



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – June 14, 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 May.

| Open Players | | | 499er Players | | | 99er Players | | |
|--------------|---------------------|-------|---------------|-------------------|-------|--------------|---------------------|------|
| | Name | MP | | Name | MP | | Name | MP |
| 1 | David Baker | 44.19 | 1 | Stephen Nantes | 20.94 | 1 | Martin Jones | 9.19 |
| 2 | Mike Peng | 42.87 | 2 | Shelley Metcalfe | 19.06 | 2 | Nancy Cattanach | 8.65 |
| 3 | Cindy Mahn | 29.23 | 3 | Brian Kirkconnell | 18.35 | 3 | Mary Lynn Benjamins | 7.76 |
| 4 | David Longstaff | 28.66 | 4 | Suzanne Edwards | 17.18 | 4 | Virginia Alviano | 7.11 |
| 5 | Robert Griffiths | 24.58 | 5 | Barbara Arthur | 16.42 | 5 | Aggie Udvari | 6.73 |
| 6 | Margot Stockie | 24.03 | 6 | Ron Lawrence | 15.36 | 6 | Belinda Burt | 6.45 |
| 7 | Bruce Roberts | 22.85 | 7 | Salvatore Pace | 12.02 | 7 | Susan Kerrigan | 6.18 |
| 8 | Ted Boyd | 20.63 | 8 | Karen Whitworth | 10.64 | 8 | Sue McDonald | 6.16 |
| 9 | Colin Harrington | 18.39 | 9 | Roy Dandyk | 10.57 | 9 | Noah Pace | 5.86 |
| 10 | Steve Carpenter | 18.29 | 9 | David Embury | 10.57 | 10 | Marg Sanderson | 5.54 |
| 11 | Moira Hollingsworth | 17.95 | 11 | Margie Whyte | 10.47 | 11 | Christine Kelly | 5.53 |
| 12 | Liz McDowell | 16.40 | 12 | Cheryl Kip | 9.82 | 12 | Anita Hanson | 5.44 |
| 13 | Tom Ramsay | 14.81 | 12 | John Kip | 9.82 | 13 | Joan Slover | 5.33 |
| 14 | Neil Jeffrey | 13.65 | 14 | Kathy Russell | 9.68 | 14 | Jane Rushby | 5.16 |
| 15 | Edith Ferber | 13.34 | 15 | Lori Cole | 8.15 | 14 | Sue Andersen | 5.16 |
| 16 | Malkin Howes | 12.28 | 16 | Nanci Phelan | 8.05 | 14 | Isabel Hetherington | 5.16 |
| 17 | Pat McMillan | 11.89 | 17 | Cheryl White | 8.01 | 17 | Audrey Cook | 5.08 |
| 18 | John Vandergrift | 11.81 | 18 | Lynda Burnett | 7.99 | 18 | Jim Fox | 4.92 |
| 19 | Adrian Record | 11.13 | 19 | Casey Baron | 7.94 | 19 | Brian Gaber | 4.89 |
| 20 | Dianne Aves | 11.03 | 20 | Donna Angst | 7.61 | 19 | Rick Arthur | 4.89 |
| 21 | Sandy Graham | 10.76 | 21 | Jim Veitch | 7.43 | 21 | Joan Lawson | 4.83 |
| 22 | David Wilson | 8.64 | 22 | Kevin Latter | 7.19 | 22 | Jane Wilson | 4.77 |
| 23 | John Moser | 8.29 | 23 | Sandy Lee | 7.03 | 22 | Patricia Malvern | 4.77 |
| 24 | Janet Howell | 8.00 | 24 | Jim Dalgliesh | 6.88 | 24 | Elinor Girouard | 4.66 |
| 25 | Ronna Hoy | 7.33 | 25 | Gale Small | 6.79 | 25 | Carol Filipowitsch | 4.44 |



Congratulations to Our Players

Contributed by Ted Boyd

Once again, teams from the Grand River Bridge Club have entered the arena of a qualifying tourney to represent District 2 in the upcoming ACBL Online Summer Nationals play. This year, two teams entered the GNT District 2 trials.

