



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – March 21, 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	29.45	1	Brian Kirkconnell	15.64	1	Reinhold Kauk	6.99
2	Cindy Mahn	24.14	2	Stephen Nantes	13.55	2	Ginny Scott	6.30
3	Robert Griffiths	19.77	3	Suzanne Edwards	12.50	3	Steven Allen	5.80
4	Margot Stockie	19.24	4	Susan Kerrigan	9.09	4	Martin Jones	5.66
5	Stephen Young	16.98	5	Dave Leitch	8.18	5	Joe Blake	5.64
6	Mike Peng	16.88	6	Lynda Burnett	6.91	6	Nancy Cattanach	5.47
7	Edith Ferber	15.48	7	Lori Cole	6.71	7	Jane Wilson	5.07
8	Colin Harrington	15.19	8	David Dennis	6.55	8	Belinda Burt	4.80
9	Moira Hollingsworth	13.64	9	Andy Martinek	6.25	9	Susan Durance	4.79
10	Sandy Graham	12.19	10	Tony Verhoeven	6.18	10	Barb Neibert	4.51
11	John Vandergrift	11.81	11	Cheryl Kip	5.97	10	Anita Hanson	4.51
12	David Longstaff	10.25	12	Cheryl White	5.93	12	Brian Gaber	4.20
13	Kathy Russell	9.79	13	Judy Bailey	5.91	13	Molly Worden	4.12
14	Dianne Aves	9.13	14	Marion Allan	5.78	14	Michel Lalonde	4.11
15	David Wilson	8.48	14	Nanci Phelan	5.78	14	David Ward	4.11
16	Neil Jeffrey	8.15	16	John Kip	5.76	16	Virginia Alviano	4.06
17	Malkin Howes	8.08	17	Carolyn Baechler	5.73	17	Elinor Girouard	4.02
18	Tom Ramsay	7.43	18	Sandra Jonasson	5.71	18	Lynn Campbell	3.82
19	Ted Boyd	7.24	19	Renate Boucher	5.47	18	Marilyn Rootham	3.82
20	Liz McDowell	7.09	20	Kevin Latter	5.46	20	Rick Arthur	3.81
20	Wayne Schroeder	7.09	21	Laurence Dean	5.41	21	Linda Rush	3.74
22	Steve Carpenter	6.35	22	Joan Slover	5.31	21	Valirie Binkle	3.74
23	Neil Coburn	6.04	23	ML Benjamins	5.19	23	Pauline Copleston	3.61
24	John Hanemaayer	5.74	24	Jim Dalgliesh	5.13	24	Sue McDonald	3.57
25	Adrian Record	5.18	25	Judy Beauchamp	5.12	25	Marg Sanderson	3.49
			25	Sue Voll	5.12	25	Christine Kelly	3.49

To Mask or not to Mask

Contributed by Mike Peng, Vice-President

Many of you will be aware that the Province of Ontario is lifting the mask mandate effective Monday, March 21. Waterloo Region has also repealed its by-law for mask wearing to be in line with the Provincial guidelines. However, each business has discretion on its mask wearing policy depending on the activities, and the environment (ie, safety of customers/staff) in which it operates. While the mandate has been lifted, Grand River Bridge Club will continue to require masks because of the lack of social distancing at the playing table, a higher-risk setting (indoors), and the age demographic of our members and volunteers.

We will be conducting a member survey on this topic shortly. Please respond promptly so the results can be discussed at the next board meeting on April 4. Stay tuned.



Face-to-Face Bridge Orientation Session

Contributed by Marg Benian, Graduate of Allen's Beginner 1 & 2 Lessons

My first experience at the GRBC was at the Face-to-Face Playing workshop last Saturday. What a pleasure to finally meet my instructor, my partner, and the other active volunteers in person! After introductions, there was a tour of the bright, spotless facility that GRBC calls home.

Ted Boyd, Allen Pengelly, and Sue Moses did a wonderful job with us 17 newbies explaining the differences between playing face-to-face as compared to playing on BBO. Here is a summary of what I learned, starting from when you enter the building.

