



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

ALERT – September 2, 2024

Click [here](#) to access our regular game schedule.

Looking Ahead

- ♥ August 30: Today's afternoon 749 game will be a **pop-up game** (half-red, half-black).
 - ♥ September 1: **BBO Pop-Up Games** (half-red, half-black)
 - ♥ September 2: **All games will proceed as usual** on Labour Day (but no bridge lab).
 - ♥ September 6: **The Friday night open game is cancelled.**
 - ♥ September 7-8: **St. Thomas Jumbo Tournament**
 - ♥ September 8: **BBO games are cancelled.**
 - ♥ September 9-15: All BBO games will be **charity games**, \$1 surcharge
 - ♥ September 9: Bridge Labs resume (**Improving with Best-E-Bridge, Sonja Miner**)
 - ♥ September 9-13: All F2F games (except for Wednesday, September 11) will be **STaC games**, \$2 surcharge
 - ♥ September 11: **Barbara Seagram will be at our club.**
 - ♥ September 14: **Learn Bridge in a Day**
 - ♥ September 15: **Team Leagues** begin
 - ♥ September 16: Bridge Lab Mini-Lesson – **Tournament Play with Susan Lawton**
 - ♥ September 16-21: **Club Championship F2F Games** (extra masterpoints, no extra charge)
 - ♥ September 20: **The Friday night open game is cancelled.**
 - ♥ September 21: **Beginner Lessons** start
 - ♥ September 22: **BBO games are cancelled.**
 - ♥ September 23: Bridge Lab Mini-Lesson – **DONT with Sue Moses**
 - ♥ September 23-29: All BBO games will be **NABC Fundraiser Games** (\$1 surcharge)
 - ♥ September 24: **AGM and Potluck**
 - ♥ September 27: **The Friday night open game is cancelled.**
 - ♥ September 28-29: **Local Sectional at our Club**
 - ♥ September 28-29: **All regular games are cancelled.**
 - ♥ September 30: Bridge Lab Mini-Lesson – **Initial Hand Evaluation with Malkin Howes**
-

There is a lot going on in September at our club!!!!!!!

Learn Bridge in a Day (Spread the Word!)

There are still five spaces left in our Learn Bridge in a Day event, a fun day designed to give the attendees a taste of bridge – and an appetite for more!

- **Instructor: Stephen Carpenter**
- **Fee: \$35**
- **Current Enrollment: 19 (5 spaces left)**
- **Date: Saturday, September 14, 9:00 am – 4:00 pm**

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

This link also works for those who wish to register for our beginner bridge lessons that begin on September 21.

Please join us for

Barbara Seagram's Finding the Killing Opening Lead!

on Wednesday, September 11, 2024.

We currently have **54** participants signed up for this exciting day of learning and playing and shopping! Please sign up ASAP (and tell your friends) to help us to reach our goal of 96 bridge enthusiasts!

No partner? No worries. We will assign you one.

Sign up details: <https://site.pianola.net/grand-river/barbara-seagram-event>

Thanks to everyone who has already paid. For the others, payment is due by September 6!



In addition to the four schools that they have built and sustain, Barbara Seagram and Patti Lee help to support a weaving centre in Cambodia where ladies weave beautiful cotton scarves in a remote village, 79 km south of Phnom Penh. The quality and designs get better and better each year. Barbara will be selling scarves on Wed, September 11 along with her books. The scarves are \$25 each or two for \$40.

Barbara's Books for sale on September 11 (cash or cheque or etransfer, NO credit cards)

- *Bridge: The Magic of Defense*: \$28.00 / reg. \$34.00 / just won Book of the Year 2024
- *Barbara's Bridge Tips*: \$22.00 / regular \$24.00 / won Book of the Year in 2022
- *Barbara's Quizzes*: \$18.00 / endless learning in these fun quizzes with very detailed answers
- *25 Bridge Conventions You Should Know: 2nd Edition Revised*. \$24.00 / reg. \$28.00
- Cheat sheets: Intermediate, Doubles, Conventions, Two Over One, and Defence. \$48.00 for any five or \$40.00 for any four. Or buy singles.

Click [here](#) for a complete listing of all Barbara's books. Email barbaraseagram@gmail.com if you wish to order any books for that day and thus avoid shipping costs.

Register for the Local Sectional at our Club (Silver Points)!

