



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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## ALERT – March 7, 2022

### 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 February.*

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	25.62	1	Brian Kirkconnell	11.47	1	Reinhold Kauk	5.26
2	Margot Stockie	17.54	2	Stephen Nantes	9.39	2	Ginny Scott	5.17
3	Cindy Mahn	17.21	3	Suzanne Edwards	8.31	3	Steven Allen	4.38
4	Robert Griffiths	13.35	4	Susan Kerrigan	6.28	4	Joe Blake	4.22
5	Stephen Young	13.10	5	Cheryl Kip	5.97	5	Marilyn Rootham	3.82
6	Mike Peng	13.09	6	John Kip	5.76	5	Lynn Campbell	3.82
7	Edith Ferber	12.14	7	David Dennis	5.19	7	Nancy Cattanach	3.67
8	Colin Harrington	11.65	8	Dave Leitch	5.16	8	Brian Gaber	3.59
9	Moira Hollingsworth	10.66	9	Lori Cole	5.15	9	Martin Jones	3.54
10	Sandy Graham	8.85	10	Joan Slover	5.07	10	Susan Durance	3.53
11	David Longstaff	8.27	11	Andy Martinek	5.00	11	David Ward	3.37
12	David Wilson	7.72	12	Marion Allan	4.81	11	Michel Lalonde	3.37
13	John Vandergrift	7.13	13	Renate Boucher	4.71	13	Molly Worden	3.34
14	Malkin Howes	6.90	14	Nanci Phelan	4.69	14	Virginia Alviano	3.28
15	Kathy Russell	6.69	15	Roy Dandyk	4.56	15	Belinda Burt	3.25
16	Ted Boyd	6.44	15	Bev Hitchman	4.56	16	Barb Neibert	3.23
17	Dianne Aves	6.15	17	Lynda Burnett	4.40	18	Rick Arthur	3.20
18	Liz McDowell	5.84	17	Sandra Jonasson	4.40	18	Rick Arthur	3.20
19	Neil Jeffrey	5.69	19	Barbara Lindsay	4.08	19	Sue McDonald	3.13
20	John Hanemaayer	5.40	20	Judy Bailey	4.03	20	Pauline Copleston	3.03
21	Wayne Schroeder	5.18	21	Laurence Dean	3.91	21	Jane Wilson	2.95
22	Sharon King	5.11	22	Carolyn Baechler	3.80	22	Jeannie Leforge	2.78
23	Tom Ramsay	4.48	23	Judy Beauchamp	3.69	22	Christine Kelly	2.78
24	Mary McClelland	4.44	24	ML Benjamins	3.47	24	Pat McDonald	2.64
25	Neil Coburn	4.23	25	Sue Voll	3.46	25	Gordon Hunter	2.57

# Our Club is Re-Opening!

It's official. Our club is re-opening on Monday, March 14.

Because we want to keep our players safe, all attendees must:

- Be double vaccinated as of at least 14 days prior and provide proof thereof on their first visit to the club;
- Provide ID if not known to the screener;
- Stay home if they answer yes to any of the pre-screening questions in our Covid Screening Questions (at the end of this Alert);
- Notify the club if they are diagnosed with Covid-19 and may have been at the club while contagious;
- Wear a face mask properly covering their nose and mouth at all times except when in the designated eating/drinking area at the back of our big room;
- Bring their own refreshments and eat or drink them only in the designated eating/drinking area at the back of our big room;
- Hand sanitize upon entry and wash hands once before starting to play;
- Pay at the game director's desk, preferably using a convenience card or a debit card;
- Pick up a bidding box for their exclusive use during the game, wiping their box down and returning it to the bidding box container at the end of the game; and
- Avoid touching the Bridgemates unless they are North or South (East/West will *verbally* approve the score as opposed to pressing OK on the Bridgemate).