Sandy Graham, John Hanemaayer, Janet Howell, Paul Latimer, Jake Liu, and Mary McClelland entered the Non-Life Masters event and played a round robin against four other teams from District 2. They qualified for the semi-finals finishing third, and then played two ten-board sessions on June 6. They made a valiant comeback effort after being down 21 IMPs after the first half, but ended up losing by five IMPs.

Mike Peng, Bob Griffiths, Peter Peng and Adam Weisz-Margules entered the Flight A Event (up to 6000 master points). In the initial round robin played on May 16, they placed fifth out of ten teams in a Swiss format, with the top two teams qualifying for the semi-finals. The remaining eight teams played each other in another Swiss format on May 30, and came in second – qualifying them for the semi-finals. They then played a 24-board head-to-head match on June 6 against a team from Peterborough, but lost.

Here is an interesting hand from the semi-finals that earned them 12 IMPs.

| | N Birte0712 ♠ J83 ♥ 97542 ♦ J642 ♣ 7 | <table border="1"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1♠</td> <td>X</td> </tr> <tr> <td>2NT</td> <td>P</td> <td>3♦</td> <td>P</td> </tr> <tr> <td>4♠</td> <td>P</td> <td>P</td> <td>P</td> </tr> </tbody> </table> | W | N | E | S | | | 1♠ | X | 2NT | P | 3♦ | P | 4♠ | P | P | P |
|--|---|--|---|---|---|---|--|--|----|---|-----|---|----|---|----|---|---|---|
| | W | N | E | S | | | | | | | | | | | | | | |
| | | 1♠ | X | | | | | | | | | | | | | | | |
| 2NT | P | 3♦ | P | | | | | | | | | | | | | | | |
| 4♠ | P | P | P | | | | | | | | | | | | | | | |
| W griffus ♠ A75 ♥ J3 ♦ 985 ♣ AJ1042 | E pengwin ♠ K10642 ♥ AQ6 ♦ 10 ♣ K863 | | | | | | | | | | | | | | | | | |
| | S lynste ♠ Q9 ♥ K108 ♦ AKQ73 ♣ Q95 | 4♠ E NS: 0 EW: 0 | | | | | | | | | | | | | | | | |

Rewind Previous Next Options GIB Play

At Mike's table (he was East), the bidding was 1♠, X, 2NT (limit raise or better in spades), P, 3♦ (singleton or void in diamonds), P, and now Bob saw his hand jump in value, so he bid 4♠. Upon the lead of the ace of diamonds, East was facing a potential loser in each of the four suits. Because South had made a take-out double, Mike was able to infer that South had tolerance for clubs so played the suit starting with the king followed by a small club and finessing South for the queen to make four spades.

At the other table the bidding was 1♠, 2♦, 3♦ (limit raise or better in spades), 4♦ (pre-empt), 4♠. Given the overcall by South in diamonds, there is less room for South to hold clubs, so the declarer chose to play the clubs for a 2/2 split and went down one.

Well done by both GRBC Teams!

PS Earlier in March, **Mike Peng and Bob Griffiths**, along with **David Wilson and Adrian Record**, reached the quarter finals in the ACBL's Online NAOBC 0-5000 KO teams event and got their name in the latest *Bulletin* (page 16).

Membership Renewal Information

The 2021-2022 cost of a membership in our club is only \$50 – a bargain at the price!

- In order to *renew* your membership, all you need to do is send in payment.
- In order to *take out a membership for the first time*, you need to fill out [our membership form](#) AND send in your payment.

Memberships are valid from July 1 – June 30 each year.

We already have 147 fully-paid-up members (as compared to a total of 259 club members at the end of last year) – totally excellent at this point in our cycle. Thanks for your support!