Click [here](#) for more information on and to register for this upcoming local sectional tournament at our club on Saturday, September 28 and Sunday, September 29. Attendance is limited to 96 each day (48 pairs and 24 teams), with pre-registration being strongly recommended. Registrations are coming in briskly. At the time of writing, we already have 28 pairs registered for the Saturday games and 10 teams registered for the Sunday Swiss. We do expect to sell out – so register soon to reserve your places!



From the Archives – Established and Unestablished Revokes

In general, following suit is a very good idea, because there are Draconian penalties when you revoke - in some cases, one, two, or even more tricks taken away from you and given to your opponents (ouch). In every case, the director should be called – but sometimes the director should be called right away and sometimes the director should be called only when the hand is over. The reason for the difference in timing is that the rules are different for revokes that are “not established” and revokes that are “established”.

A revoke does not become established until the offender or his partner leads or plays to the following trick or, if declarer is the offender and is in dummy, he or she designates a card to be played to the following trick.

In the case of a revoke that has not been established, it must be corrected right away and the withdrawn card becomes a penalty card with all the attendant potential lead restrictions.

The rules are different for established revokes, in that the director will not be able to make a ruling until the hand is finished - ergo the declarer should not be summoned until the end of the hand with established revokes.

Got all that? Of course, a revoke on the 12th trick, even if established, must be corrected if discovered before all four hands have been returned to the board....



The Answer Lady

Contributed by Susan Lawton

As the “The Answer Lady” I have been responding to questions from “newer” players. A request has been made to share those players’ questions and my responses in the Alert, essentially a column for the beginner player! You can write to me at suzan2420@yahoo.ca.

Several readers have requested information on simple overcalls. These overcalls differ from the previously-outlined weak jump overcalls.

Robert Todd on his website “Adventures in Bridge”, Lesson 482, Competitive Bidding: Simple Overcalls has this to say.

Overcalls are quite different from opening bids. They are an effort to compete in the bidding after the opponents have already struck the first blow. However, an overcall is one of the worst-defined bids in all of bridge because it contains a tremendous amount of shape and strength variation. It is a flawed bid because it is extremely difficult for partner to know what we are showing.

This week, we will focus on one-level simple overcalls. These low-level overcalls can range from seven to around 17 HCP points with usually a five-card suit, although some partnerships may overcall with only four cards. A simple one-level overcall occurs after the opponents open with one suit and you or your partner bid a second suit, namely 1♥ or 1♠. The 1♥/1♠ bid is that simple one-level overcall.

The benefits of overcalling are as follows.

- It suggests a lead.
- It may allow you to compete and win the contract.
- It can push the opponents to bid higher.
- It takes away the opponents’ bidding space.

(Barbara Seagram: *Beginning Bridge*, 2008, p. 130)

As your partner has no knowledge of the strength of your hand with that overcall, partnership agreement is essential. If you have only 8-12 HCPs, Barbara suggests that you should have a good suit – at least two of the top three or three of the top five honours in that suit. This is essential if your partner is on lead as they are expecting you to take tricks in your suit. AKJxx and KJ10xx in hearts or spades are some options for a one-level overcall when the opponents open 1♣ or 1♦. The following hand was a poor 1♠ overcall choice by North and resulted in E/W taking nine tricks for a poor result. South on lead might have elected a different choice without that 1♥ overcall.

West Deals ♠ A Q 3
 None Vul ♥ Q 10 9 7 3
 ♦ J
 ♣ 8 5 3 2

♠ 9 6 5 2
 ♥ K 8
 ♦ K Q 10 8
 ♣ A Q 4

♠ 10 8
 ♥ A J 4 2
 ♦ A 7 6 5 3
 ♣ J 6

♠ K J 7 4
 ♥ 6 5
 ♦ 9 4 2
 ♣ K 10 9 7

West North East South
 1♦ 1♥ 1NT All pass



What will the strength of your overcalled suit be? Can your partner count on you to take tricks when they are on lead?





How Bridge Became JB's Lifeline Through the Toughest Times

A story by BBO's "ijabe"

I learned to play bridge in jail. I used to play contract whist, spades etc., in the streets where I learned the concept of trumps, card counting, table and partner play, and card sense, albeit to limited degrees when compared to bridge.

The game rooms in prison had many game tables where, amongst other activities, chess and the aforementioned precursors were played. A couple of the tables played "the game of kings". I was intrigued and slowly sidled up to them. I could hear the bidding and the player interactions. The players were very competitive. I wanted to learn.