*There will be signs around the club reminding players of various requirements – for example, only two people are to occupy the coat room at one time.*

Our club will be following all applicable public health requirements and recommendations, ensuring that:

- Any disinfectants that we use and that our contracted cleaning company uses are approved by Health Canada for efficacy against human coronaviruses;
- Frequently-touched surfaces (door knobs, handles, taps, switches, keyboard, Bridgemates, etc.) are disinfected at a frequency that meets the public health standard;
- Hand sanitizer is provided for use upon entry, in the washrooms, and at each table;
- Disinfecting wipes are available for attendees to sanitize personal items;
- The club is cleaned weekly by a professional cleaning company;
- Our playing tables are spaced a minimum of four metres apart;
- Board sets are rotated so that no set is re-used for at least a week, a length of time which exceeds the latency period of the coronavirus; and
- We are running high-quality portable air cleaners that filter at better than Hepa standard (99.97% at 0.1 microns).

*Our club's safety plan will be updated as required to conform to changes in Public Health requirements as they are announced.*

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## Congratulations

*to the following local players who have advanced to the next ACBL level.*

### Junior Masters

- **Morgen Grigg**
- **Candice Grimm**
- **Nadine Parsons**

### Club Masters

- **Anette Happel**
- **Cassandra Zehr**

### Sectional Masters

- **Louise Dawdy**
- **Elinor Girouard**
- **Molly Worden**

### Regional Master

- **Isabel Hetherington**

### NABC Master

- **Jack Cole**

And a warm welcome to the following new ACBL members.

- **Carole Akazawa**
- **Blake Hull**
- **Brian Stief**



### **The Answer Lady**

Just a reminder that Susan Lawton is happy to answer your bridge questions. The questions are pouring in now; please keep it up. Email [suzan2420@yahoo.ca](mailto:suzan2420@yahoo.ca) about your bidding or play problems, and Susan will do her best to help you out. Susan's free service is an excellent way to improve!

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### **What's Your Name Again?**

Those of you who already have nametags will find them waiting patiently for you at the club. But if you're newish to the club and don't have a nametag yet, it would be really helpful if you could get one. This can be accomplished by emailing [clubmanager@grandriverbridgeclub.com](mailto:clubmanager@grandriverbridgeclub.com) and asking Jim to order a nametag for you. As an aside, did you know that spelled backward nametag is gateman? Anyway, there is a modest fee of \$8 for our nametags, payable either by e-transfer to the above email address or in person to whoever is on the desk when you next come to our club.

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## ***From the Archives – When in Doubt, Say “Director Please”***

*There are a number of differences between BBO and face-to-face play. On BBO, for example, players are largely protected from themselves – they can't revoke or bid out of turn, for example. And although each online game has a director, he or she generally has very little to do. Herewith the first in a series of articles about various aspects of face-to-face play, this one on the role of our game directors.*

There are a great many circumstances when the game director should be summoned to your table. Oftentimes players hesitate to "bother" the director, thinking they know the rules and can sort things out themselves. But bridge rules are very complicated.

- Did you know, for example, that there might be lead penalties if someone has made an insufficient bid?
- Did you know that you can just pick up your out-of-turn lead if one of your opponents mistakenly told you that you were on lead?
- Did you know that declarer can tell you to play your highest or lowest card in the suit if your partner prematurely plays to a trick when it's your turn to play?

Better minds than ours have worked hard to anticipate every possible irregularity at the bridge table, and as a result there are literally hundreds of very detailed and complicated rules designed to keep the playing table level. Do yourself and your opponents a favour - just automatically call the director the minute something untoward occurs.

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## **Our Bridge Labs**

Since our club has been closed for two years, there are a lot of new players who may not know what a bridge lab is. Monday mornings from 9:00 am to 11:30 am, you can play hands and ask for advice from a more experienced player at any time during the bidding and/or play of the hand. You can attend with a partner, or come on your own and the bridge lab lead will pair you up with another single player.

When the club re-opens on Monday, March 14, Bill and Bev Pope will be leading the labs and welcoming you to face-to-face bridge. There is no scoring or results - just learning and having fun. The kitchen will not be open at this time, but you are welcome to bring your own beverage of choice. The provincial regulations still require the wearing of masks. The club has opted to continue requesting proof of vaccination using QR codes, so please have that ready when you enter the club.

