



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

## ALERT – March 15, 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 February.*

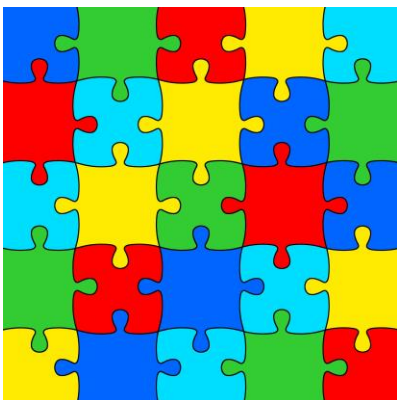
Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	46.51	1	Suzanne Edwards	18.00	1	Salvatore Pace	14.41
2	Robert Griffiths	26.40	2	Brian Kirkconnell	16.99	2	Casey Baron	12.87
3	Mike Peng	25.38	2	Stephen Nantes	16.99	3	Ginny Scott	8.82
4	Margot Stockie	25.27	4	Barbara Arthur	15.38	4	Virginia Alviano	8.37
5	Cindy Mahn	23.38	5	Janet Howell	15.03	5	Renate Boucher	8.36
6	Edith Ferber	21.75	6	Shelley Metcalfe	12.75	6	Elinor Girouard	7.84
7	Bruce Roberts	21.60	7	Nanci Phelan	11.96	7	Nancy Cattnach	7.37
8	David Wilson	21.36	8	Kathy Russell	11.89	8	Martin Jones	6.86
9	Colin Harrington	20.16	9	Roy Dandyk	11.82	9	Belinda Burt	6.58
10	Moira Hollingsworth	18.38	9	David Embury	11.82	10	Noah Pace	6.46
11	David Longstaff	17.39	11	John Hanemaayer	11.61	11	Andy Martinek	6.36
12	Liz McDowell	15.36	12	Brian Silva	11.23	12	Mary Lynn Benjamins	6.32
13	Ted Boyd	14.97	13	Sue Peterson	9.84	13	Isabel Hetherington	6.28
14	Dianne Aves	14.69	14	Cheryl Kip	9.76	14	Steven Allen	6.16
15	Sandy Graham	11.61	14	John Kip	9.76	14	Joe Blake	6.16
16	John Vandergrift	11.20	16	Tony Verhoeven	9.53	16	Gordon Hunter	6.14
17	Steve Carpenter	10.80	17	Paul Latimer	8.63	17	Brian Gaber	5.61
18	Neil Jeffrey	10.69	18	Sue Voll	8.57	18	Jane Rushby	5.51
19	Tom Ramsay	10.42	19	Robert Giilck	7.68	18	Sue Andersen	5.51
20	Scott Hills	9.77	20	Jake Liu	7.53	20	Molly Worden	5.48
21	Stephen Young	9.23	21	Donna Angst	6.72	21	Jane Wilson	5.27
22	Kandis Smith	9.21	22	Jim Dalglish	6.36	22	Kathy Chandler	5.02
23	John Moser	8.34	23	Dave Leitch	6.34	23	Patricia Malvern	4.92
24	Susan Lawton	8.33	24	Fred Young	6.23	23	Marion Allan	4.90
25	Adrian Record	7.31	25	Vivian McLellan	5.88	25	Susan Kerrigan	4.77
			25	Judy Widdecombe	5.88			

## Getting to Know You

As part of its strategic planning, our club's board of directors is embarking on a succession planning exercise. The board is acutely aware that our volunteers are the key to our club's success, and they want to make sure that if an important volunteer resigns or can no longer do his or her job for some reason, someone else is on deck to take over. Also, when we eventually start to re-open we will need some extra volunteer resources to help with the transition. Right now, we are in the fortunate position of having lots of new blood in our club – and among us a huge pool of experience and capability and know-how that we can't tap because we don't know what's out there.

As a result, we will be sending out an email survey to our members to find out more about you. If you might be willing to pitch in to keep our club well-run and vibrant, please fill out the form when it arrives in your inbox and let us get to know you better.

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I don't mean to brag, but I just put a puzzle together in one day and the box said 2-4 years!