One of the tables gave me the impression of playing at a superior level to the other, so I focused on the other. Eventually I found a partner who was willing to play with me. My bad play drove him nuts. I could see him fume during games and, when play was finished, he would let me have it. Therein, however, he instructed me.

He must have felt that I had some aptitude because we continued the partnership. I found Goren in the library and began studying in my cell. I was mesmerized. It was a watershed moment in my life.

I must qualify at this time because, due to drug-related issues, it wasn't my last visit to a penitentiary. But every time thereafter, bridge helped me do my "bid". You see, I learned about bids before Bridge auctions. A bid is also a term for particular jail time stints.

I am 75 years old, so the former happened in my youth and well before the information age. When technology became more robust, I met BBO where I, with some trepidation, classify myself as Advanced. I mostly play the robots now but have around 1100 visits to partner play. I don't play tournaments and eschew purchase of BBO bucks. Be it as it may I play the robots every night and tolerate their quirks.

Maybe someday I'll find an online partner who can tolerate my bad play as my jailhouse buddy did back in the day. I'll just say that I now come with some skills.

Thank you for allowing me to tell my story.

(Reprinted from the August 24, 2024 BBO newsletter)



From the SE Carolina Online Bridge Newsletter

When the NT range was changed several years ago, I asked rulings@acbl.org if it was legal to announce 1NT as 14-18 and open 1NT with a good 13 or a bad 19. They said yes and explained that the intent of a range was to show the partnership's normal agreement for a bid but not to restrict a player from evaluating their hand based on its actual contents or using logic and judgment to decide what they should bid.

More About ACBL 2023 Convention Charts

In the newest version of its convention charts, the ACBL has further refined what is considered to be a shape-based, one-level opening suit bid. The situation often arises where you have a distributional hand with fewer than 12 HCPs. How do you properly evaluate a hand's strength based on the length of the suits and shape? Here is what is defined in the Convention Chart document.

Quasi-natural opening bids in the first or second seat at the one-level must by agreement have **at least eight HCP or meet the Rule of 17**. Artificial opening bids at the one-level must, by agreement have **at least 10 HCP or meet the Rule of 19**.

Rule of N is the sum of the number of cards in your two longest suits plus your HCPs. Please note that this relates to your partnership agreement and is not absolute in regard to your actual holding. Note the above discussion on bridge judgement.





A Tale of 24 Hearts

Contributed by Jennifer Verdam

A couple of weeks ago I wrote about my own personal-worst single-hand IMP loss ever, when I doubled 6♥ and it made at our table, while our teammates had a bidding misunderstanding and went for 1,100.

A few days later, once we had all gone home and recovered from the exhaustion of playing bridge for nine straight days by playing bridge online, twice in two days we played 6♥ doubled.

On the first occasion, with no one vulnerable, I picked up this hand.

xxx
Qxxxx
KQ10
xx

Here was the auction.

| W (Adrian) | N | East (Jenn) | S |
|------------|------|-------------|-----|
| 1♣ | pass | 1♥ | 2♦ |
| 6♥! | pass | pass | Dbl |
| AP | | | |

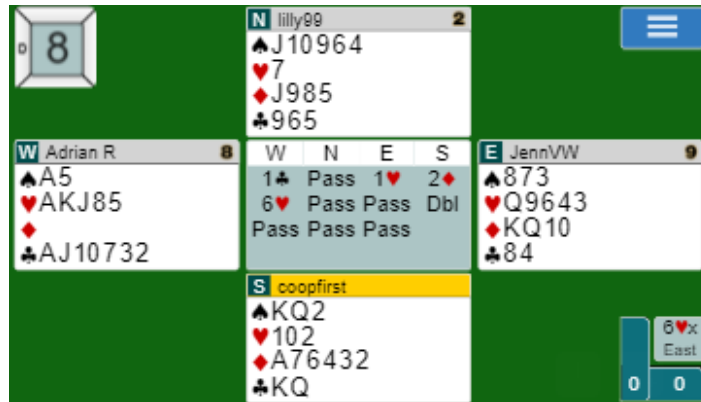
It isn't very often that you bid slam when the opponents are making bids that aren't pre-empts, and honestly my hand has very little to distinguish it. However, I am not losing the argument at the pub if this is wrong...

