

PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

Website Facebook Page

ALERT – November 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 October.

Open Players				499er Players				99er Players			
	Name	MP			Name	MP			Name	MP	
1	David Baker	35.34		1	Kathy Russell	11.29		1	Elinor Girouard	6.49	
2	Cindy Mahn	25.59		2	Suzanne Edwards	10.64		2	Reinhold Kauk	6.17	
3	Margot Stockie	24.37		3	Sue Voll	7.22		3	Donald Rieger	6.12	
4	Moira Hollingsworth	16.02		4	Shelley Metcalfe	6.95		4	Joe Blake	6.11	
5	Bruce Roberts	15.33		5	Renate Boucher	6.71		5	Marg Sanderson	5.68	
6	Colin Harrington	15.08		6	Nanci Phelan	6.66		6	Steven Allen	5.61	
7	Edith Ferber	13.94	`	7	Joan Slover	6.62		7	Nancy Cattanach	4.96	
8	Mike Peng	13.78		8	Aggie Udvari	6.59		8	Steven Reinhart	4.61	
9	Robert Griffiths	12.94		9	Kevin Latter	6.56		8	Sandra Hennessey	4.61	
10	Liz McDowell	12.29		10	Stephen Nantes	5.98		10	Donna McKay	4.13	
11	Ted Boyd	11.79		11	Roy Dandyk	5.61		11	Martin Jones	3.72	
12	Neil Jeffrey	11.38		11	Barbara Lindsay	5.61		12	Liz Graham	3.70	
13	David Wilson	9.53		11	Judy Beauchamp	5.61		13	Ginny Scott	3.62	
14	Malkin Howes	9.37		14	Andy Wilson	5.52		14	Molly Worden	3.61	
15	Tom Ramsay	8.83		15	Brian Kirkconnell	5.31		15	Pat McDonald	3.46	
16	Stephen Young	8.27	`	16	Jim Dalgliesh	5.24		16	Belinda Burt	3.44	
17	Paul Stillman	7.40		17	Adriaan Kempe	5.21		17	Joani Horvath	3.40	
17	Ronald Sayle	7.40		18	Jim Veitch	5.15		18	Susan Durance	3.14	
19	Sharon King	7.32		19	Robert Giilck	4.92		19	Ginny Alviano	3.02	
20	Thea Davis	7.19		20	Sue Peterson	4.79		20	Kathleen Burns	2.99	
21	Wayne Schroeder	6.76		21	David Embury	4.60		21	Mary Joan Hartleib	2.96	
22	John Moser	6.59		22	Marlene Dopko	4.59		22	Jane Wilson	2.90	
23	Dianne Aves	6.08		23	Sue Moses	4.31		23	Valirie Binkle	2.85	
24	Sandy Graham	5.95		24	Ted Kennedy	4.28		24	Sue McDonald	2.64	
25	Neil Coburn	5.89		25	Sherry Benenati	4.11		25	ML Benjamins	2.51	
				25	William Sherman	4.11					

Quickie

"Learn to accept background aggravations. The world is not perfect. The room may be too hot, the computer may have gone berserk, the kibitzer may have had garlic bread with lunch. Ignore these things. Deal with the bridge issues. No excuses!"

Excerpted from Insights on Bridge, Book 2, by Mike Lawrence

Selected Excerpts from

David Owen's "New Yorker" Review of a Bridge Book by Edward McPherson

"Warren Buffet and Bill Gates, who play avidly, sometimes as partners, have created a programme to support bridge in junior high schools but have had trouble giving their money away. (Buffet is deeply addicted. He once said, 'Bridge is such a sensational game that I wouldn't mind being in jail if I had three cellmates who were decent players and who were willing to keep the game going twenty-four hours a day.')