# LESSONS NOT YET LEARNED



## Managing Entries

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

Level: **Novice**

Instructor: Malkin Howes

Date: Wednesday, March 24, 9:30 am - noon

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## Simple Hand Evaluation

You've counted your high-card points, but you know there must be more to evaluating your hand. This workshop will show you how to assess your length and shortness points, when to discount or upgrade the value of your hand, and how to continuously re-evaluate the strength of your hand as the bidding progresses.

Zoom and practice bidding hands will be used.

Level: **Beginner**

Instructor: Jack Cole

Date: Wednesday, March 31, 9:30 am - noon

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## How to Register and Pay

- Click [here](#) for our workshops for advancing players – including ten new workshops for the spring season (\$20 for members, \$25 for non-members).
- Click [here](#) for more information about Beginners 2 and to register.

Click [here](#) for information about how to pay for your lessons (scroll down).

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# TCG - The Common Game: Even More Game Results, Part 7

Contributed by Jack Cole

Today, we will look at what TCG can tell us about our play within our club. Follow the “**The Common Game ClubWebResults Page**” link from your Common Game email, to a list of GRBC sessions, and find the session of interest.

Since we’re into March now, I’m going to examine the March 1, 2021 499er game. Click on the link called “#16514 499er Grand River Kitchener Mon 7:00pm”, to the right of that date, and you’ll see this page, with:

- ◆ A link to download a hand record, which includes stats on the number of points & distributions in the hands
- ◆ A graph of the “strength” of the field. On this night the average Masterpoints among Club players was 181
- ◆ A list of everyone who earned points, and how many.

GRAND RIVER BRIDGE CLUB - Nite - Monday, March 1, 2021

Download hands in PDF PBN format (Right click and choose "Save Link As..." in Firefox or "Save Target As..." in IE)  
Jump directly to board 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

Field strength: Mean: 181 MP (based on 48 players)

\*\*\* MASTERPOINT WINNERS \*\*\*

Partnership	Pct	Rank	MP	Partnership	Pct	Rank	MP
Ron Lawrence - Suzanne Edwards	62.31	1st	B1.44	Jack Cole - Lori Cole	55.11	3rd	B0.50
John Hanemaayer - Paul Latimer	60.61	2nd	A1.01	Ginny Scott - Isabel Hetherington	53.98	2nd	C0.29
Casey Baron - Salvatore Pace	58.14	1st	C0.72	Beverly Hitchman - David Dennis	52.84	3rd	B0.50
Judy Widdcombe - Vivian McLellan	55.14	1st	A1.44	Sherry Bunnell - Sue Volf	51.89	4th	B0.29
Grace Messer - Sue Paterson	55.87	1st	B1.01	Lorette Savageau - Lori Ball	48.33	2nd	C0.25
Judy Beauchamp - Martin Jones	55.49	1st	C0.72				

Scroll down, below the event details, until you get to the boards. Let’s look at board #3, which was one of our poorest, shown at right. Double Dummy says Jack & Lori (EW) should make 3♥. We overbid to 4♥, and went down one, which seems fair, but wait: 7 other pairs bid and made 4♥! How?

3 Dir: S Vals: EW

♠T42 Dir: S  
♥A63 Vals: EW  
♦J63  
♣K543

♠98 ♠KQ76  
♥KT985 ♥QJ74  
♦A52 ♦KT4  
♣AQ2 ♣97

8 Double Dummy Makes  
13 11 NS 2♣  
8 EW 3♥ EW 2N:

LeTT: Par:-140

N-S	E-W	N-S	E-W	Contract	Lead	Click on Match for BBO Instant Replay
500	500	100	100	4♥ N -1	♠3	A6-McLellan-Widdcombe vs A6-Cole-Cole
140	8,00	3,00	3♥ N	♠2		
170	7,00	4,00	3♥ N +1	♠7		
620	4,00	7,00	4♥ N	♠1		
620	4,00	7,00	4♥ N	♠3		
620	4,00	7,00	4♥ N	♠3		
620	4,00	7,00	4♥ N	♠5		
620	4,00	7,00	4♥ N	♠2		
650	0,50	10,50	4♥ N +1	♠7		
650	0,50	10,50	4♥ N +1	♠3		

This is **The Best Part**. Click on the blue names of the players at any table and you are transported to BBO, and this exact hand, for that exact table. Picking the first successful game (a pair that bid and made 4♥), we see this familiar hand display at right.

