



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – April 18, 2022

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 March.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	24.98	1	Stephen Nantes	12.21	1	Nancy Cattanach	7.35
2	Robert Griffiths	24.24	2	Suzanne Edwards	11.63	2	Susan Durance	5.90
3	Mike Peng	15.49	3	Brian Kirkconnell	11.07	3	Jane Wilson	5.89
4	Colin Harrington	13.89	4	Cheryl White	8.89	4	Belinda Burt	5.77
5	John Vandergrift	13.81	5	Tony Verhoeven	8.65	5	Louise Dawdy	5.68
6	Cindy Mahn	13.00	6	Lynda Burnett	7.54	6	Virginia Alviano	5.57
7	David Longstaff	10.73	7	David Dennis	7.47	7	Martin Jones	5.41
8	Margot Stockie	10.61	8	Dave Leitch	6.80	8	Elinor Girouard	4.75
9	Moira Hollingsworth	10.39	9	Barb McKay	6.16	9	Marg Sanderson	4.75
10	Bruce Roberts	9.74	10	Barbara Arthur	6.11	10	Joe Blake	4.20
11	Kathy Russell	9.57	11	Shelley Metcalfe	6.09	11	Kim Wakeford	4.17
12	Liz McDowell	9.13	12	Marlene Dopko	5.90	11	Christine Kelly	4.17
13	Sandy Graham	8.85	13	Sue Voll	5.52	13	Molly Worden	3.87
14	Dianne Aves	8.47	14	Margie Whyte	5.47	14	Sue McDonald	3.81
15	Tom Ramsay	8.45	15	Kathleen Burns	5.22	15	Audrey Cook	3.65
16	Stephen Young	8.30	16	Nanci Phelan	5.06	16	Reinhold Kauk	3.55
17	Scott Hills	7.55	17	Adriaan Kempe	4.99	17	Valirie Binkle	3.24
18	Malkin Howes	7.47	18	Sandra Jonasson	4.89	18	Sue Andersen	3.12
19	Ted Boyd	7.26	19	Susan Kerrigan	4.67	18	Jane Rushby	3.12
20	Edith Ferber	7.24	20	Lori Cole	4.39	20	Gordon Hunter	3.11
21	Diane Jamieson	7.18	21	Joan Slover	4.27	21	Linda Rush	3.08
22	Neil Coburn	7.04	22	Betty Wendling	4.25	22	Steven Allen	2.93
23	Steve Carpenter	6.94	23	Barbara Wynneck	4.00	23	Cassandra Zehr	2.80
24	Neil Jeffrey	6.32	24	Paul Latimer	3.72	24	Liz Graham	2.76
25	Pat McMillan	5.59	25	Barbara Lindsay	3.67	25	Don O'Bright	2.71
						25	Richard Wehrle	2.71

Come Out and Support our F2F Games This Coming Week

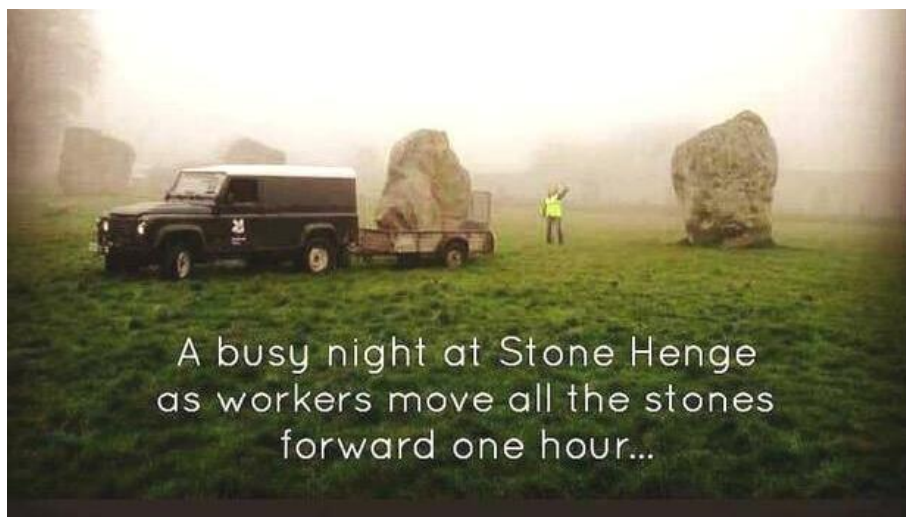
A number of our regular F2F players are going to the Gatlinburg Regional this coming week (April 18-24). We wish them the best of luck.

However, not only will we miss them but also so will our F2F games! If you're not going to Gatlinburg, please consider coming out to the club this coming week to support our F2F games – Tuesday afternoon (open) and Friday afternoon (499).