"The ACBL has made various youth-oriented efforts— for instance a website for juniors, bridgeiscool.com, which McPherson describes as follows: 'There is a blog, pictures of boys and girls in sunglasses and on cell phones, and a sixty-second animated video with a hip-hop sound track that flashes pictures and graphics that say *Hit it!* and *It was cold as ice until she took the hook!* Teens can also download bridge-themed Instant Messenger icons. Some bridge buffs have mixed feelings about such efforts even when they're successful. One of McPherson's teachers told him that he finds young bridge players 'weird', adding, 'What does it say about them that they like to spend the bulk of their time with people three times their age?' "It may be that bridge isn't truly dying but has merely morphed from a nearly-universal pastime into one primarily for seniors, and that younger people nowadays are too busy with other compelling activities. McPherson, who is in his early thirties, does much of his playing with a fellow beginner named Tina, who is eighty-three when the book begins.

"Some recent studies have suggested that mentally-taxing activities like bridge are good for the brain and can delay the onset of dementia. I know several non-playing contemporaries who say that bridge is beginning to strike them as mildly attractive and age-appropriate, partly for that reason. And although the average age of tournament players has risen, attendance at the ACBL's big national tournaments has remained above thirty-thousand tables in all but two years since 1972, and was nearly forty-three thousand tables in 2004. By comparison, in 1952 the national tournaments attracted just fifty-one hundred tables."

Contributed by George Pepall

Time You Learned Your Lessons!

- John Hanemaayer recorded his novice workshop on Filling out your Convention Card, and it is available for \$10.
- Stephen Carpenter recorded his novice workshop on Killer Signals, and it is available for \$10.

To order one or both of these recordings, send in your payment specifying what it is for (click <u>here</u> for information on how to pay).

Coaching Returns for 0-49 Players

Contributed by Cheryl Kip, Membership Lead

If you were involved in coaching sessions in the spring, you know how helpful they were - and how much fun! If you weren't, now is the time to take advantage of this fantastic learning opportunity. Sessions will begin mid- to late November and will consist of four two-hour sessions led by an experienced coach. Don't be late - contact <u>Cheryl Kip</u>.

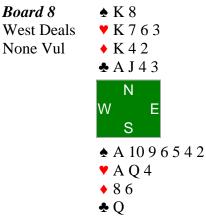
FOR INTERMEDIATE PLAYERS



An Old-Fashioned Safety Play

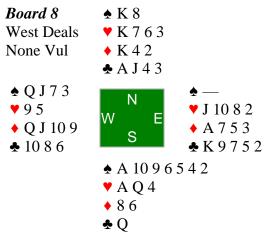
Contributed by Robert Griffiths

This is an instructional hand from a 1936 bridge test, before the days of matchpoint duplicate bridge. If you had arrived at a contract, your only goal was to make your contract. You would never consider risking it to make an overtrick. Today, playing in events with team game scoring the goal should be the same.



N/S bid to 4 and the Declarer is supposed to make his contract; overtricks are unimportant. Playing 4 from the South hand, the defence will win two rounds of diamonds and lead a third round. Declarer should ruff the third diamond with the 9. What now?

The only danger to the contract is the possibility that either opponent has all four spades. Declarer can guarantee his contract by leading a small spade towards Dummy and playing the **A**8 if West plays a low spade. He expects East to win this trick, but all is well. His ace and king of spades will take out the last two outstanding trumps and he will win six spades, three hearts, and one club.



When the distribution above pops up, your safety play pays off - the only way to hold West to one trump trick is a first-round deep finesse. This play guarantees that you will not make an overtrick but it also guarantees that you will make your contract. Note that if East has all of the trumps, he will win only one trick. When West shows out on the first lead, Declarer goes up with Dummy's king and returns the 8. Again, only one trump will be lost.

Safety plays may cost you a trick but they guarantee the contract.

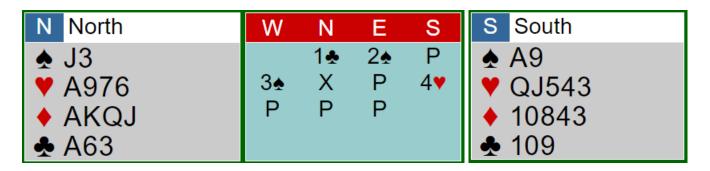


He Who Hesitates.....