3

♠ 1042  
♥ A63  
♦ J63  
♣ K543

W N E S  
1♥ P 3♥ X  
P 4♣ 4♥ P  
P P

W E  
♠ 98 ♠ KQ76  
♥ K10985 ♥ QJ74  
♦ A52 ♦ K104  
♣ AQ2 ♣ 97

S  
♠ AJ53  
♥ 2  
♦ Q987  
♣ J1086

4♥ W NS: 0 EW: 0

Previous Next Options GIB Play

Back in TCG article 4, talking about Fast Results Analysis (FRA), we saw this feature but some functionality was missing. Now it’s all here. You can see the bidding, and that the opponents *pushed* EW to 4. More importantly, you can replay the hand exactly as it was played at the table, one trick at a time, using the **Next/Previous** buttons. *Most importantly*, you can use the **GIB** button to have the AI show you the leads and plays that result in par, under-, or over-tricks. So how did they make 4♥?

♠ 1042  
♥ A63  
♦ J63  
♣ K543

We don’t have to look too far here. Press **GIB**, and we see that an opening lead of any club **or** the 10 of spades allows the contract to be made (the **3**); 6 of the 7 successful 4♥ contracts received one of those leads. Any other lead can defeat the contract by 1 trick (the **1**); the 3 defeated 4♥ contracts, including ours, all received a diamond lead. Only two tables received an opening lead that didn’t seal their fates; you can step through those hands, pressing GIB at any time, and find where they went astray.

Finally, if you just want to try solving the hand yourself without seeing what the other players or the robots did, you can press the **Play** button, and select cards from each hand. You can even press Play, then use Next to get partway through the hand before assuming control. This is an amazing tool for figuring out what went wrong (or right), and how other Club players dealt with it. Thanks to BBO and TCG for making it so easy to use.

My tour through The Common Game will wrap up next week.

**FOR INTERMEDIATE PLAYERS**



**A Sixty-Point Deck?**

*Contributed by Robert Griffiths*

**Board 24**  
West Deals  
E-W Vul

<p>♠ A Q J 7 5 ♥ Q 6 2 ♦ 9 8 2 ♣ J 2</p>	<p>♠ K 6 4 3 ♥ K 9 8 ♦ K 6 5 4 ♣ 9 5</p>	<p>♠ 10 9 8 ♥ — ♦ A Q J 10 3 ♣ Q 10 8 7 6</p>	<p>♠ 2 ♥ A J 10 7 5 4 3 ♦ 7 ♣ A K 4 3</p>
<p><i>West</i> Pass 4 ♠ Dbl</p>	<p><i>North</i> Pass 5 ♥ All pass</p>	<p><i>East</i> 1 ♦ Pass</p>	<p><i>South</i> 4 ♥ Pass</p>

This hand came up in a recent team game. At the first table, after two passes East stretched a bit and opened 1♦. At this table, South didn't mess around, he simply bid 4♥.

Now West started thinking that South was messing with him (West had very close to an opening bid and his partner had opened the bidding). Therefore, thought West, perhaps South was trying to steal the contract with his pre-empt. So, of course West stopped the larceny with a 4♠ bid. Who wouldn't?

North, with three kings, also felt that something funny was going on, what with everybody bidding as if they held a good hand. North chose to support his partner and bid 5♥. This was passed back to West who had lost none of his outrage at the attempted theft and found a double.

On a small diamond lead, E/W had to be careful to avoid giving away a trick, but in the end won three tricks for down one – since Declarer couldn't find a way to ruff his two club losers without giving West a heart trick.

Declarer can actually make 5♥ by ruffing the second diamond, leading a small spade to set up Dummy's king for a club pitch, carefully using Dummy's trumps to ruff his other club, and then taking a first-round heart finesse against West. This line of play assumes West holds all three missing hearts.

At the other table, the East player in third seat also stretched to open 1♦. This time South took a gentler approach, bidding only 1♥. East competed with 1♠, North raised his partner to 2♥, and South jumped to 4♥ after East's pass.