The fee is the same as pre-pandemic - \$7 for members and \$9 for non-members. Payment by debit card is preferred, but cash or a cheque will also be accepted.

We look forward to meeting our new players and answering all your questions as you play the hands. It's never too late to learn how to take tricks with panache - and finesses!

For more information, contact [billandbevpoppe13@gmail.com](mailto:billandbevpoppe13@gmail.com).

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“Playing bridge reflects intelligence. It’s one of the really great pleasures of life. Anybody who’s missing bridge is missing so much in life.”

**Malcolm Forbes**

# GRBC Hybrid Face-to-Face and Online Games Schedule Effective March 14, 2022

## Legend:

Face-to-Face (F2F)

Online

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
10am 499er	9:00 am Lab		9:30am 99er	9:30am 99er		
	12:30pm 99er 1pm Open 7pm 499er	12:30pm 199er 1pm Open	1pm 499er 7pm Open	1pm Open 6:30pm 19er 7pm 999er	1pm 499er 7pm Open	12:30pm 999er 1pm 199er

## Notes:

1. Wednesday morning 99er replaces Wednesday night 199er.
2. Friday afternoon 99er online is cancelled. Players are encouraged to play in the 1pm 499er F2F game.
3. Saturday afternoon 999er game is assuming that the attendance is sufficient to continue offering this new game.

# Where To Park?



Our bridge club shares a parking lot with other tenants. Our 40 parking spaces are indicated in green on this map. Please be sure to park in one of our spaces (they're labelled GRBC).

# TIME YOU LEARNED YOUR LESSONS!

*Our Beginner 1 cohort has graduated and is currently participating in coaching sessions. Beginner 2 classes will begin on Thursday, March 10.*



## Beginner 2

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

Level: **Beginner**

Instructor: Allen Pengelly

Dates: Thursdays, March 10, 17, 24, 31, & April 7

Mode: ONLINE

Current Enrollment: 5

Fee: \$75 (uses the same textbook as Beginners 1)

**LAST CHANCE TO SIGN UP – Click [here](#) to register.**

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*Just before or shortly after we re-open on March 14, the following **face-to-face lessons** will begin. (Other courses are planned for subsequent months).*

*Click [here](#) to register. Click [here](#) for information regarding payment.*



## Playing in our Face-to-Face Games

In-person bridge will soon make a welcome return to our club. This workshop is intended to ease newer players into the mechanics of playing in face-to-face games. We will learn about in-person registration, bidding, alerts, table movements, calling the director, scoring with BridgeMates, and (as time permits) review the basics of duplicate bridge scoring.

Level: **Beginner/Novice**

Instructor: Ted Boyd

Date: Saturday, March 12, 10:00 am – noon?

Mode: Face-to-Face

Current Enrollment: 14

Fee: FREE

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## Play of the Hand (Suits)

In an 18-board club game, you are likely to be declarer on four or five boards. You need to learn techniques to help you become a better declarer. First, you need to be aware of your goal. Second, you must learn how to make a plan. And third, you must learn how to implement your plan. In this five-week course, you will learn how to make a plan right after the opening lead has been made, and you will also learn how to minimize your losers so that you can make your contract and maybe even make overtricks.

A second course, Play of the Hand (No Trump) will be offered later.

Level: **Novice**

Instructor: Dianne Aves

Mode: Face-to-Face

Dates: Tuesdays, March 15, 22, 29, April 5, & 12, 9:30 am until noon

Current Enrollment: 3

Fee: \$95 for members, \$105 for non-members (includes \$20 textbook & HST)

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## Intermediate Bidding, Part 1

This course and its separately-enrolled continuation, Part 2, focus on Standard American bidding. Opening bids, responses, and rebids will be briefly reviewed. Topics covered in more detail will be forcing and non-forcing bids, competitive bidding, doubles, and balancing. Each lesson will conclude with some hands illustrating the lesson's topics, for practice in bidding and play. A few topics regarding play and defence will also be included, but the main goal of the course is to make attendees comfortable and confident with standard bidding conventions.

