



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

## ALERT – September 28, 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 since August 1.*

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	43.82	1	Allen Pengelly	16.55	1	Ron Lawrence	17.56
2	Margot Stockie	34.77	2	Kathy Russell	14.94	2	Suzanne Edwards	15.03
3	Mike Peng	30.96	3	Brenda Semple	13.03	3	Brian Silva	13.41
4	Cindy Mahn	25.86	3	Sue Moses	13.03	4	Noah Pace	12.48
5	Colin Harrington	24.39	5	John Hanemaayer	11.39	5	Barbara Arthur	10.12
6	Ted Boyd	19.21	6	Lori Cole	10.58	6	Salvatore Pace	9.89
7	Robert Griffiths	18.17	7	Sandy Graham	9.01	7	Shelley Metcalfe	9.69
8	Edith Ferber	17.11	8	Kevin Latter	8.39	8	Nanci Phelan	9.12
9	Moira Hollingsworth	15.77	9	Adriaan Kempe	8.07	9	Brian Kirkconnell	8.66
10	Dianne Aves	15.57	10	Janet Howell	7.71	10	Stephen Nantes	7.88
11	William Christian	15.19	11	Keith Prosser	7.15	11	Robert Giilck	7.77
12	Liz McDowell	14.64	12	Paul Latimer	7.01	12	Judy Bailey	6.51
13	Tom Ramsay	12.05	13	Sue Voll	6.22	13	Marlene Dopko	6.41
14	Stephen Young	12.01	14	Charles Walkey	6.01	14	Virginia Alviano	5.99
15	David Longstaff	10.86	15	George Pepall	5.99	15	Susan Durance	5.97
16	Diane Bourdeau	10.81	16	Jack Cole	5.75	16	Edward Murphy	5.85
17	Bruce Roberts	10.79	17	Jim Veitch	5.73	17	Steven Allen	5.16
18	Neil Jeffrey	9.82	18	Rebecca Kalbfleisch	5.60	17	Joe Blake	5.16
19	Adrian Record	8.65	19	Loretta Ann Molodecki	5.46	19	Marion Allan	5.02
20	Wayne Jordan	8.05	20	Andy Wilson	5.44	20	Susan Kerrigan	3.99
21	Peggy Pearson	7.94	20	William Sherman	5.44	21	Barb Neibert	3.89
22	Malkin Howes	7.75	22	Sandy Lee	5.32	22	Nancy Cattanach	3.85
23	Stephen Carpenter	5.86	22	Fred Young	5.32	23	Mary Lynn Benjamins	3.82
24	Wayne Schroeder	6.80	24	Judy Widdecombe	4.94	24	Elinor Girouard	3.72
25	Thea Davis	6.52	25	Roy Dandyk	4.27	25	Casey Baron	3.57



In BBO, if you press F11, the program goes to full screen to help those of us with tired eyes. Press F11 again, and it returns to normal mode.

## Learning the Lingo: MITCHELL AND HOWELL

*By Allen Pengelly*

At the start of bridge games (especially the Virtual games), the director will announce that the tournament is using a X round MITCHELL or a X round HOWELL movement. (These are not the only possible movements for a bridge game, but they are the two most common). What is the difference between the two movements?

A Mitchell movement (developed by John Templeton Mitchell) is where the field is divided into the two main directions. Everyone playing North/South is compared against everyone else playing North/South, and they stay in that position for the whole game. Traditionally, North/South pairs remain stationary, while East/West pairs move from table to table between rounds. This movement is also called a “two winner movement”, since there will be a different first-place team for the North/South and East/West directions.

A Howell movement (developed by Edwin Cull Howell) has teams floating between the North/South and East/West directions during the game. On each individual hand, you are compared against everyone else sitting the same direction as you during that hand, but the pairs you are compared against will change during the game. When played in the physical club, there is an intricate movement that needs to happen in order to accommodate the movement of the boards. When played in the Virtual games (where everyone plays the same boards at the same time), it is accomplished by moving pairs down the tables when North/South, and up the tables when East/West. If you reach either end of the tables, you flip to the other direction for the next hand. This movement will produce only one winning pair, but usually the winners will get twice the points earned by the winners in a Mitchell movement of the same number of tables.

Do you need to know the intricacies of the movements? No. Especially on BBO, since it will automatically move you to the correct seat at the start of the next round!

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# A Trick Up His Sleeve

Contributed by Robert Griffiths

This is a hand played by Swedish expert Jorgen Lindqvist in a European championship. East opened 2NT and Jorgen jumped to 4♠ with the South hand. 4♠ doubled became the final contract.

**Board 18**

East Deals

N-S Vul

♠ 4 ♥ J 7 3 2 ♦ A 5 4 2 ♣ J 9 5 2	♠ K 8 3 ♥ A 9 8 6 5 ♦ 9 8 7 3 ♣ 8	♠ A 7 ♥ K Q 10 ♦ K Q J 10 ♣ K Q 10 4	
	♠ Q J 10 9 6 5 2 ♥ 4 ♦ 6 ♣ A 7 6 3		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	2 N Dbl	4 ♠ All pass

West made life difficult with a spade lead, and the contract looked sure to fail with four losers: one spade, one diamond, and two clubs. But Lindqvist wasn't giving up yet.