After hanging up your coat, put on your nametag so we can get to know each other. Bring your debit card and purchase a multi-game card. (That's not what Allan called it but it's a 10-game card). [Editor: We call it a convenience card.] We all hate waiting in line, so this speeds things up with the added bonus of saving the club a bit of money due to reduced bank charges. Wear your best smile as you ask the director for an East/West seat. As a newbie, you'll have enough to remember without having to keep score for the table, which is always the responsibility of the North player. Next, know your compass directions. If unsure you can always check Google maps or ask someone. Point the sign on the table so north points north. (I'm not sure if that's true north or magnetic north?)

No partying the night before, because you can't bring in your cheat sheets. You have to rely on your memory. Shucks! On BBO, we like discussing what we're doing as we do it, before we do it, and after we do it. Also, no talking while playing in person.

The bigger box on the table holds the cards, is numbered and tells you who is vulnerable. The cards are put in by machine, but machines (and previous players) make mistakes, so count your cards face-down before looking at them. A smaller box holds the bidding cards. Pick up all the cards that are lower than your bid as well. That way, they stay in order and are easier to return to the bidding box. Unlike BBO, there is no computer program to tell you that you can't bid two hearts if the previous bid was 2NT, so pay attention. If you're stuck, the bidding box is always in order - so look to that for help.

After each trick, your card is put face down in front of you pointing in the direction of the pair that won that trick. Oh, I almost forgot to tell you that, unlike BBO, there is nothing telling you what is trump for this board once the play begins. Again, you're relying on your memory.

In BBO, the declarer plays the dummy cards. In person, declarer tells the dummy which card to play. Only dummy can touch the dummy cards. Once the round is done, East/West moves to the next higher-numbered table, say from table 4 to 5, and the cards move in the opposite direction, from table 4 to 3 (the players get older; the cards get younger). North/South stay put. I'm sure I've forgotten some things. But that's okay because the GRBC mission statement is "Play and Learn Bridge in a Welcoming Environment." Newcomers are warmly welcomed, with a group of volunteers eager to help you learn and enjoy the game of bridge.

A great place to start face-to-face bridge is at the Monday morning labs. There I can talk, bring my cheat sheets, and discuss the play with a coach. What more could the newbie bridge player ask for? As in other games and sports, the people you play with are more important than the rules of the game if you're going to have fun and enjoy the game. Thanks, GRBC. I'm looking forward to the life-long learning, fun, and socialization of bridge.



First Face-to-Face Monday Morning Bridge Lab

Hands Off! It's My Very Own Bidding Box!

I am planning to bring my own bidding box from home and then take it back home with me when I play in our face-to-face games. This will save the club a bit of cleaning.

Just an idea for anyone else who happens to have a bidding box at home.... **Joan Slover**



First Face-to-Face Tuesday Afternoon Open Game

From the Archives – Don't be Late for a Very Important Date

A bridge director's lot is not a nappy one (with apologies to Gilbert and Sullivan). Because the board has asked its directors to start their games on time – something which is VERY important to a number of our players – it means that at about five minutes before game time, the game director has to make the pivotal decision of what movement to use. This decision is based solely on the number of players. If all of the day's players are already there and registered by five minutes before game time, why then there is no problem whatsoever and everything can run smoothly. But this is rarely the case, believe it or not. Here are some problem scenarios that happen all the time.

An unexpected pair breezes in at the last minute....

This usually necessitates changing the whole movement with various flow-through problems. For example, the pair that asked for the last sit-out must be reseated. Sometimes the number of boards on the tables has to be changed. The Bridgemates have to be reprogrammed. And so on.

A player or players is/are expected but not yet there....

These ghosts have to be accommodated somehow. If there is only one ghost, usually the game director sits in for him or her (right at the game director's busiest time) until the ghost turns up. And this is manageable, albeit barely – except when the ghost never materializes. Now the game director is in a pickle. And if there are plural ghosts, it's Hallowe'en for the game director.

A solo player (one without a partner) arrives at five minutes before game time....

Now the director has all of the problems associated with the unexpected pair that breezes in at the last minute PLUS the need to call in a spare AND to play with the solo player until the spare can get there.