With some trepidation, I waited for the opening lead. South led the ♠K and Adrian came down with this.

Ax
AKJxx
-
AJ10xxx

Phew. I won the ♠A on the board and played the ♥A. Both opponents followed. I played the ♥J and overtook it with the ♥Q in my hand, dropping South's ♥10. Now I played the ♦K which South covered with the ♦A, and I ruffed with dummy's ♥K. I now played the ♥5 to the ♥6 in my hand, played the ♦Q pitching the dummy's last spade, gave up a club, and claimed the remainder of the tricks. We must bid those 24-point slams more often!

Here is the full deal.



Literally the next day, in an ACBL Open Pairs event online, again with no one vulnerable, Adrian picked up this hand.

K10xx

K10

AJxx

AKQ

| E (Adrian) | S | W (Jenn) | N |
|------------|------|---------------|------|
| 2NT | pass | 3D (transfer) | pass |
| 3H | pass | 4H (slam try) | pass |
| 4N | pass | 5C (1 or 4) | pass |
| 6H | Dbl | pass | pass |
| Pass | | | |

The opening lead was the ♦K and I came down with this hand.

AQJ

Jxxxxx

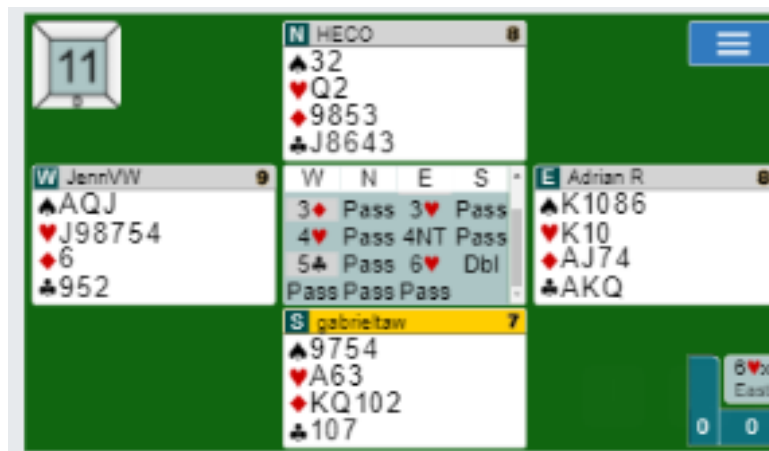
X

xxx

*(which admittedly is a *little* light for a slam try. It was the six-card suit and the singleton! I was prepared to apologize profusely! We made it with 24 points yesterday.....)*

Anyway. Adrian played the small diamond off the board and won the ace in his hand. He played a small spade to dummy's Q♠ and then led a small heart to his 10 and South's ace. Phew! South returned a heart and the queen dropped. Adrian ruffed a diamond on the board, drew the last outstanding trump, and claimed. Six hearts doubled and making twice in two days.

Sorry, not sorry.





Showing Your Entry

Contributed by Robert Griffiths

| | | | |
|-----------------|-------|---------------|-------|
| Board 15 | | ♠ 7 4 | |
| South Deals | | ♥ K 7 | |
| N-S Vul | | ♦ 7 6 5 | |
| | | ♣ A J 9 5 4 2 | |
| ♠ Q J 10 9 3 | N | ♠ K 6 2 | |
| ♥ A 9 3 | W | ♥ 10 8 6 4 2 | |
| ♦ J 8 4 | E | ♦ 10 9 3 | |
| ♣ 7 3 | S | ♣ K 8 | |
| | | ♠ A 8 5 | |
| | | ♥ Q J 5 | |
| | | ♦ A K Q 2 | |
| | | ♣ Q 10 6 | |
| West | North | East | South |
| | | | 1 ♦ |
| 1 ♠ | Pass | 2 ♠ | Dbl |
| Pass | 3 ♠ | Pass | 3 N |
| All pass | | | |

South opened 1♦ and West overcalled 1♠. North passed and East raised to 2♠. These non-vulnerable players will bid without restraint.

South showed his good hand with a double, and North thought that his clubs were good enough that his side should be in either 5♣ or 3NT if South had a stopper in spades. So, he came out with a 3♠ bid asking South if he had a stopper, and South showed it with a 3NT bid. West led the ♠Q which won Trick 1, then the ♠J. East won Trick 2 with the king. East needed to get his king out of the way so that it wouldn't prevent West from running the spade suit when E/W got the lead.

