)
P	6♠ (6)	All Pass	

- (1) This was no regular take-out double, partner.
 - (2) Well, I do have a few values--3♠ would show the same hand without the ♠K.
 - (3) 1 or 4 Key cards.
 - (4) Do you have the ♠Q?
 - (5) No ♠Q.
 - (6) If you'd had the ♠Q, I would have bid 7.
- The rest of the field played the hand in either a heart game or a heart slam. Notice that you can make an extra trick in spades, the 4-4 fit giving you an extra ruffing trick.
- 👉 **Rob is a very fast daredevil.**
-





Dear David

Ouch!

Sitting West, I made what I thought was a normal weak two opening, but then the axe fell. Was it something I said?

<div style="border: 1px solid black; padding: 5px; text-align: center;"> 22 D </div>	N North ♠ Q10 ♥ AJ84 ♦ KQ32 ♣ AK6	<table border="1"> <tr> <th style="background-color: #f06292;">W</th> <th style="background-color: #f06292;">N</th> <th style="background-color: #f06292;">E</th> <th style="background-color: #f06292;">S</th> </tr> <tr> <td></td> <td></td> <td>P</td> <td>P</td> </tr> <tr> <td>2♠</td> <td>X</td> <td>P</td> <td>P</td> </tr> <tr> <td>P</td> <td></td> <td></td> <td></td> </tr> </table>	W	N	E	S			P	P	2♠	X	P	P	P			
	W	N	E	S														
		P	P															
2♠	X	P	P															
P																		
W West ♠ A65432 ♥ 1053 ♦ 1075 ♣ Q	E East ♠ ♥ Q976 ♦ AJ986 ♣ 7432																	
	S South ♠ KJ987 ♥ K2 ♦ 4 ♣ J10985	2♠x W NS: 0 EW: 0																

Four of the seven tables in play that day saw West open 2♠ in 3rd seat VULNERABLE against non-vulnerable opponents. In every case, North made a takeout double and his partner salivated as he passed.

All four tables went down four, and the other three tables saw N/S playing 3NT, making five for 460. Even if 2♠ had gone down only two for -500, it would still be a disaster.

I am a great proponent of making a pre-emptive bid on any six-card suit with 6-10 HCP, but the singleton ♣Q is of dubious value and the vulnerability is horrible.

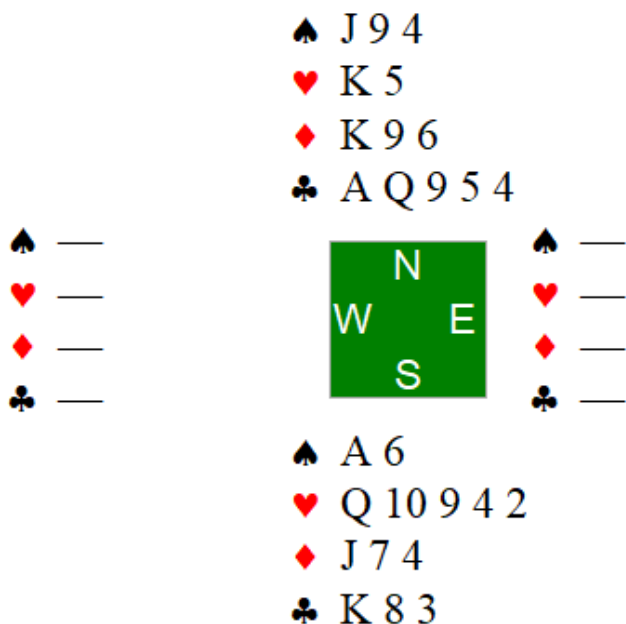
The lesson to be learned from this hand is that you should have solid values when you stick your vulnerable neck out - lest the opponents find a reason to decapitate you.

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

Analyzing the Lead

Contributed by John Moser

It happened again. We overbid. This time it was I who did the deed. We are in 3NT. West leads a fourth-best spade (the 3). We need a plan.



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

There are probably five club tricks. Two heart tricks are possible. A diamond is unlikely (it is too slow and it loses the lead). We need two spade tricks.