And, just when the director thought it couldn't get any worse, many of these last-minute changes often necessitate seating changes....

For example, if the movement has to be changed to a Howell movement, some players' requirement for stationary seating or the first or last sit-out means the director has to start moving pairs around. These last-minute adjustments are very stressful for most directors who, after all, are still under pressure to get the game started on time.

Considerate bridge players arrive at the club at least 15 minutes before game time.

Tesla roadside assistance...



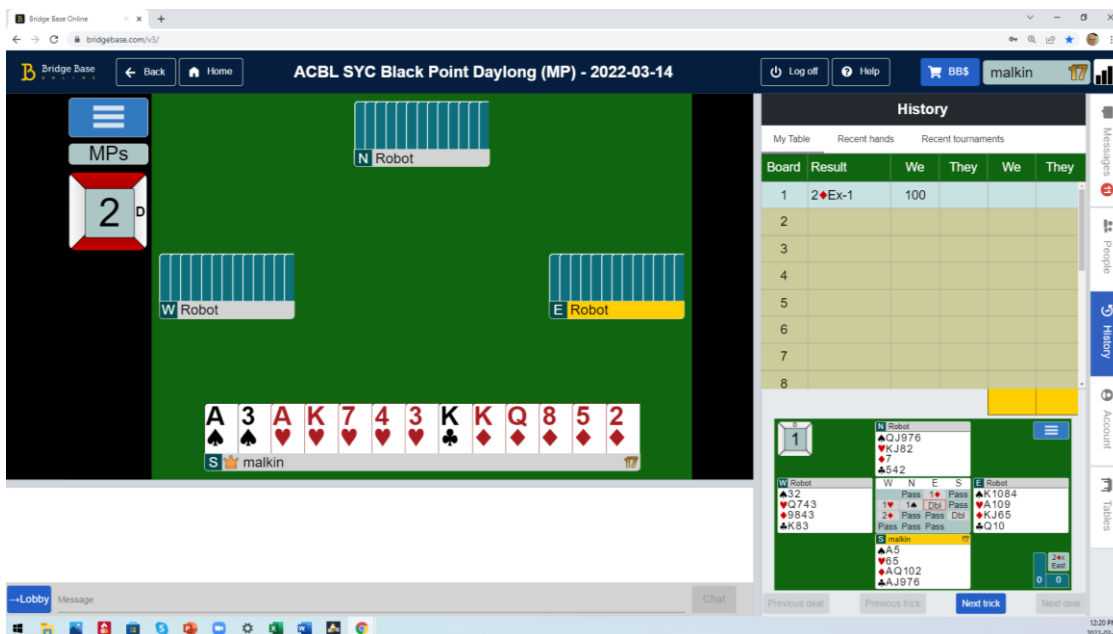
BBO Displays

BBO can display two different ways, depending.

It can look like this.



Or it can look like this.



It's much easier to play on the bottom display – easier to chat with other players, easier to see your scores, and easier to accept claims. If you're currently playing with the top display but want to switch to the bottom display, here are a couple of things you can try. (Neither of these fixes will work with iPads or iPhones unfortunately.)

- Once logged in to BBO, go to ACCOUNT, SETTINGS, and make sure the Split Screen feature is turned on by dragging the green dot to the right.
- Reduce your browser's Zoom setting to a smaller magnification (if you have a small screen, BBO may decide you don't have enough room and refuse to display in split-screen mode).

If you need help, email [Grant Roberts](mailto:Grant.Roberts).

TIME YOU LEARNED YOUR LESSONS!

Right now, we have only two courses underway – Beginners 2 (online) and Intermediate Bidding, Part 1 (face-to-face). Each course has only six students (they are small but mighty!) Because we are not getting many takers for our lessons these days, we are not planning to offer many lessons for the next while. Perhaps everyone is keen to burst out of Covid-19 jail and embark on exciting trips and other activities?

There are two courses scheduled to begin in mid to late April - a novice bidding course and an intermediate counting course. More about them anon.

If you have a burning desire to have a two-and-a-half hour workshop on a particular topic, email [Malkin](#), our lesson lead.