Regular partners may find it advantageous to attend as a pair.

Level: **Intermediate**

Instructor: Neil Jeffrey

Dates: Tuesday, March 15, 22, 29, & April 5, 7:00 pm - 9:30 pm

Mode: Face-to-Face

Current Enrollment: 7

Fee: \$70 for members/ \$80 for non-members (includes handouts and HST)

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## Recorded Lessons

The following recordings are available for \$10. To order one or more of them, send in your payment specifying what it is for (click [here](#) for information on how to pay).

- John Hanemaayer's **novice** workshop on **Filling out your Convention Card**
  - Stephen Carpenter's defence workshop on **Killer Signals**
  - Jack Cole's **novice** workshop on **Playing in our Online Games**
  - Stephen Carpenter's defence workshop on **Opening Leads**
  - Jack Cole's **novice** workshop on **Scoring Matters**
  - Stephen Carpenter's defence workshop on **Third Seat Play**
  - Stephen Carpenter's defence workshop on **Second Seat Play**
  - Stephen Carpenter's defence workshop on **Discards and Strategies**
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**FOR INTERMEDIATE PLAYERS**



**Planning Ahead**

*Contributed by Robert Griffiths*

<b>Board 12</b>														
West Deals	♠	A 3												
None Vul	♥	—												
	♦	K 10 8 7 4 3												
	♣	Q J 7 4 3												
	♠	7 5 2			♠ K Q J 9									
	♥	9 8 7 6 4 3			♥ A Q 2									
	♦	9 2			♦ A Q 6									
	♣	5 2			♣ A K 9									
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	N													
W		E												
	S													
			♠	10 8 6 4										
			♥	K J 10 5										
			♦	J 5										
			♣	10 8 6										
	<i>West</i>	<i>North</i>	<i>East</i>		<i>South</i>									
	Pass	1 ♦	Dbl		Pass									
	1 ♥	2 ♣	3 N		Pass									
	4 ♥	All pass												

Why does it always seem that when one partner has a hand like East's, the other has a hand like West's?

In second seat, North opened 1♦ and East doubled. South passed and West proudly bid 1♥. Now North tried 2♣ and East jumped to 3NT. South passed and West, this time not so proudly, bid 4♥ - rightly suspecting that his hand would be useless in no trump.

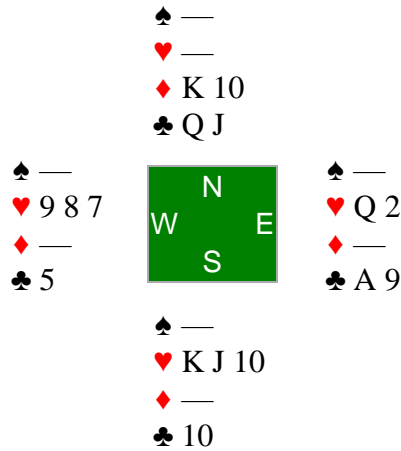
North led the ♦7, won by dummy's queen. Declarer next played the ♦A and then led the ♦6 off the board.

At Trick 3, South was at a crossroads. He could see 30 HCP between his hand and dummy's. To open the bidding, his partner must have all the missing HCP and probably 10 or 11 minor-suit cards. To insist on playing in his suit, West likely has all six of the missing hearts.

South can see that his side will win partner's ♠A, and he hopes to win three heart tricks to set the contract. However, in order to win all of his heart tricks, South needs to avoid leading that suit; his KJ10 are powerful only because they sit behind the AQ. But if he throws away a black loser on the third diamond, he may find himself in trouble. Declarer will ruff the diamond and lead a heart towards the board. If North shows out of hearts, Declarer can win the ace, drive out the ♠A, and then cash all of his black winners.