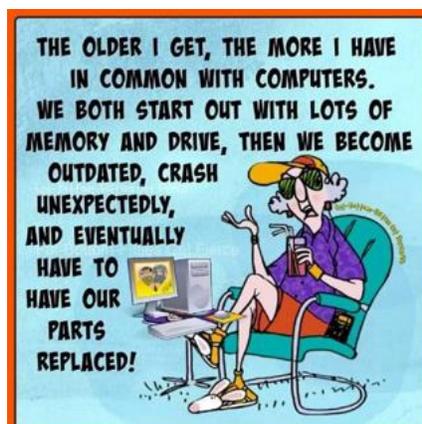
Pay by cheque: payable to Grand River Bridge Club and mailed to: Bev Pope, 40 Piccadilly Square, New Hamburg ON, N3A 0C7 OR

Pay by e-transfer: Recipient: Grand River Bridge Club

Email: clubmanager@grandriverbridgeclub.com

A warm welcome to the following players who have recently joined our club for the first time.

- **Belinda Burt**
- **Morgen Grigg**
- **Doug Hirano**
- **Lillian Hirano**
- **Ginny Marshall**
- **Patricia Northey**
- **Ron VanDerZwaag**





Rookie Ramblings – Weak Jump Overcalls

Contributed by Cindy Mahn

We are going to continue to explore different types of overcalls (your RHO has opened the bidding). Our last discussion was on simple overcalls (an overcall that is as cheap as possible). This week we are going to look at weak *jump* overcalls.

WEAK jump overcalls are pre-emptive overcalls intended to obstruct the opponents' bidding.

- If you would have opened a weak-two bid if an opponent hadn't bid ahead of you, then you can make a two-level jump overcall. You are promising a six-card suit and less than 10 HCP.
- And if you would have opened with a three-level pre-empt if an opponent hadn't bid ahead of you, then you can make a three-level jump overcall. Here you are showing a seven-card suit and again less than 10 HCP.

Before you decide to make a pre-emptive overcall, there are a few very important things to consider.

1. Partnership agreement. Sound? Medium? Light? Make sure your partner knows your style and you know his. Stick to that style!
2. Vulnerability.
3. Suit quality. When you are vulnerable, your suit should be good – for example, KQJxxx. You need to be prepared to play in this contract doubled.

Here is an example. You have this hand ♠Kx ♥KQx ♦AJxxx ♣Jxx. Partner's RHO opens the bidding with a one club bid, and partner overcalls two spades.

- a) If your partner is a sound pre-emptor, you may try four spades.
- b) If partner is a medium pre-emptor you might want to bid 2NT asking partner for more information. (Perhaps you have an agreement that this bid asks partner for a feature, meaning an ace or king in a side suit.) This way, you can still get out at the three-level if you do not like his reply.
- c) If your partner is a light pre-emptor, you should probably pass.



*'I'm not going to be caught
out again by lockdown.
I'm moving in with my
hairdresser'*

LESSONS NOT YET LEARNED

Last train to Clarksville



Balancing

It's not too late to sign up for this workshop.

Level: **Intermediate**

Instructor: Malkin Howes

Date: Monday, June 14, 2021, 9:30 am - noon

How to Register and Pay

- Click [here](#) for more information about and to register for our workshops (\$20 for members, \$25 for non-members).
 - Click [here](#) for information about how to pay for your lessons (scroll down).
-



Fun Fact

Our club is now **38th** of ACBL clubs in terms of table counts! Click [here](#) for the standings.



Who Needs Overtricks Anyway?

Contributed by Robert Griffiths

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

North opened 1♠, East passed, and South bid 3♠, a limit raise. North went on to 4♠. East led the ♥J, ducked in dummy, and West played the king. North considered the fine mess he had gotten himself into. Even though he seemed to have caught a break in the heart suit, there were two heart losers, and a possible loser in spades, diamonds, and clubs. Twelve high card points and a flat hand with two jacks probably wasn't enough to have accepted this invitation.

West played the king and ace of hearts and then considered. A club lead would surely cost a trick and a diamond lead would be likely to. West made his safest return of the ♠9, which declarer ran around to dummy's 10, and a second spade cleared the trumps.

With the trumps all drawn, Declarer is in an interesting position. His only possible losers now are a club (if the finesse loses) and a diamond if he fails to guess who has the ♦Q. If he gets both of them wrong, he will go down one - while if he gets them both right, he will make an overtrick.