In the meantime, we do have these recorded lessons available.

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**





Bidding with (close to) Nothing

Contributed by Robert Griffiths

Who hasn't opened a three-card minor, watched as it was passed out, and then struggled in a 3-2 or 3-3 fit when there was a far better place to play in a major? Perhaps that's what prompted West to make an oddball bid that led to trouble...

Board 6											
East Deals	♠ Q J 7 2										
E-W Vul	♥ A J 2										
	♦ 5										
	♣ K J 9 6 2										
	<table style="border: 1px solid black; width: 60px; height: 60px; margin: 0 auto; text-align: center; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
♠ 10 6 4 3		♠ K 8 5									
♥ Q 10 8 5		♥ K 3									
♦ J 8 4		♦ K 10 9 6 3									
♣ 10 5		♣ A 4 3									
	♠ A 9 ♥ 9 7 6 4 ♦ A Q 7 2 ♣ Q 8 7										
<i>West</i>	<i>North</i>	<i>East</i>									
		1 ♦									
		Pass									
1 ♥	Dbl	1 N									
		Dbl									
All pass											

East dealt and opened a normal 1♦. South could find nothing sensible to bid with his 12 HCP, so he passed for now. West decided to get creative and bid 1♥. North had 5-4 in the unbid suits and 12 HCP, and so he made a take-out double. East, with stoppers in all suits, tried 1 NT. It turns out that 2♦ would have worked out better, but East had no idea that his partner had bid with such a terrible hand. South wondered who was lying, but because of his values opposite an advertised decent hand expected the contract to fail. He doubled 1 NT. One no trump doubled was passed out, and N/S had no trouble making nine tricks. East was down three for -800.

It seems that players who would never consider opening a flat hand three HCP short of an opening bid think that it is perfectly fine to respond to their partner's opener with a flat hand that is three points shy of a legitimate response. This little "lie" might confuse the opponents – but it also risks leading partner astray. As it did here.

Most low-level doubles tend to show the unbid suits and are intended as take-out. But doubles of opponents' no trump bids after partner has shown values should always be penalty-oriented. When your partner opens one of any suit and your RHO overcalls 1 NT, your double should not show the other suits but rather should tell partner that you think the no trump bidder is in trouble. The situation above is the same. North's double announces opening points (more or less), so South's double is intended as penalty.



Dear David

Squeeze Me Tighter

The dynamic of a squeeze is relatively simple. If you are in 3NT, looking for nine tricks but you have only eight tricks readily available, give up four tricks early in the play and hope a ninth trick manifests itself later on. If you have nine and are looking for ten, give up three tricks early. And so forth. Here is an example.

<div style="border: 2px solid red; padding: 5px; display: inline-block;"> D 13 </div>	N North ♠ J105432 ♥ K95 ♦ 4 ♣ 1052	<table border="1"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td></td> <td>P</td> <td>P</td> <td>P</td> </tr> <tr> <td>1♦</td> <td>P</td> <td>1♥</td> <td>P</td> </tr> <tr> <td>2NT</td> <td>P</td> <td>3NT</td> <td>P</td> </tr> <tr> <td>P</td> <td>P</td> <td></td> <td></td> </tr> </tbody> </table>	W	N	E	S		P	P	P	1♦	P	1♥	P	2NT	P	3NT	P	P	P		
	W	N	E	S																		
		P	P	P																		
	1♦	P	1♥	P																		
2NT	P	3NT	P																			
P	P																					
W West ♠ A98 ♥ Q ♦ A9862 ♣ AKQ6	E East ♠ Q ♥ J10842 ♦ KQJ7 ♣ J87																					
S South ♠ K76 ♥ A763 ♦ 1053 ♣ 943	3NT W NS: 0 EW: 0																					

The opening lead is the ♠J, fetching the ♠Q and ♠K. You have ten sure tricks: five diamonds, four clubs, and one spade. You can see that there is no legitimate chance of taking more than the ten tricks you started with, but the opponents don't see that because they can't see your hand. Nevertheless, if you proceed the same way as you would with a legitimate squeeze (giving up two tricks early on in the play), you may find that your opponents have trouble keeping the correct cards at the end. This is called a pseudo-squeeze. If you win the ♠A at Trick 1 and take your winners, the hand will look like this at the end.