Here's what it would look like after nine tricks, Declarer having won eight tricks so far.





On the play of the ♣A and another club. South would have to ruff this trick and surrender the tenth trick to dummy's queen.

It's a lot for South to foresee at Trick 3. But what he really has to see is that all of his black suit losers will fall under dummy's high cards and he will be forced to trump in when he has nothing left except hearts (which he does not want to lead).

He can solve his problem at Trick 3 by trumping the third diamond with his ♥10, deliberately trumping high in front of Declarer who was planning to trump this trick himself. By getting this heart trick early, he can avoid the pain of having to lead hearts away from his king.

After getting this early trump trick, South can exit with a spade to his partner's ace and then get another diamond ruff with his jack while his guarded ♥K remains safely behind the ♥AQ to take the setting trick.

South need not foresee the total picture to make the correct play at Trick 3, but he does need to be able to see that getting his heart tricks while he has safe exit cards is better than waiting until later when he may be embarrassed for leads.

 **Plan ahead.**





# Dear David

## Planning

During most auctions in which you have a number of choices available, you will sift through those choices and hope to select the one that best describes your hand. The problem with that method of calculation is that your pesky opponents often interfere and leave you much less room to communicate with your partner. The question you should always ask yourself before choosing your bid is “What will the consequences be?”

For example, your side has hearts and the opponents have spades. The auction: 1♥-1♠-3♥ (limit raise)-3♠-? Opener holds ♠xx ♥AKQxxx ♦xx ♣KJx. Bidding 4♥ is very tempting. It might make or it might go down one or two tricks for -50 or -100 when they can make 3♠. But if you project ahead, bidding 4♥ may induce the opponents to bid 4♠, a contract you have little defence against.

<div style="border: 2px solid red; padding: 5px; display: inline-block;">23</div> <div style="border: 1px solid red; padding: 2px; display: inline-block;">D</div>	<b>N</b> North ♠ 876532 ♥ 7 ♦ 102 ♣ AJ103	<table border="1"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td>P</td> <td>2♠</td> <td>2NT</td> <td>P</td> </tr> <tr> <td>3♦</td> <td>P</td> <td>3♥</td> <td>3♠</td> </tr> <tr> <td>P</td> <td>P</td> <td>4♥</td> <td>4♠</td> </tr> <tr> <td>P</td> <td>P</td> <td>X</td> <td>P</td> </tr> <tr> <td>P</td> <td>P</td> <td></td> <td></td> </tr> </tbody> </table>	W	N	E	S	P	2♠	2NT	P	3♦	P	3♥	3♠	P	P	4♥	4♠	P	P	X	P	P	P		
	W	N	E	S																						
P	2♠	2NT	P																							
3♦	P	3♥	3♠																							
P	P	4♥	4♠																							
P	P	X	P																							
P	P																									
<b>W</b> West ♠ Q ♥ QJ1053 ♦ 8763 ♣ K74	<b>E</b> East ♠ A9 ♥ AK82 ♦ KQ954 ♣ 62																									
	<b>S</b> South ♠ KJ104 ♥ 964 ♦ AJ ♣ Q985	4♠x N      NS: 0 EW: 0																								

Some would jump to 4♥ over the transfer, but since partner might have a terrible hand I opted for trying to get a plus score. When you bid hearts and the opponents have spades, your heart bid is often a “transfer” to spades. As I feared, South bid 3♠ and it came back to me. Since I didn’t have as much defence as I might have liked against 3♠, I hoped 4♥ might make or go down one at the worst.

Given that heart bids are often “transfers” to spades, you might ask yourself why I would risk pushing them to 4♠. South is a passed hand, North opened a weak 2♠, and they are vulnerable. Nevertheless, the opponents joined in the fun and bid 4♠. I didn’t know whether or not I could defeat 4♠ but, if they can make it, we will probably get no matchpoints whether it is doubled or not – so I doubled. As you can see, 4♠ makes if he gets the spades right (he did not). I thought that getting to game would be problematic on this hand. I was woefully incorrect.