But North can avoid all of this uncertainty. He can play to dummy's ♥Q, ruff the last heart, then play a club to dummy's ace, followed by the ♣Q. It doesn't matter which opponent wins the ♣K. That opponent will have to either open up the diamonds, saving the loser there, or lead a club, allowing North to ruff in dummy while throwing away his losing diamond.

Playing this way takes away all chances of winning an overtrick but ensures that the contract will be made.

Playing to make the contract is likely the best strategy on this hand. N/S have bid to a 23 HCP game but many of the other pairs in the field may stop short = so making the contract should give a good result.

👉 In team games, you should always play to make the contract.

FOR ADVANCED PLAYERS



Dear David

Better Safe Than Sorry!

Most people spend the vast majority of their time playing matchpoint games rather than team games. Playing matchpoints, your goal is to take as many tricks as possible in order to maximize your score. Playing teams, your goal is to play as safely as possible in an attempt to make your contract. Overtricks are relatively unimportant in a team game. The following hand came up in a team game.

| W West | W N E S | E East |
|---------|------------------|------------|
| ♠AK85 | 1♥ Pass 2♦ Pass | ♠J |
| ♥AK1076 | 2♣ Pass 3♠ Pass | ♥J |
| ♦75 | 3♥ Pass 3NT Pass | ♦AK1098432 |
| ♣107 | Pass Pass | ♣KJ5 |

On this hand, as long as diamonds split 2-1 in the opponents' hands, 6NT by East is unbeatable. Eight diamond tricks and four tricks in the major suits equals 12 tricks. No matter what form of scoring you are playing, you would win the opening lead and play the diamond ace.

But the question is different when you are playing only 3NT. The first trick is ♣2, ♣7, ♣Q, ♣K.

At matchpoints, where the goal is to take as many tricks as possible, you would play the ♦A at Trick 2 and make at least 12 tricks if the diamonds behave. If the diamonds don't behave, you can set them up by playing three rounds, but then you will have no sure entry to the East hand to cash your diamond winners. Since everyone who plays this hand will play this hand the same way, your matchpoint score will not be as bad as you think.

If this hand occurred in a team game though, you would have a "safety play" that would guarantee the success of your contract. Play a small diamond at Trick 2! Because you have every suit stopped, nothing can prevent you from making at least 11 tricks. Occasionally, the safety play will cost you an IMP, but is a small price to pay in order to guarantee your contract. Here is the full deal.

| | | | | | | |
|-------------------------------------|---|------------------------------------|--|--|--|----------|
| D | N North | | | | | ☰ |
| | ♠ Q9643 ♥ Q852 ♦ ♣ Q963 | | | | | |
| W West | W N E S | E East | | | | |
| ♠ AK85 ♥ AK1076 ♦ 75 ♣ 107 | 1♥ Pass 2♦ Pass 2♠ Pass 3♣ Pass 3♥ Pass 3NT Pass Pass Pass | ♠ J ♥ J ♦ AK1098432 ♣ KJ5 | | | | |
| | S South | | | | | 3NT East |
| | ♠ 1072 ♥ 943 ♦ QJ6 ♣ A842 | | | | | 0 0 |

Matchpoints—Take moderate chances in order to improve your score.
 Teams—Take all precautions necessary to make your contract.



FOR INTERMEDIATE PLAYERS

Jake's Challenges (#26)

♠ A J 10 9 5
♥ Q J 9
♦ A 7 4
♣ J 5



♠ K 6 3
♥ A 10 5
♦ K Q 9
♣ A Q 9 7

| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|-------------|--------------|-------------|--------------|
| | | | 1 ♣ |
| Pass | 1 ♠ | Pass | 2 N |
| Pass | 6 N | All pass | |

Sitting South, I was declaring a six no trump contract and received the ♦5 opening lead. My dummy came down without a single king or even the queen of spades! This was going to be a challenge!

I took the first trick with the board's ♦A, while East contributed a small diamond. Then I led a small spade from dummy and took the trick in my hand with the ♠K, both opponents following. I led another spade from my hand and was delighted to see West play the ♠Q. Hey, there might be a chance to make this contract after all! Plan the play.

SOLUTION

You have ten sure tricks at this point – five spades, one heart (the ♥A), three diamonds, and one club (the ♣A). Ergo, you need to find two additional tricks in order to make your contract.