<div style="border: 2px solid red; padding: 5px; display: inline-block;"> D 13 </div>	N North ♠ 10 ♥ K9 ♦ ♣	<table border="1"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td></td> <td>P</td> <td>P</td> <td>P</td> </tr> <tr> <td>1♦</td> <td>P</td> <td>1♥</td> <td>P</td> </tr> <tr> <td>2NT</td> <td>P</td> <td>3NT</td> <td>P</td> </tr> <tr> <td>P</td> <td>P</td> <td></td> <td></td> </tr> </tbody> </table>	W	N	E	S		P	P	P	1♦	P	1♥	P	2NT	P	3NT	P	P	P		
	W	N	E	S																		
		P	P	P																		
	1♦	P	1♥	P																		
2NT	P	3NT	P																			
P	P																					
W West ♠ 98 ♥ Q ♦ ♣	E East ♠ ♥ J108 ♦ ♣																					
S South ♠ 7 ♥ A7 ♦ ♣	Select cards to play for all 4 players																					
	3NT W NS: 0 EW: 10																					

It is apparent that your opponents will have no trouble keeping the cards they need in order to take the last three tricks. What will it look like if you don't win the first trick? They could take the ace and king of hearts, but you would still have the ten tricks you started with. In practice, that will not happen since they believe they are on to a good thing with spades. Here is the end position if you falsecard with the ♠9 at Trick 1 and win the second round of spades with the ♠A.

<div style="text-align: center; border: 1px solid red; padding: 5px;"> D 13 </div>	<div style="background-color: yellow; padding: 2px;"> N North </div> ♠ 10 ♥ K9 ♦ ♣	<table border="1" style="width: 100%; text-align: center;"> <tr> <th style="color: red;">W</th> <th style="color: red;">N</th> <th style="color: red;">E</th> <th style="color: red;">S</th> </tr> <tr> <td></td> <td>P</td> <td>P</td> <td>P</td> </tr> <tr> <td>1♦</td> <td>P</td> <td>1♥</td> <td>P</td> </tr> <tr> <td>2NT</td> <td>P</td> <td>3NT</td> <td>P</td> </tr> <tr> <td>P</td> <td>P</td> <td></td> <td></td> </tr> </table>	W	N	E	S		P	P	P	1♦	P	1♥	P	2NT	P	3NT	P	P	P		
	W	N	E	S																		
	P	P	P																			
1♦	P	1♥	P																			
2NT	P	3NT	P																			
P	P																					
<div style="background-color: blue; color: white; padding: 2px;"> W West </div> ♠ 8 ♥ Q ♦ ♣	<div style="border: 1px solid white; padding: 5px; width: 40px; margin: 0 auto;"> ♣A </div>	<div style="background-color: blue; color: white; padding: 2px;"> E East </div> ♠ ♥ J108 ♦ ♣																				
	<div style="background-color: blue; color: white; padding: 2px;"> S South </div> ♠ 7 ♥ A7 ♦ ♣	<div style="background-color: yellow; padding: 5px; margin-bottom: 5px;"> Select cards to play for all 4 players </div> <div style="display: flex; justify-content: space-between; font-size: 0.8em;"> 3NT W NS: 0 EW: 10 </div>																				

North may be worried that West's last two cards are the ♥AQ and decide to throw the ♠10, duped by the falsecard of the ♠9 at Trick 1. Now this should never happen in real life, because that would give declarer 23 points, which would be impossible on the bidding. Besides which, South would have made a happy signal in the heart suit at some point during the hand. In other words, this should never work. That being said, it does happen sometimes and it costs you nothing to try. Lose your tricks early, making it hard for your opponents to keep the right cards at the end.

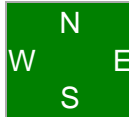
As a final note, a better line of play would have been to win the first trick and lead the ♠8 back, hoping either to win that trick if North didn't cover or, if North were to win the trick, win an eleventh trick later if they didn't take the ♥AK. Nevertheless, this article is about tightening up the hand by giving up your losers early and defying the opponents to keep the right cards.