Contract	Lead	Result	Score		Matchp
			N-S	E-W	N-S
4♠ N	♥A	=	620	-620	5.50
4♠ N	♥A	=	620	-620	5.50
4♠ N	♥A	-2	-200	200	3.50
4♠X N	♥A	-1	-200	200	3.50
5♦ E	♣4	=	-600	600	2.00
4♥ W	♣8	=	-620	620	0.50
4♥ E	♥6	=	-620	620	0.50

Always keep in mind the “what-ifs” when choosing a bid.

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

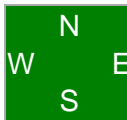
#62

♠ A J 6 2

♥ 4 3

♦ K 9 4 3

♣ A 10 8



♠ K 9 7

♥ K Q J 10 7 5

♦ 10 2

♣ Q 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1 ♥
Pass	1 ♠	2 ♣	2 ♥
Pass	4 ♥	All pass	

West led the ♣9 to dummy's ♣10, East's ♣K, and my ♣3. East returned the ♠5. What would you do now?

**SOLUTION**

You have at least one potential loser in each suit, and you could even lose two diamond tricks. Counting winners, you have two spades, five hearts, and two clubs (as a result of the opening lead) = nine tricks in total. The problem is how to get a tenth trick before you lose four tricks.

Although the fourth spade in the dummy is attractive, there is a timing problem in that when the opponents win the third spade, they will be able to cash the ♦A for down one. Therefore, developing spades won't work. Your only chance of getting a tenth trick in time is the ♦K. And if you're going to make dummy's ♦K, obviously the ♦A must be in the West hand.

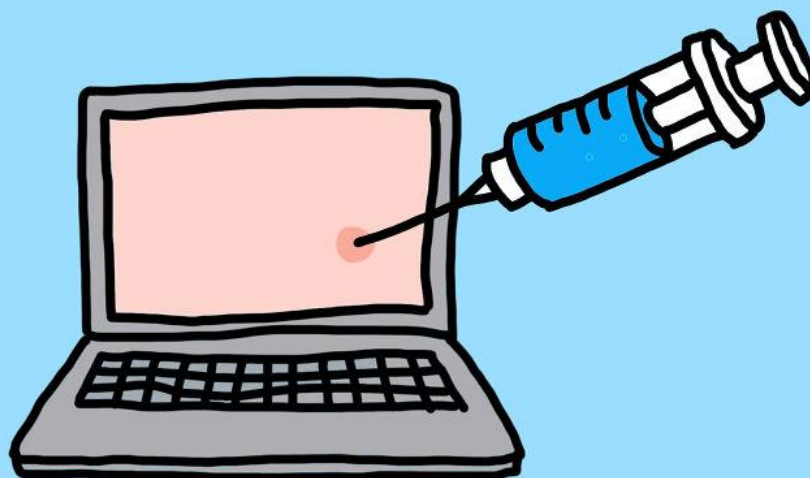
Since this is your only valid chance, you might as well assume that West holds the ♦A and plan your play accordingly. Are you feeling lucky, punk?

At Trick 2, rise with your ♠K (reserving the dummy's ♠A as an entry) and unblock the ♣Q right away. Then start drawing trumps. East will take the ♥A at Trick 4 and lead another spade (his best defence). West will put in his ♠J, so you have to take this trick with dummy's ♠A. Cash the ♣A and discard your hand's third spade (very important, since if you discard a diamond instead you will still have a loser in each suit).

At this point, you're starting to feel confident that West has the ♦A. (East has already shown up with the ♥A and the ♣K and probably the ♣J, judging by West's opening lead of the ♣9. If East had the ♦A as well, he would have started with 12 HCP and likely would have opened the bidding.)

Time to try your luck. Back to your hand with a spade ruff and, crossing your fingers, lead a diamond up to dummy's  $\spadesuit$ K. Success! West can take his  $\heartsuit$ A, but his quiver is empty. Here is the full deal.