East won his ♠A and returned the ♠7, ensuring that South could ruff only one club in the dummy. After declarer won the ♠K in Dummy and led the ♣8, it would seem 'normal' to win his ♣A and ruff another club in dummy. But Lindqvist played a low club from his hand. After this play, each defender believed that the other held the ace of clubs, as why would a declarer not take his ace when he has a singleton on the board?

As a result, after winning their club trick the opponents led diamonds. Jorgen ruffed the second diamond trick, ruffed a club on the board, ruffed a diamond in his hand, and then ran all of his spades.

Jorgen's last two cards were the ace and 7 of clubs. Neither defender saved two clubs because each believed that the other had the ♣A. As a result, Jorgen's ♣7 took the last trick and made his doubled contract.

**Don't try this at home.**



One way to avoid touching your face.....

## You Have to Be Alert

*Contributed by Joan Slover*

Today my partner opened 1NT and, after right-hand opponent doubled, my request for an explanation elicited “opening points”. I then bid 2 hearts, a transfer to spades, but I didn’t alert my bid. Then my left-hand opponent bid 2 spades. I asked for an explanation, but after a while a little box popped up and said “no explanation available”. So, I called the director. I wanted to know if my left-hand opponent had to explain his bid. It turned out that 2 spades was a natural bid. The final result was a top board for us, but the director told me I should have alerted my 2 hearts transfer (even though no one does) and, because of my own failure to alert, the board was adjusted to an average score.

Here’s what I have learned.

- Everyone is required to alert all of his or her alertable/announceable bids without needing to be asked to do so. For example, when opening 1NT, you need to inform the opponents of your range (usually “15-17”). When making a transfer, you need to inform the opponents that it is a transfer (“transfer”). When using an alertable convention, for example the double of a 1NT opening bid, you need to alert the opponents (“equal points”).
- Natural bids, such as 2 spades in the above case, do not need to be alerted, and the opponents are not required to explain their natural bids. If in fact an unalerted bid turns out to have been an alertable bid (as opposed to a natural bid) and the failure to alert damages the opponents in some way, then the opponents can legitimately ask the director to adjust the score.
- The pop-up box saying “no explanation available” is just BBO’s way of reporting that the opponent clicked on the OK button of your request without providing an explanation. There could be many reasons for this – maybe the opponent doesn’t understand what’s going on – or perhaps he or she doesn’t know what he’s supposed to do – or maybe he or she is aware that it isn’t mandatory to explain natural bids.

*The requirement to alert all of your alertable/announceable bids is not an example of fuddy-duddy rule-bound bureaucracy – but rather a way of ensuring that partnerships don’t make bids with secret meanings that disadvantage their opponents.*

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Shawna Gawreluck  
@ShawnaGofABPoli



I made the mistake of telling my husband an early symptom of COVID is loss of smell.

He’s taken to passing gas in my vicinity & then when I react, informing me he is helpfully “performing a health check”.

He taught the children the technique.

I may divorce him.



# Dear David

## A Titanic Bid

I need some advice! How should East/West find the right contract on this board? We went down a bunch and don't want to repeat the experience!

The screenshot shows a bridge bidding interface with the following details:

- Board:** A 3-level overcall (indicated by a red and white box with the number 3).
- North (N):** ♠ J862, ♥ Q5, ♦ AK1097, ♣ A4. Hand strength: 9.
- West (W):** ♠ AK753, ♥ 2, ♦ 6, ♣ KQ10853. Hand strength: 9+.
- East (E):** ♠ Q104, ♥ KJ107, ♦ QJ82, ♣ 92. Hand strength: 4.
- South (S):** ♠ 9, ♥ A98643, ♦ 543, ♣ J76. Hand strength: 10.
- Bidding Sequence:**
  - West: 2♠
  - North: 4♥
  - East: Pass
  - South: 2♥
  - West: 5♣
  - North: Dbl
  - East: 5♠
  - South: Pass
  - West: Pass
  - North: Dbl
  - East: Pass
  - South: Pass
- Score:** 0-0. A button for 5♠x West is visible.

Whenever you have a hand that is too strong for the upper range of a simple overcall, you have to start with a double. You don't fit the point count requirement, but you more than make up for it in playing potential. So--2♥-dbl-4♥ (we assume)-p-p-4♠ (at least 5 spades). 5♣ is much too hopeful on the bidding. Beyond the 4 level is way too rich red vs white when you are not sure you can even make 4♠. 2♥-3♥ is a possibility to bring both suits into play, showing a strong or a weak 2-suiter (Michaels). 2♥-3♥-4♥-p-p-4♠ shows two places to play. With a different distribution, for example xx xxx QJxx Axxx, partner can bid 4NT asking for your second suit and 5♣ makes.

On the actual hand, 5♠ was down 4 for -800. Down 2 (-500) is bad enough against a non-vulnerable game, but it's still a disaster because 4♥ isn't even close to making.