This West player, having gotten his spade bid in with no encouragement from partner, decided to let it go and allow the opponents to play 4♥ - which made for a big swing to the N/S team.

After opening their 9-HCP hand, this East felt obliged to discourage partner. But when his partner bid a second time, East's hand has picked up in value. West's free spade bid has promised at least five spades, and the void in the suit bid by both opponents is encouraging. To fail to support spades at this point in the auction is unnecessarily meek. E/W should be competing to the 4♠ level - which doesn't happen when East throws in the towel after making just one bid.

**Faint heart ne'er won fair maiden (nor bridge championships).**

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**FOR ADVANCED PLAYERS**



# Dear David

## Counting Points

Whether you are declaring or defending, keeping a running total of everyone's high-card points will often solve a problem you cannot solve satisfactorily by "guessing".

	<b>N</b> North ♠ A3 ♥ Q42 ♦ 987 ♣ K8742	<table border="1"> <tr><th>W</th><th>N</th><th>E</th><th>S</th></tr> <tr><td></td><td></td><td></td><td>P</td></tr> <tr><td></td><td>P</td><td>P</td><td>1NT</td></tr> <tr><td></td><td>P</td><td>P</td><td></td></tr> </table>	W	N	E	S				P		P	P	1NT		P	P	
	W	N	E	S														
			P															
	P	P	1NT															
	P	P																
<b>W</b> West ♠ 10954 ♥ 875 ♦ AQ106 ♣ 93		<b>E</b> East ♠ Q872 ♥ AK3 ♦ K2 ♣ AJ105																
	<b>S</b> South ♠ KJ6 ♥ J1096 ♦ J543 ♣ Q6	1NT E      NS: 0 EW: 0																

You are North. Adding your points to dummy's points, you get 15. Declarer has 15-17, so that leaves 8-10 for your partner. The ♥J is led. Declarer wins the ♥A and tries three rounds of diamonds (your partner is now known to have the ♦J). Declarer then leads the ♣9 to partner's ♣Q. Now Partner tries the ♥6 to the ♥Q (winning) and a third heart to the ♥K. Declarer now plays the ♣A and the ♣J to your king. What do you know?

	<b>N</b> North ♠ A3 ♥ Q42 ♦ 987 ♣ K8742	<table border="1"> <tr><th>W</th><th>N</th><th>E</th><th>S</th></tr> <tr><td></td><td></td><td></td><td>P</td></tr> <tr><td></td><td>P</td><td>P</td><td>1NT</td></tr> <tr><td></td><td>P</td><td>P</td><td></td></tr> </table>	W	N	E	S				P		P	P	1NT		P	P	
	W	N	E	S														
			P															
	P	P	1NT															
	P	P																
<b>W</b> West ♠ 10954 ♥ 875 ♦ AQ106 ♣ 93	♣K ♠4      ♣J ♠6	<b>E</b> East ♠ Q872 ♥ AK3 ♦ K2 ♣ AJ105																
	<b>S</b> South ♠ KJ6 ♥ J1096 ♦ J543 ♣ Q6	Select cards to play for all 4 players 1NT E      NS: 3 EW: 6																

Here are the high cards declarer (East) has shown up with: ♥AK ♦K ♣AJ for a total of 15 HCP. If you lead a club at this point to knock out the ♣10, you will score another club trick and the ♠A. But you know from counting the points that declarer cannot have the ♠K because that would give him 18 HCP. You also know that your partner has the ♦J, ♥10, ♠K, and another spade. So, you lead the ace and another spade, whereupon your partner claims the rest. Alternatively, you could count South's points at the beginning (8-10 HCP). Since South has shown only four HCP so far (♥J ♦J ♣Q), you know he has at least four more points in spades. You can always get a fairly-accurate read of your partner's points based on declarer's bidding. Knowing your partner's range will help you form a picture of his hand that becomes more refined as the play of the hand proceeds.