$\spadesuit$ A 10 6 2		$\spadesuit$ 5 4
$\heartsuit$ 4 3		$\heartsuit$ A 9 2
$\diamondsuit$ K 9 4 3		$\diamondsuit$ Q 8 7
$\clubsuit$ A 10 8		$\clubsuit$ K J 7 6 4
$\spadesuit$ Q J 8 3	<div style="display: inline-block; background-color: green; color: white; padding: 5px; border: 1px solid black;">             N W     E S           </div>	
$\heartsuit$ 8 6		
$\diamondsuit$ A J 6 5		
$\clubsuit$ 9 5 2		
$\spadesuit$ K 9 7		
$\heartsuit$ K Q J 10 7 5		
$\diamondsuit$ 10 2		
$\clubsuit$ Q 3		



screen shot

Irina Blok

## Our Low-Cap Games

If you have under 100 points, please plan to come out on Mondays at 12:30 pm and support our new 99er game. And if you have under 20 points, please play in our 19er game on Thursday nights at 6:30 pm.

Our club likes to offer low-masterpoint games so that our newer players can use them as scaffolding to climb to ever-greater heights. Happily, our 19er and 99er games are getting bigger, but they can still use more of your support.

If you need a partner, contact [Cheryl Kip](#), our membership lead.

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## New 999er Game

Effective Saturday, March 5, our club will be adding an online 999er game on Saturday afternoons. Please plan to play in it!!!!

### Coming Virtual Events

- Friday, March 4, **99er game (20-22 boards) \$5**
- Friday, March 4, 1:00 pm, **499er game (24 boards) \$5**
- Friday, March 4 7:00 pm, **open game (24 boards) \$5**
  
- Saturday, March 5, 12:30 pm, **999er game (24 boards) \$5**
- Saturday, March 5, 1:00 pm, **199er game (20-22 boards) \$5**
- Sunday, March 6, 10:00 am, **499er game (18 boards) \$5**
- Monday, March 7, 12:30 pm, **99er game (20-22 boards) \$5**
- Monday, March 7, 1:00 pm, **open game (24 boards) \$5**
- Monday, March 7, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, March 8, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, March 8, 1:00 pm, **open game (24 boards) \$5**
- Wednesday, March 9, 1:00 pm, **499er game (24 boards) \$5**
- Wednesday, March 9, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, March 9, 7:00 pm, **open game (24 boards) \$5**
- Thursday, March 10, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, March 10, 1:00 pm, **open game (24 boards) \$5**
- Thursday, March 10, 6:30 pm, **19er game (18 boards) \$5**
- Thursday, March 10, 7:00 pm, **999er game (24 boards) \$5**



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 starting a new game at our **club**.

# Covid Screening Questions

*All persons wishing to attend our club should pre-screen prior to arrival by answering the following questions.*

- a. Are you currently experiencing one or more of the symptoms below that are new or worsening? Symptoms should not be chronic or related to other causes or conditions.
  1. Fever (37.8C/100F or higher) and/or chills?
  2. Cough (not related to asthma, COPD, or other known causes)?
  3. Shortness of breath?
  4. Decrease or loss of smell or taste?
  5. For Adults >18 years-Fatigue. Lethargy, malaise and /or muscle aches/joint pain?
  6. For Children <18 years-Nausea, vomiting and/or diarrhea?
- b. In the last 14 days, have you travelled outside of Canada?
- c. Has a doctor, health care provider, or public health unit told you that you should currently be isolating (staying at Home)?
- d. In the last 14 days, have you been identified as a “close contact” of someone who currently has COVID-19?
- e. In the last 10 days, have you tested positive on a rapid antigen test or a home-based self-testing kit? If you have since tested negative on a lab-based PCR test, select “No.”
- f. In the last 10 days, have you received a COVID Alert exposure notification on your cell phone? If you have since tested negative on a lab-based PCR test, select "No."
- g. Is anyone you live with currently experiencing any new COVID-19 symptoms and/or waiting for test results after experiencing symptoms?