Of course, East's failure to double 4♥ was a bad decision. They will surely go down with your side having about half the high-card points. Double is an opinion and a warning to your partner. Even bidding 4♠ immediately would be a better choice than pass.

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

## Staking Your Claim

*Contributed by William Christian*

If you play in one of the GRBC virtual club games, you will receive regular encouragement to "claim if you can". The reason why the director wants you to claim is to speed up the game. Claiming is explicitly permitted under the Laws of Bridge.

When we are playing face to face at the club, the declarer (or defender) who makes a claim for a certain number of tricks must spell out his or her line of play. If the opponents don't agree that declarer will win the number of tricks he or she claims, the director must be called.

Online is different in practice, though the same in theory. There is a little box in the bottom left-hand corner of the playing screen which gives you the opportunity to spell out your proposed line of play. Unfortunately, unless you're a really fast typist, it will probably take you longer to explain your line of play than if you simply were to play the hand out.

If you make a claim online, it should, in my view, be a very clear claim. Say I've got five high trumps in my hand. I claim five tricks. No problem and a time saver. On the other hand, if I claim and put down a hand that depends on a cross-ruff or something else vaguely complicated, my opponents will possibly spend more time trying to figure it out than if I had just gone ahead and played the hand out.

So, my suggestion is to claim only if the tricks you are claiming are totally clear.

Playing on-line with the robots is different. Dumb as posts in many ways, the robots can count like the little robots they are. Recently I was in a slam. After winning the first trick, I claimed 11 more tricks, making. In less than the blink of an eye, the robots accepted and we were on to the next board.

So, if you're playing against the robots (or Tom or Dave), claim as early as you can. They will quickly grasp your line of play and accept or reject your claim. If, however, you're playing with mere mortals, claim when you are sure that the opponents will be able to understand your claim easily.

After all, the whole point of claiming is to save time.

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## LESSONS NOT YET LEARNED



### When to Postpone Drawing Trump

There is still time to sign up for this **intermediate** workshop on Wednesday, September 19, from 9:30 am until noon. The teacher is Malkin Howes.

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## Bidding Suit Slams

It's pretty easy to bid no trump slams, right? You just add up your combined high-card points and bid 6 no trump if the total is at least 33 HCP and 7 no trump if the total is at least 37 HCP. Suit slams, on the other hand, are a lot harder to bid. It's quite possible to make a grand slam, for example, with only 16 HCP between you. It all depends on your trump fit and your distribution.

This workshop will go over the control-showing (cue) bids that make it possible to bid distributional hands accurately. The bulk of the lesson will be spent on bidding and playing 12 practice hands, using the magic of Shark Bridge.

Regular partners may find it beneficial to attend this workshop as a pair.

Level: **Novice**

Instructor: Malkin Howes

Date: Wednesday, October 14, 9:30 am – noon

Fee: \$20 for members/ \$25 for non-members

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



## Paul Puncher

We are sad to report that Paul Puncher, one of our club's founding members, passed away on September 21 at the age of 78.

Paul served on the club's fundraising committee when we were trying to get our bridge club started, as well as contributing some of his own money to the cause. Paul also donated the coffee machine that we still use.

Paul's fellow bridge players knew him as a kind and generous person who was always a gentleman. He will be greatly missed.

The photo shows Paul paying his membership dues while at the same time admiring one of the decorations that used to hang from the ceiling when we were on Gage Street.

Click [here](#) for Paul's death notice.

## Good News for Gold Diggers!

The ACBL has added two more days to its Stardust Week – meaning that from now until Tuesday, September 29 you can earn double regular master points and those points will be  $\frac{1}{4}$  gold and  $\frac{3}{4}$  black.

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

- Friday, September 25, 12:45 pm, **499er game** (26-28 boards) \$7
- Friday, September 25, 7:00 pm, **open game** (26-28 boards) \$7
- Saturday, September 26, 12:30 pm, **749er game** (20-22 boards) \$7 **NEW**
- Saturday, September 26, 12:45 pm, **199er game** (20-22 boards) \$7
- Sunday, September 27, 10:00 am, **499er game**, (18 boards) \$7 **NEW**
- Monday, September 28, 12:30 pm, **49er game** (18 boards @ 8 minutes) \$7
- Monday, September 28, 12:45 pm, **open game** (26-28 boards) \$7
- Monday, September 28, 7:00 pm, **499er game** (24 boards) \$7
- Tuesday, September 29, 12:30 pm, **199er game** (20-22 boards) \$7
- Tuesday, September 22, 12:45 pm, **open game** (26-28 boards) \$7
- Wednesday, September 30, 12:45 pm, **499er game** (26-28 boards)
- Wednesday, September 30, 6:45 pm, **199er game** (20-22 boards)
- Wednesday, September 30, 7:00 pm, **open game** (24 boards)
- Thursday, October 1, 9:30 am, **99er game** (20-22 boards)
- Thursday, October 1, 12:45 pm, **open game** (26-28 boards)

We have fun in **spades**.  
We play with all our **hearts**.  
We treat our members like **diamonds**.  
We always alert our bids at our **club**.