South won the third trick with the ♠A and had lots of tricks if the club finesse won – and lots of trouble if it didn't. So, he led the ♣Q and played low from the dummy, East winning his ♣K. What should East lead now? Seeing all of the cards, we know that he should lead a heart to his partner's ace so that the contract will go down two as West cashes the last two spades. Is it totally a guess which red suit East should return? Did East notice which spade West played on South's ace? When South wins the third spade trick, West is the only player at the table with spades. The card he plays should indicate to East where his entry is. If he plays the ♠10, his highest spade, it should tell East that his entry is in hearts, the higher suit. East knows that West has lots of spades to choose from, so the ♠10 should leave no doubt. If his entry had been in diamonds, he would signal with his smallest spade.

No matter what signalling methods you use, there are times when you should make use of this kind of suit preference. Notice that if East goes wrong and returns a diamond, declarer will score up ten tricks.



Dear David

Easy Discards?

I hope you interpret the question mark at the end of the title as meaning there is no such thing as an easy discard. When declarer is running a long suit, you may find it easy to throw a couple of useless cards, but you may have noticed that it eventually becomes very difficult to decide what to pitch next.

| | | | | | |
|-------------|--------|------|-------|------|-------|
| | ♠ Q943 | | | | |
| South Deals | ♥ AQ74 | | | | |
| NS Vul | ♦ 42 | | | | |
| | ♣ A106 | | | | |
| ♠ AJ | | West | North | East | South |
| ♥ J | | | | | pass |
| ♦ AKQ765 | | 1♦ | dbl | 1♠ | pass |
| ♣ J873 | | 3♦ | pass | 3NT | pass |
| | | pass | pass | | |

Partner leads the ♥10 to the jack, ace, and 2. You lead back your original fourth-best ♥4. [Note: If you started with four hearts, lead back your original fourth-best. If you started with only three cards in the suit, lead back your highest, showing you started with only two or three in the suit.]

Declarer now begins to run the diamonds. When all follow suit twice in diamonds, you know that declarer will cash four more diamond tricks. NOW is the time to decide what your discards will be. DO NOT try to decide what to discard on each succeeding trick. MAKE A PLAN. You can easily discard two clubs and one spade. Declarer has no entries to his hand unless he plays the ♠A and then the ♠J, overtaking with the ♠K, which gains him nothing. You now have one more discard to make and it obviously must be a heart. Which one? If you play the seven, declarer can lead a club and make an extra trick. If you assume that partner has the ♥9 (a good assumption since he led the ♥10 and declarer did not think about finessing the nine at Trick 2), you can throw the ♥Q!!! Here is the whole hand.

| | | | |
|-------------|----------|---------|--|
| | ♠ Q943 | | |
| South Deals | ♥ AQ74 | | |
| NS Vul | ♦ 42 | | |
| | ♣ A106 | | |
| ♠ AJ | | ♠ K1085 | |
| ♥ J | | ♥ K62 | |
| ♦ AKQ765 | | ♦ 1093 | |
| ♣ J873 | | ♣ K94 | |
| | | | |
| | ♠ 762 | | |
| | ♥ 109853 | | |
| | ♦ J8 | | |
| | ♣ Q52 | | |

As you can see, declarer always had nine tricks – six diamonds, two spades, and one heart. Your goal was never how to defeat 3NT – but rather to hold him to nine tricks. Throwing the ♥Q accomplishes your goal.

One further point: Often you have a horrible hand such as the one South is holding and you quickly lose interest in the hand, randomly discarding cards. South may start throwing his valuable hearts in order to keep his clubs. How can you try to prevent that from happening? Once North has planned his discards, the order of his discards is important. He should throw his ♥Q first to wake partner up. Then he can signal that he likes clubs, and South knows he can safely throw clubs.

Ten tables played 3NT. Eight of those tables made 10 or 11 tricks. Two tables held them to nine tricks. That works

out to 94.4% for those who defended well.

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

No. 147

| | |
|----------|----------|
| N | ♠ 9 |
| W E | ♥ J765 |
| S | ♦ QJ1094 |
| | ♣ 976 |

♠ 107
 ♥ K109
 ♦ 653
 ♣ AQ532

| West | North | East | South |
|------|----------|------|-------|
| | | Pass | Pass |
| 2♣ | Pass | 2♦ | Pass |
| 4♠ | All pass | | |

I was South, defending against a 4♠ contract. My partner led the ♠4, I covered the dummy's ♠9 with my ♠10, and Declarer took it with his ♠J.