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

#63

♠ J 6 4 2
 ♥ 9 3
 ♦ J 6 5 2
 ♣ K 8 2



♠ Q 10 5
 ♥ A K 6 5
 ♦ Q
 ♣ A Q 9 6 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1 ♠	Dbl
Pass	2 ♦	2 ♠	3 ♣
All pass			

West led the ♥Q which I took with my ♥K, East following suit. What now?

SOLUTION

You have five losers in your hand, not counting trump – two spades, two hearts, and a diamond. If the trump split is worse than 3-2, you have very little chance. So, let's assume the split is 3-2 and take it from there.

One possible way of reducing your heart losers is to cash your ♥A at Trick 2 and proceed to ruff two little hearts with dummy's trumps. But beware! East has promised six spades in the bidding and thus is likely to be short in hearts. Furthermore, West's lead of the ♥Q suggests a robust heart suit.

Here's another possible line. Lose the ♦Q right away to sever the opponents' communications (from now on, they won't be able to get to their partner's hand by leading diamonds). You're still going to lose two spades, a trump (West will surely be able to ruff a spade), and of course the diamond = four tricks in total. But by keeping East off lead after the spade ruff, you ensure that East can't give his partner a second spade ruff - and that you will eventually be able to ruff one of your heart losers on the board. Here is the full hand.

	♠ J 6 4 2 ♥ 9 3 ♦ J 6 5 2 ♣ K 8 2										
♠ — ♥ Q J 10 8 7 ♦ K 10 9 8 4 ♣ 10 7 3	<table border="1" style="background-color: #008000; color: white; text-align: center; width: 40px; height: 40px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A K 9 8 7 3 ♥ 4 2 ♦ A 7 3 ♣ J 4
	N										
W		E									
	S										
	♠ Q 10 5 ♥ A K 6 5										

♦ Q
♣ A Q 9 6 5

Here's how it would go down.

West will probably duck when you lead the ♦Q from your hand, hoping his partner can take it with his ♦A and then give him a spade ruff or two. Let's assume East takes the diamond trick. East will then cash his ♠A and discover that his partner is void (no wonder West didn't lead spades). You need to unblock your ♠Q under the ♠A just in case. At Trick 4, East is likely to lead a small spade for his partner to ruff, which West will do with alacrity. If West could only get back to his partner's hand for another spade lead!!! But you have removed that option by leading diamonds early.

At this point, West's best defence is to lead the ♥J. You should take the trick with your ♥A and draw the outstanding trumps by playing two rounds of high trumps (♣AQ) from your hand at Tricks 6 and 7.

After seven tricks, here is the situation.

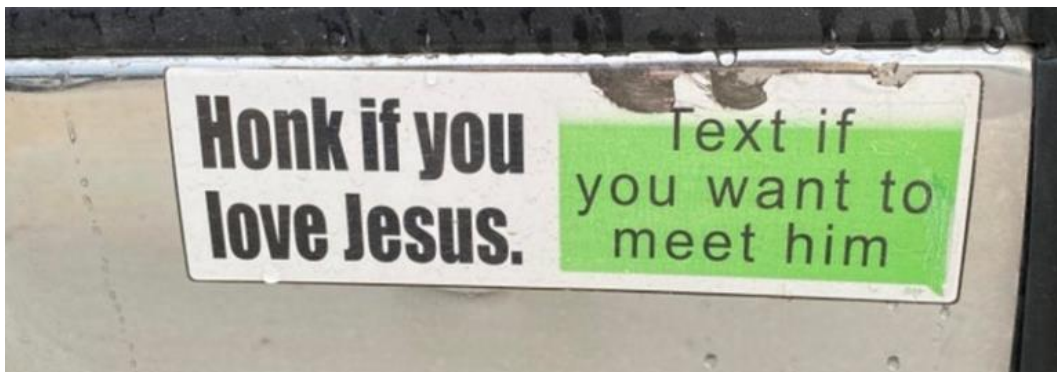
♠ —	♠ J 6	♠ K 9 8 7						
♥ 10 8	♥ —	♥ —						
♦ K 10 9 8	♦ J 6 5	♦ 7 3						
♣ —	♣ K	♣ —						
<table style="border: 1px solid black; background-color: #006400; color: white; padding: 5px; margin: 0 auto;"> <tr><td style="padding: 2px 10px;">W</td><td style="padding: 2px 10px;">N</td><td style="padding: 2px 10px;">E</td></tr> <tr><td colspan="3" style="text-align: center; padding: 2px 10px;">S</td></tr> </table>			W	N	E	S		
W	N	E						
S								
<table style="margin: 0 auto;"> <tr><td style="padding: 2px 10px;">♠ 10</td></tr> <tr><td style="padding: 2px 10px;">♥ 6 5</td></tr> <tr><td style="padding: 2px 10px;">♦ —</td></tr> <tr><td style="padding: 2px 10px;">♣ 9 6 5</td></tr> </table>			♠ 10	♥ 6 5	♦ —	♣ 9 6 5		
♠ 10								
♥ 6 5								
♦ —								
♣ 9 6 5								