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

Coming Events

- Friday, April 15, 1:00 pm, **499er game (24 boards) (\$7 members/ \$9 non-members) **FACE TO FACE****
 - Friday, April 15, 7:00 pm, **open game (24 boards) BBO\$5**
 - Saturday, April 16, 12:30 pm, **999er game (24 boards) BBO\$5**
 - Saturday, April 16, 1:00 pm, **199er game (20-22 boards) BBO\$5**
 - Sunday, April 17, 10:00 am, **499er game (18 boards) BBO\$5**
 - Monday, April 18, 9:00 am, **Bridge Lab (\$7 members/ \$9 non-members) **FACE TO FACE****
 - Monday, April 18, 12:30 pm, **99er game (20-22 boards) BBO\$5**
 - Monday, April 18, 1:00 pm, **open game (24 boards) BBO\$5**
 - Monday, April 18, 7:00 pm, **499er game (24 boards) BBO\$5**
 - Tuesday, April 19, 12:30 pm, **199er game (20-22 boards) BBO\$5**
 - Tuesday, April 19, 1:00 pm, **open game (24-28 boards) (\$7 members/ \$9 non-members) **FACE TO FACE****
 - Wednesday, April 20, 1:00 pm, **499er game (24 boards) BBO\$5**
 - Wednesday, April 20, 6:45 pm, **199er game (20-22 boards) BBO\$5**
 - Wednesday, April 20, 7:00 pm, **open game (24 boards) BBO\$5**
 - Thursday, April 21, 9:30 am, **99er game (20-22 boards) BBO\$5**
 - Thursday, April 21, 1:00 pm, **open game (24 boards) BBO\$5**
 - Thursday, April 21, 6:30 pm, **19er game (18 boards) BBO\$5**
 - Thursday, April 21, 7:00 pm, **999er game (24 boards) BBO\$5**
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Guelph Spring Fling

The Guelph Spring Fling last weekend attracted 34 tables, with lots of Grand River players doing very well. Congratulations to the following first- and second-place winners.

199er Game

1. **Nanci Phelan and Nancy Cattanach**
2. **Di Spearn and Mary Lynn Benjamins**

749er Game

1. **Jack and Lori Cole**
2. **Lynda Burnett and Kim Wakeford**

Open Game

1. **Margot Stockie and Dave Baker**
 2. **Robert Griffiths and Tom Ramsay**
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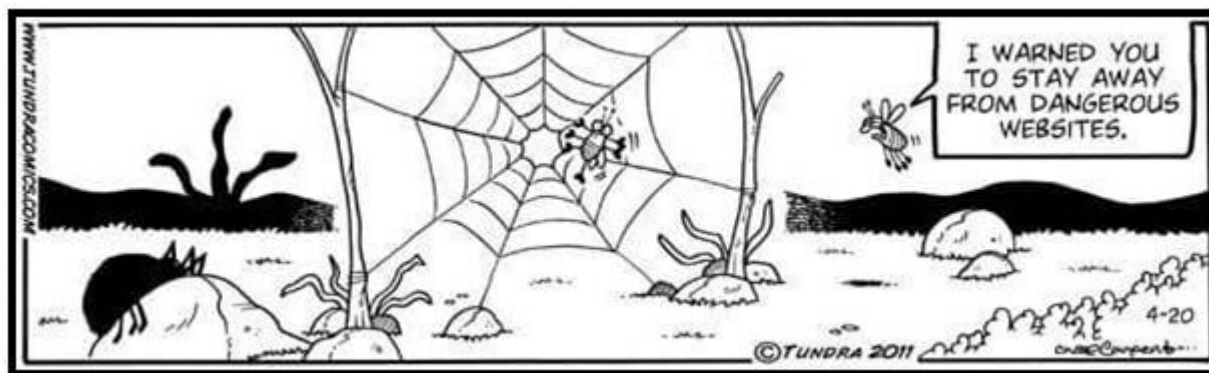
From the Archives – Face-Down Opening Leads in F2F Games

The first thing to make clear is that it is the card that must be face-down - not the player - on the opening lead. Now that this important distinction has been made, let's tackle the reasoning behind it.

The opening lead is often crucially important - Larry Cohen likes to reminisce about a hand (in a world championship game) where the choice of opening lead made a difference of 26 tricks! So, the opening leader would very much like to get it right, and of course it would be great if his or her partner could just tell him what card to lead - but that wouldn't be cricket (or bridge)! There are sometimes ways and means to get around the rules, however - for example, if the opening leader's partner were to ask some very pointed questions about what the opponents meant when they bid a particular suit, his interest in that suit might tip off the opening leader as to the best lead. That is why only the opening leader is allowed to ask questions about the opponents' bids before selecting his or her lead.