At Tricks 2 and 3, Declarer drew trumps, my partner followed suit twice, dummy discarded two clubs, and I threw a club on the third trump.

At Trick 4, Declarer played the ♦A and everyone followed suit.

At Trick 5, Declarer led the ♥2, which my partner took with his ♥Q while I played my ♥9.

At Trick 6, my partner exited with the ♥4, to dummy's ♥6, my ♥10, and Declarer's ♥A.

At Trick 7, Declarer played the ♥8, my partner followed suit, and I took dummy's ♥J with my ♥K.

If you were in my shoes, what would you do now?

SOLUTION

This is what you can see after seven tricks have been played.

| | |
|----------|---------|
| N | ♠ |
| W E | ♥ 7 |
| S | ♦ QJ109 |
| | ♣ 9 |

♠
 ♥
 ♦ 65
 ♣ AQ53

Now, can you guess Declarer's hand? Let's take stock.

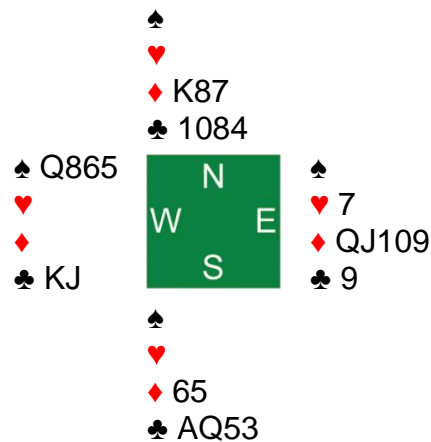
Declarer drew three rounds of trump, and your partner followed three times, meaning that Declarer originally held seven spades. In addition, Declarer has shown up with three hearts. He has also played a diamond (the ♦A). So, what could his remaining two minor cards be? Here are some possible scenarios.

1. ♦Kx, or
2. ♦K and ♣K, or
3. ♣Kx.

- Scenario 1. If this is the case, you have no defence, and Declarer would have already claimed, making five.
- Scenario 2. If this is the case, the good news is that he has no entry to the board to cash the ♦Q and pitch his club loser on it, but the bad news is that he will make his contract (with no overtricks) when he cashes his ♦K.
- Scenario 3. If it is the case, you would like to force declarer to lead a club away from his Kx.

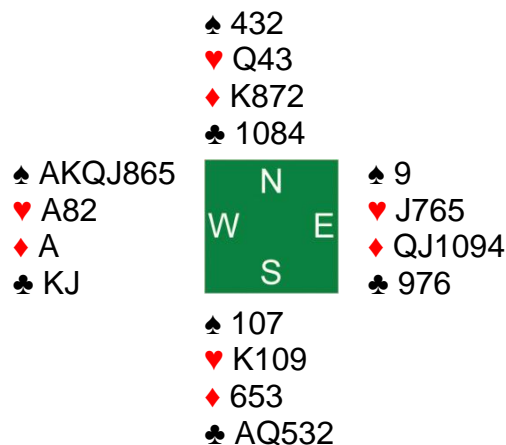
So, Scenario 3 is your only chance of beating this contract. And to do this, you must exit with a diamond. Of course, regardless of the scenario, leading a diamond at this point costs you nothing.

When you lead your ♦6 at Trick 8, Declarer will either a) ruff and then be endplayed in clubs or b) discard a club, whereupon you can cash your ♣A. Here is the full hand of the six-card ending.



Note that if you lead a club at Trick 8, Declarer will make his contract with the ♣K as his tenth trick.

Here is the full hand.



Good things come to those who wait, so the saying goes. The full quote, however, is “Good things come to those who wait - but only the things left by those who hustle.” Please notice that the opponents can make 3NT in their sleep.