So far, you have taken four tricks (♥A, ♥K, ♠A, and ♣Q), and you have three trumps left in your hand, plus you can get another trick by ruffing a heart in dummy. That's eight tricks: now to find one more...

The ninth trick can come from one of dummy's jacks.

At Trick 8, lead the ♠10 from your hand and play a small spade from dummy. East cannot duck - for that would hand you your ninth trick right away. After East takes this spade trick, his best defence is to lead a diamond. You ruff this diamond in your hand (you could throw away a losing heart - loser on loser play - but let's not get fancy) and then ruff a heart in dummy. At Trick 11, you cash the ♠J and pitch your last losing heart on it. You come back to your hand with a diamond ruff and cash your last trump for a total of nine tricks.

The key play on this hand is severing your opponents' communications by losing the ♦Q at Trick 2. Now that their bridge is gone, they can't defeat your contract. Maybe that's why they call our game bridge. 😊



New Wednesday Morning Face-to-Face 199er Game

NEW

Please note the **9:00 am** start time and the change from 99er to 199er.

GAMES ARE ONLINE UNLESS DESIGNATED **FACE-TO-FACE.**

Coming Events

- Friday, March 18, 1:00 pm, **499er game (24 boards) (\$7 members/ \$9 non-members) **FACE TO FACE****
- Friday, March 18, 7:00 pm, **open game (24 boards) \$5**
- Saturday, March 19, 12:30 pm, **999er game (24 boards) \$5** NEW
- Saturday, March 19, 1:00 pm, **199er game (20-22 boards) \$5**
- Sunday, March 20, 10:00 am, **499er game (18 boards) \$5**
- Monday, March 21, 9:00 am, **Bridge Lab **FACE TO FACE**** NEW (\$7 members/ \$9 non-members)
- Monday, March 21, 12:30 pm, **99er game (20-22 boards) \$5**
- Monday, March 21, 1:00 pm, **open game (24 boards) \$5**
- Monday, March 21, 7:00 pm, **499er game (24 boards) \$5**
- Tuesday, March 22, 12:30 pm, **199er game (20-22 boards) \$5**
- Tuesday, March 22, 1:00 pm, **open game (24-28 boards) (\$7 members/ \$9 non-members) **FACE TO FACE****
- Wednesday, March 23, **9:00 am, 199er game, (20-22 boards) \$9 non-members) **FACE TO FACE**** NEW (\$7 members/ \$9 non-members)
- Wednesday, March 23, 1:00 pm, **499er game (24 boards) \$5**
- Wednesday, March 23, 7:00 pm, **open game (24 boards) \$5**
- Thursday, March 24, 9:30 am, **99er game (20-22 boards) \$5**
- Thursday, March 24, 1:00 pm, **open game (24 boards) \$5**
- Thursday, March 24, 6:30 pm, **19er game (18 boards) \$5**
- Thursday, March 24, 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 have successfully re-opened our **club**.