The dynamics of face-to-face bridge allow you to ascribe meaning to an opponent's hesitation (at your own risk, of course). If they are distracted in some fashion, there is little reason to take an inference. If you observe that their attention is totally absorbed in a hand, a hesitation in play will frequently lead to useful information about the hesitator's hand. Online hesitations, however, happen for many reasons.

- 1. An opponent was on Facebook because his opponent thought too long before playing.
- 2. Call of nature.
- 3. Maybe I have time to get another glass of wine.
- 4. Time for a spot of tea (the hesitator was English and it was mid-afternoon).
- 5. He has a problem.

Because you cannot see what makes your opponent hesitate in an online game, ascribing reasons for the hesitation is a fool's errand.



Declarer has a club and spade loser, so he must hold the hand to one heart loser. If hearts split 2-2 or 3-1, playing ace and another heart holds you to one loser at most. The only problem would arise if someone has four hearts. It would be highly unusual for East to have six spades and four hearts.

Given that premise, leading the ♥Q will lead to lose only one trick or no tricks if West has K10, K8, K2 or K82 (singleton 10 in the East hand). My partner chose the second-best lead of the ♥3 after thinking about the problem for almost two minutes. This is the point at which West sat for more than 30 seconds before following with the ♥2.

At this point, partner was convinced (because of the hesitation) that East had something in hearts and thus finessed the heart 9. At that point, my next-door neighbour told his wife the bald guy was swearing again at the top of his vocal range and he is home alone. Showing the courage of his convictions, my partner tried a second finesse in hearts and the neighbour was forced to close his windows.

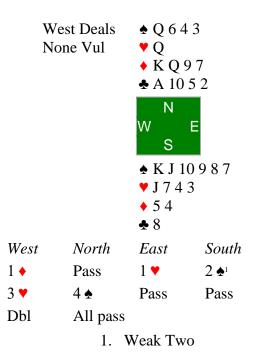
D	N North	W	Ν	Е	S	
13	 ▲ J3 ♥ A976 ♦ AKQJ ♣ A63 	3 ≜ ₽	1 ≜ X P	2 ≜ P P	P 4♥	
W West		E East				
▲ Q84		▲ K107652				
♥ 82 ♦ 9765		♥ K10 ♦ 2				
◆ 9765 ◆ K852		▼ 2 ♣ QJ74				
	S South					
	▲ A9					
	♥ QJ543 ♦ 10843	Select cards to play for all 4 players				
	4 109	4 ♥ S		NS: 0	EW: 0	

Bridge lore is replete with fancily-named coups. This particular coup was aptly named by my partner, when he commented after the hand with only one word. This shall henceforth be called the "Oopsies" coup.





#48



West led the ♥2 and East took the trick with his ♥A. East continued with the ♠2 at Trick 2. West took this trick with his ♠A and continued spades, whereupon East discarded a club to show something in that suit. I took this trick in my hand. What would you do now?

SOLUTION

You've lost two tricks, but you have three more heart losers to dispose of, along with a sure losing trick in diamonds. You can ruff two of your heart losers in dummy, but you still have two losers to worry about – a heart and a diamond. You must get rid of at least one of them if you're going to make your contract. Your only hope is to develop a diamond winner and then discard a losing heart on it. Can you see how to do it?

What do we know about the opponents' hands so far in light of the bidding, the opening lead, and the three tricks played so far?

- You know that East has the ♥A plus something in clubs, meaning East has at least 7 HCP (also suggested in the bidding).
- You and your partner have a combined 18 HCP, leaving West with at most 15 HCP.
- If East has the A as well, that would leave West with only 11 HCP. Open a minor suit with only 11 HCP in the first seat? Well, it's true that super-aggressive players do this, but it's not too likely.

In any case, on this hand you might as well assume that West has the A - because if he doesn't, you can't make your contract. So if West holds the A, you can lead up to dummy's king and queen of diamonds in order to establish the diamond winner you need. (If West rises with the ace the first time you lead diamonds from your hand, you have now two diamond tricks, whereas if West doesn't play his ace, you can go back to your hand and lead up again.)