Was your plan to finesse both of the two missing kings? With this line, your chances of making your contract are 75% (50% plus 50% of the remaining 50%).

There is, however, a line of play with a higher probability of success, and that is to work on the club suit first. In clubs, you have the ace, the queen, the jack, and the precious nine.

If you lead the ♣7 from your hand toward dummy's ♣J, you will probably end up with three sure club tricks regardless of who holds His Majesty. That's because there is a 71% chance that the ♣10 will drop after three club leads.

See how important the ♣9 is?

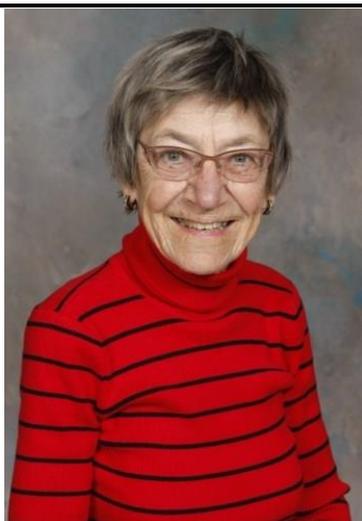
If you do manage to establish three club tricks, you will be able to pitch the board's losing hearts on them, meaning that you won't need the heart finesse after all. The chances of success of this line are thus 71%.

But the even better news is - you can still fall back on the 50% heart finesse if you don't succeed in dropping the ♣10, giving you an overall 85.5% chance of making your contract (71% plus 50% of the remaining 29% = 85.5%).

Here is the full hand.

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

As you can see, both the club finesse and the heart finesse would have failed.



Alice Hambly

We regret to report the death of Alice Hambly on June 5, 2021. Sadly, Alice wasn't able to play at our club all that much because of her lengthy illness, but she was a good bridge player and a very classy lady. Alice leaves her husband Peter Hambly, a member of our club.

Click [here](#) for more information.

North American Pairs Qualifying Games

If you are interested in earning extra red master points, then read on.

Our club will be running special North American Pairs (NAP) Qualifying Games Monday to Friday on the weeks of June 7 to 11 and June 14 to 18. Players who do well can move on to compete at the Unit and National level. Players can qualify at three different levels: open, under 2500, and under 500. Please note that Life Masters cannot qualify in the under 500 games. For those dates, all regularly-scheduled virtual club games that are 499er or higher will be NAP games. Note that the Sunday 499er game will not be a NAP game.

In order to provide NAP qualifying games for the under 2500 category, **we will be changing the Thursday evening 999er games to 2499er games. This change is for these two weeks only.**

Game fees are \$7, and double master points will be awarded, ½ red and ½ black.

Coming Virtual Events

- Friday, June 11, 12:30 pm, **99er game (20-22 boards) \$5**
- Friday, June 11, 1:00 pm, **499er game (24 boards) \$7 NAP**
- Friday, June 11, 7:00 pm, **open game (24 boards) \$7 NAP**
- Saturday, June 12, 1:00 pm, **199er game (20-22 boards) \$5**
- Sunday, June 13, 10:00 am, **499er game (18 boards) \$5**
- **Monday, June 14, 9:30 am, Balancing Workshop**
- Monday, June 14, 12:30 pm, **49er game (18 boards @ 8 minutes) \$5**
- Monday, June 14 1:00 pm, **open game (24 boards) \$7 NAP**
- Monday, June 14, 7:00 pm, **499er game (24 boards) \$7 NAP**
- Tuesday, June 15, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, June 15, 1:00 pm, **open game (24 boards) \$7 NAP**
- Wednesday, June 16, 1:00 pm, **499er game (24 boards) \$7 NAP**
- Wednesday, June 16, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, June 16, 7:00 pm, **open game (24 boards) \$7 NAP**
- Thursday, June 17, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, June 17, 1:00 pm, **open game (24 boards) \$7 NAP**
- Thursday, June 17, 6:30 pm, **19er game \$5**    
- Thursday, June 17, 7:00 pm, **2499er game (24 boards) \$7 NAP**    

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're offering NAP games at our **club**.