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 July.

| Open Players | | | 499er Players | | | 99er Players | | |
|--------------|---------------------|-------|---------------|-----------------|-------|--------------|-------------------|-------|
| | Name | MP | | Name | MP | | Name | MP |
| 1 | David Baker | 46.35 | 1 | John Kip | 15.27 | 1 | Randall DeKraker | 12.43 |
| 2 | Edith Ferber | 35.64 | 2 | Marlene Dopko | 9.22 | 2 | Andrew Widdis | 7.69 |
| 3 | Cindy Mahn | 29.38 | 3 | Cheryl Kip | 8.73 | 3 | Phil DeMontigny | 7.13 |
| 4 | Mike Peng | 27.77 | 4 | ML Benjamins | 8.05 | 4 | Peter Gaasenbeek | 6.72 |
| 5 | Kathy Russell | 24.81 | 4 | Bob Giilck | 8.05 | 5 | Nancy Kennedy | 6.23 |
| 6 | Ted Boyd | 24.49 | 6 | Renate Boucher | 6.88 | 6 | Sharon Nesbitt | 5.82 |
| 7 | Roy Dandyk | 23.80 | 7 | Joan Slover | 6.87 | 7 | Robert Darby | 5.76 |
| 8 | Dave Quarrie | 22.09 | 8 | Judy Widdecombe | 6.84 | 8 | Sonja Miner | 5.42 |
| 9 | John Hanemaayer | 18.13 | 9 | David Dennis | 6.49 | 9 | Sheila Charters | 4.50 |
| 10 | Pat McMillan | 17.41 | 10 | Molly Worden | 6.47 | 10 | Joan Stroud | 3.66 |
| 11 | Neil Jeffrey | 17.32 | 11 | Valirie Binkle | 6.18 | 11 | Pat Northey | 3.55 |
| 12 | Moira Hollingsworth | 17.26 | 12 | Elinor Girouard | 5.52 | 12 | Carol Gerber | 2.78 |
| 13 | Suzanne Edwards | 14.74 | 12 | Vivian McLellan | 5.52 | 13 | Marianne Dziarski | 2.29 |
| 14 | Liz McDowell | 14.68 | 14 | Joe Blake | 5.32 | 14 | Paul Raymond | 2.22 |
| 15 | Dave Longstaff | 12.96 | 15 | Cheryl White | 5.07 | 15 | Mark Sherwood | 2.20 |
| 16 | Margot Stockie | 11.91 | 16 | Glenn Mockford | 4.91 | 16 | Andrew McNaught | 2.11 |
| 17 | Neil Coburn | 11.61 | 17 | Manfred Young | 4.61 | 17 | Carla Laubach | 1.95 |
| 18 | Diane Bourdeau | 10.96 | 18 | Audrey Cook | 4.53 | 18 | JP Fraresso | 1.93 |
| 19 | Steve Carpenter | 10.16 | 19 | Kevin Latter | 4.35 | 19 | Pat Gascho | 1.92 |
| 20 | Susan Lawton | 9.25 | 20 | Brian Gaber | 4.29 | 20 | Judy Charbonneau | 1.91 |
| 21 | Dave Embury | 8.88 | 21 | Pat Pietrek | 4.20 | 20 | Jacques Druart | 1.91 |
| 22 | Paul Latimer | 8.85 | 22 | Rick Arthur | 4.17 | 22 | Wendy Duff | 1.84 |
| 23 | Lynda Burnett | 8.82 | 23 | Steve Allen | 4.03 | 23 | Doug Fickling | 1.74 |
| 24 | Dianne Aves | 6.77 | 24 | Ginny Scott | 3.87 | 24 | Ben Cornell | 1.55 |
| 25 | Barbara Arthur | 6.38 | 24 | Sue Moses | 3.87 | 25 | Becky Blake | 1.44 |

If you would like to play in a particular game but lack a partner that day, you can either:

- For both online and F2F games, log on 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. *When you use Partner Finder, it will allow folks to see your contact information. If you have posted a Partner Finder ad, kindly remember to check your phone and email and, when you've found a partner, delete your ad. Someone who replied to your ad may be waiting for a response.*
- For online games only, log in to the game in question and register yourself on the Partnership Desk tab (or look to see if someone else has already registered there).

We have fun in **spades**.
 We play with all our **hearts**.
 We treat our members like **diamonds**.
 Team leagues are starting soon at our **club**.



In Memoriam – Jack McFadden

We are saddened to report the recent passing of **John (Jack) McFadden**, long-time bridge player and former member of our club.

Visitation will be held at Gilbert MacIntyre & Son Funeral Home, 252 Dublin St. N., Guelph on **Wednesday, September 4, 2024, from 10:00-12:00 pm**, followed immediately by a memorial service at 12:00 pm.

Further details can be found [here](#).