## FOR INTERMEDIATE PLAYERS

# Jake's Challenges

### LAST WEEK'S CHALLENGE (#13)

♠ KQ6  
♥ K8742  
♦ AK763  
♣ -



♠ A10532  
♥ AJ9  
♦ 8  
♣ AK43

Sitting South, I opened one spade, prompting my partner to ask about my aces and kings. He appeared to like my responses since he then placed the contract in seven spades. West led the queen of clubs, Dummy came down, and I immediately saw that we were missing three queens! I could count three losers in my hand: two clubs and one heart. True, one of my club losers can be ruffed in Dummy, a play made easy by the opening lead. The second of my losers can be discarded under the king of diamonds. But what about the third loser?

At Trick 1, I ruffed the club in dummy with the ♠6 and East followed with the seven of clubs, encouraging. At Trick 2, I led the ♠K from the board, dropping the jack of spades from West. This was good news, bad news, as I was glad to locate the jack of spades - but now it looked as if the spade suit wasn't going to behave.

Plan the play.

### THE SOLUTION

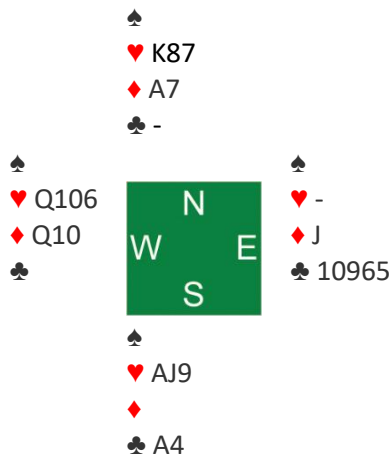
First of all, you have to draw all of the outstanding trumps. So, you play the ♠Q at Trick 3, followed by East's ♠7, the ♠3 from your hand, and West's ♣8. Trump is indeed splitting 1-4. Now you have to get back to your hand safely to draw two more rounds of trump.

On the surface it looks as if that you should be able to get to your hand via the ace of hearts with no problems, but there is a small cloud no bigger than a man's hand on the horizon. That cloud is the knowledge that when one player has a void, it's much more likely that another player will also have a void. And if there is indeed another void somewhere, it's more likely in hearts (because you and your partner have eight of them combined).

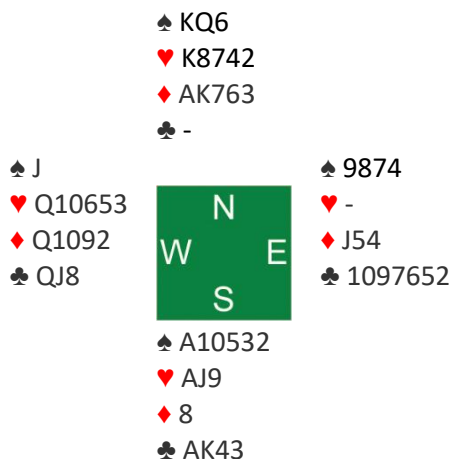
So, just to be on the safer side, don't try to get back to your hand in hearts but rather try a diamond ruff. Since you and Dummy have only six diamonds between you, it is less likely that East is void in diamonds (you don't need to worry about West because he has no trumps left). Even if East started with a singleton diamond and can ruff the second diamond, you are still safe because you are sitting behind him and can overruff him. Cash the king of diamonds at Trick 4 and lead a small diamond, ruffing in hand at Trick 5. Both East and West follow suit. At Tricks 6 and 7, draw East's remaining trumps, throwing a small diamond and a small heart from Dummy while West discards the eight and jack of clubs.

To shed more light on the opponents' hands, play the ♣K at Trick 7. When West discards a small heart, you learn that West originally held nine red cards (he had one spade and three clubs) and East held only three red cards. Ergo, West has to guard both hearts and diamonds, and that means he can be squeezed. Here is the situation after seven tricks have been played.





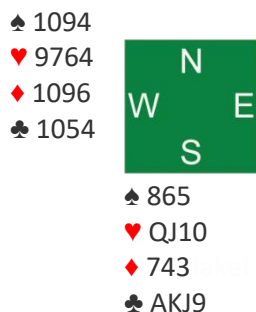
At Trick 8, play the ace of clubs to finish off West. If he discards a heart, you throw the ♦7 from Dummy, and cash three more hearts and the ♦A to make the contract. If West discards a diamond, you discard Dummy's ♥7 and cash two hearts and two diamonds to make your contract. Well done! Here is the full hand.