Let's look at the lead. If we lose the trick, the ace will be knocked out at Trick 2 – meaning that if the board's 9 loses to the 10, it is game over. However, if the 9 forces the king or queen, you probably will get a second spade trick (since the other spade honour is almost certainly with West).

So, what spade do you play - the J or the 9? You should give the lot of thought to this choice.

Did East lead from K 10 8 3 2 or K Q 8 3 2? STOP! Answer NOW.

So here are the possibilities.

- If West has the KQxxx of spades and you play the board's jack, you will win the trick and make your contract.
- If West has the KQTxx of spades, anything is right. That's not going to happen.
- If West has the KTxxx or QTxxx of spades, you need to play the 9 of spades.

If you played the 9, it turns out you were wrong. Today, West has KQ532. But you should be proud of yourself if you thought about it carefully. Whether you ended up guessing correctly or incorrectly is far less important.

When you are planning the play of the hand, the analysis of the opening lead is often an important part of your plan. Here you also need to think about where the jack of hearts is and the timing of setting up hearts before the spade stopper is gone. But if you get the play to the first trick wrong, your plan may be stillborn.

LESSONS NOT YET LEARNED



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

Change in the Afternoon Virtual Game Starting Times to 1:00 pm effective November 2

This month, we started sharing our GRBC game directors with the Guelph/Cambridge club for running concurrent virtual club games in the afternoon time slots.

As a result, we are changing the start time of our afternoon games to make it easier for the afternoon directors to get their games started on time. **Effective November 2 (Monday)**, we will be changing our starting times for the following virtual games to 1:00 pm (from 12:45 pm).

- Monday Afternoon Open
- Tuesday Afternoon Open
- Wednesday Afternoon 499er
- Thursday Afternoon Open
- Friday Afternoon 499er
- Saturday Afternoon 199er

Please help the game directors out by registering no later than 12:40 pm (at least 20 minutes before the start time). The directors will greatly appreciate your thoughtfulness.

Club Appreciation Week (October 26 - November 1)




All next week, the ACBL is giving out double masterpoint awards (instead of the usual 1½ master points) and letting the clubs keep most of the proceeds. As a result, we will be holding three extra virtual games as follows.

- Wednesday evening, 199er game starting at 6:45 pm (20-22 boards)
- Saturday afternoon, 499er game starting at 12:30 pm (25-28 boards)
- Sunday morning, 499er game starting at 10:00 am (18 boards)

The cost is only \$5 BBO, the same as the other virtual games during the week.

Unlike face-to-face play, there is no limit to the number of tables we can accommodate in our virtual games. Let's see if we can set some kind of a record!!!!

Coming Virtual Activities

- Friday, October 23, 12:45 pm, **499er game** (26-28 boards)
- Friday, October 23, 7:00 pm, **open game** (26-28 boards)
- Saturday, October 24, 12:45 pm, **199er game** (20-22 boards)
- Monday, October 26, 12:30 pm, **49er game** (18 boards @ 8 minutes)
- Monday, October 26, 12:45 pm, **open game** (26-28 boards)
- Monday, October 26, 7:00 pm, **499er game** (24 boards)
- Tuesday, October 27, 12:30 pm, **199er game** (20-22 boards)
- Tuesday, October 27, 12:45 pm, **open game** (26-28 boards)
- **Wednesday, October 28, 9:30 am, Introduction to 2 over 1**
- Wednesday, October 28, 12:45 pm, **499er game** (26-28 boards)
- Wednesday, October 28, 6:45 pm, **199er game** (20-22 boards) 
- Wednesday, October 28, 7:00 pm, **open game** (24 boards)
- Thursday, October 29, 9:30 am, **99er game** (20-22 boards)
- Thursday, October 29, 12:45 pm, **open game** (26-28 boards)
- Friday, October 30, 12:45 pm, **499er game** (26-28 boards)
- Friday, October 30, 7:00 pm, **open game** (26-28 boards)
- Saturday, October 31, 12:30 pm, **499er game** (25-28 boards) 
- Saturday, October 31, 12:45 pm, **199er game** (20-22 boards)
- Sunday, November 1, 10:00 am, **499er game** (18 boards) 

We have fun in **spades**.
We play with all our **hearts**.
We treat our members like **diamonds**.
It's Club Appreciation Week at our **club**.