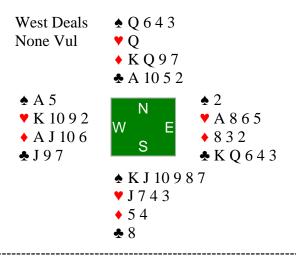
Okay, now it's time to put your plan into action. Oh - just one more thing - don't forget to preserve your dummy entries (the heart ruffs). In order to safeguard your dummy entries, you have to start working on the diamonds right away.

Lead a diamond from your hand at Trick 4. If West ducks (most likely), rise with dummy's $\diamond Q$. Now cash the $\clubsuit A$ at Trick 5 and return to your hand by ruffing a club. Next, lead another diamond from your hand at Trick 7. West will probably take his $\diamond A$ at this point, establishing dummy's $\diamond K$ - which you can use for a heart pitch later on.

In with the ♦A, West cannot cash his good heart - the ♥K - because you will just ruff it in the dummy. (This is another reason why you must tackle the diamonds before the hearts.) West's best defence is to return a club, which you ruff in your hand and then ruff a heart in dummy. Now you can cash dummy's ♦K and discard your last heart loser on it.

You just made a doubled contract!

Here is the full hand.



Think About It -Laugh For The Day

The federal government, which has "Tomahawk" cruise missiles and "Apache," "Blackhawk," "Kiowa" and "Lakota" helicopters - and used the code name "Geronimo" in the attack that killed Osama bin Laden, officially objects to the name of the Washington Redskins. You know the brainwashing is real when white people protest against white people for being white people

Really?

North American Pairs District 2 Finals

On Sunday, November 14, qualifying players in Flight B (0-2500 MP) are invited to compete in the District 2 North American Pairs online finals. The finals for Flights A (open) and C (NLM, <500 MP) will be held on Sunday, November 21. The top three eligible pairs in Flight A, and the top four eligible pairs in Flights B & C, will qualify for the finals which will be held at the national tournament in Reno in March 22. Some subsidies to offset the cost of travel to the NABC will be available.

Click <u>here</u> for the list of qualifying players (please note that the names are alphabetical BY UNIT). Pre-registration is required. Cost \$18 BBO. Click <u>here</u> for more information.

Coming Virtual Events

- Friday, November 12, 12:30 pm, 99er game, (20-22 boards) \$5
- Friday, November 12, 1:00 pm, 499er game (24 boards) \$5
- Friday, November 12, 7:00 pm, open game (24 boards) \$5
- Saturday, November 13, 1:00 pm, 199er game (20-22 boards) \$5
- Sunday, November 14, Flight B NAP District 2 Finals \$18
- Sunday, November 14, 10:00 am, 499er game (18 boards) \$5
- Monday, November 15, 12:30 pm, 49er game (18 boards @ 8 minutes) \$5
- Monday, November 15, 1:00 pm, open game (24 boards) \$5
- Monday, November 15, 7:00 pm, 499er game (24 boards) \$5
- Tuesday, November 16, 12:30 pm, 199er game (20-22 boards) \$5
- Tuesday, November 16, 1:00 pm, open game (24 boards) \$5
- Wednesday, November 17, 1:00 pm, 499er game (24 boards) \$5
- Wednesday, November 17, 6:45 pm, 199er game (20-22 boards) \$5
- Wednesday, November 17, 7:00 pm, open game (24 boards) \$5
- Thursday, November 18, 9:30 am, 99er game (20-22 boards) \$5
- Thursday, November 18, 1:00 pm, open game (24 boards) \$5
- Thursday, November 18, 6:30 pm, 19er game \$5
- Thursday, November 18, 7:00 pm, 999er game (24 boards) \$5
- Sunday, November 21, Flights A and C NAP District 2 Finals \$18

If you would like to play in a particular game but lack a partner that day, you can either: ▲ Log in to <u>Pianola</u>, 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 guestion and register yourself on the Partnership Desk tab.

Log in to the game in question and register yourself on the Partnership Desk to you are looking for a regular partner, contact Chard Kip, our membership lood

If you are looking for a regular partner, contact <u>Cheryl Kip</u>, our membership lead.

We have fun in **spades**. We play with all our **hearts**. We treat our members like **diamonds**. We're busy staving off dementia at our **club**.