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Here is Jake's latest challenge (#14). The solution can be found on [our Facebook page](#).

### CHALLENGE #14



East dealt and opened three no trump, followed by three passes. East's bid showed 25-27 HCP. I, sitting South, led the ♥Q and saw Dummy come down with a near-Yarborough. Declarer played a small heart from Dummy and my partner followed with a small heart as well. East took this trick with his ace. At Tricks 2, 3 and 4, Declarer cashed his ace, king and queen of spades, everyone following, but the ♠J was nowhere in evidence. Declarer cashed his ♥K at Trick 5 and then exited with a small heart at Trick 6. Obviously, I had no choice but to take this trick. Clearly, Declarer gave me the lead for a reason, but why? What should I do now?

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## Unit 249 Online Championships

*Contributed by Tom Ramsay, Unit President*

Because our unit has had to cancel our July regional and all our sectional tournaments this year, in their place the unit is planning a series of unit championship games to be run by our various clubs. The first one is scheduled for the weekend of March 27/28 and it will be run by the Guelph Bridge Club. Click [here](#) for the detailed schedule.

In preparation for this Swiss Teams tournament, the Guelph Bridge Club is inviting everyone to play in **a Swiss teams warm-up game on Thursday, March 18**. The game will consist of four rounds of six boards each. The goal is to allow everyone to practise how to register and play in an online team format. Why not get a team together and give it a try? The game is scheduled for Thursday, March 18 at 6:45 pm, 5 BBO\$, 150% black points. There are no strats, but the default for Round 1 is similar masterpoints meet. After that, winners play winners. Click [here](#) for instructions on how to register and additional information about how it all will work.

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### Get A Head Start on St. Paddy's Day!

After the great response to the St. Valentine's Day Swiss Teams, we didn't want St. Patrick to feel unappreciated. So ... Swiss Teams are back on Sunday, March 14! Wear your green and come out for a fun afternoon with your friends!

There will be three games, one for each flight – 199er, 499er and Open. The start times will be, respectively: 12:10 pm; 12:40 pm; and 1:10 pm. Please register half an hour before game time and be online and active about ten minutes before game time.

Each game will be six rounds of five boards – for just \$5. At seven minutes per board, the maximum length of the game is 3½ hours. There will not be a break, nor will there be prizes. **The 499er Sunday morning game will be cancelled.**

We have discovered additional limitations with the BBO software if a pair registers hoping to find another pair. Therefore, **IT IS IMPORTANT THAT YOU PRE-ARRANGE YOUR TEAMS and do not register unless you have a team pre-arranged.**

## Coming Virtual Activities

- Friday, March 12, **99er game, (20-22 boards) \$5**
- Friday, March 12, 1:00 pm, **499er game (26-28 boards) \$5**
- Friday, March 12, 7:00 pm, **open game (26-28 boards) \$5**
- Saturday, March 13, 1:00 pm, **199er game (20-22 boards) \$5**
- ~~Sunday, March 14, 10:00 am, 499er game, (18 boards) \$5 CANCELLED~~
- **Sunday, March 14, St. Paddy's Swiss Teams (see above)**
- Monday, March 15, 12:30 pm, **49er game (18 boards @ 8 minutes) \$5**
- Monday, March 15, 1:00 pm, **open game (26-28 boards) \$5**
- Monday, March 15, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, March 16, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, March 16, 1:00 pm, **open game (26-28 boards) \$5**
- Wednesday, March 17, 1:00 pm, **499er game (26-28 boards) \$5**
- Wednesday, March 17, 6:45 pm, **199er game (20-22 boards) \$5**
- Wednesday, March 17, 7:00 pm, **open game (24 boards) \$5**
- Thursday, March 11, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, March 18, 1:00 pm, **open game (26-28 boards) \$5**
- **Thursday, March 18, 6:45 pm, Guelph Bridge Club Swiss Teams Warm-up Game \$5**
- Thursday, March 18, 7:00 pm, **999er game (24 boards) \$5**

We have fun in **spades**.

We play with all our **hearts**.

We treat our members like **diamonds**.

We'll be wearing of the green on Sunday at our **club**.