But, by the same token it obviously wouldn't be fair to totally bar the other defender from asking questions about the auction. So, as a compromise, after the opening leader has asked his questions about the auction, he must place his opening lead face-down on the table and say "Do *you* have any questions, partner?" At this point, the opening leader's partner may ask questions to his heart's content - but the opening lead cannot be changed.

Once the opening leader's partner has asked all his questions or indicated that he has no questions, then the opening lead is flipped over and the play of the hand begins.



Conventional Wisdom

This is the third in a series of columns on convention cards. Today, we will talk about the items on the card that are “alertable”. Next week, we will start discussing how to go about filling out your convention card.

“Alertable” means somebody has to do or say something as soon as the alertable bid has been made. You can know a bid is alertable because it is coloured red on both the online and paper convention cards.

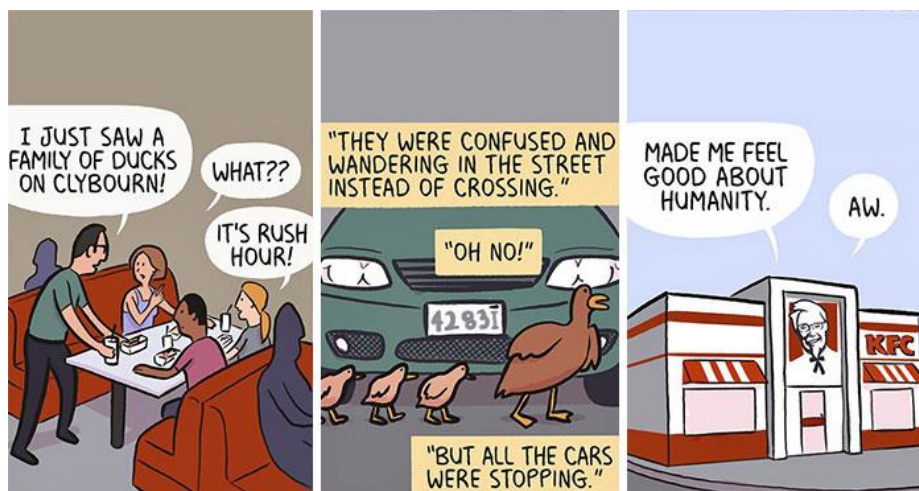
Essentially, bids are alertable when they represent a special partnership understanding that may not be readily understood and anticipated by a significant number of players. There is an almost-infinite number of alertable bids. Some common examples are: **Jacoby two no trump, splinters, inverted minors, two hearts bust bid following partner's 2 club opener, 2 spades transfers following partner's 1 no trump opener, Ogust, new minor forcing, fourth suit forcing, support doubles and redoubles, DONT and Cappelletti, and Lebensohl.**

With the exception of splinters, bids past three no trump are not immediately alertable, but once the bidding is over the opponents are supposed to be notified of any ace-asking or key-card-asking sequences (delayed alerts).

It is important to note that **when you're playing online**, the person who makes the alertable bid is the same person who must alert his or her bid. This is done by typing the meaning of the bid on the line underneath the bidding box. The partner of the person who makes an alertable bid does not see his partner's explanation, but the opponents both do.

As an aside, if you are playing online and one of your opponents makes an ambiguous bid, you can ask him or her to explain his bid by clicking on that bid. This makes a little box pop up asking the opponent to elaborate.

In club games, it's the partner of the person who makes an alertable bid who must say “Alert” and then wait to see if either of the opponents asks for an explanation at their turn to bid. Furthermore, the person who made the alertable bid must act as if he didn't hear his partner's alert and/or explanation (ethically he must not be “woken up” by his partner's alert/explanation if – perish the thought - it turns out that they are on different pages).



Modified Pre-Screening Requirements to Enter Our Club

The board has modified the pre-screening requirements for entry to the club. The updated requirements require someone who has returned from outside Canada to wait only five days before coming to our bridge club, instead of 14 days as previously required.

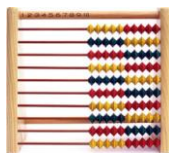


Example: Mitch, a 499er player, goes to play at Gatlinburg and returns home on Sunday, April 24. He should count off five days (April 25-29), meaning that he should not return to the club until April 30 (that is, **after** the Friday game).

TIME YOU LEARNED YOUR LESSONS!

We have decided to postpone our **Basic Bidding** course until the fall due to low enrollment.

We currently have only **five** players registered for Counting at Bridge, which is due to start on April 26. We need **eight** players for the course to go ahead. Do the math! If we haven't attracted three more players by next Wednesday (April 20), we are going to have to postpone this course as well.



Counting at Bridge

Counting at Bridge is a five-week series of lessons based on the skill of counting. The lessons are intended for intermediate players who wish to improve both declarer play and defence. Everyone knows about counting high-card points and the trump suit, but for many players counting ends there. If this is the counting that you do, you have sampled just the tip of the iceberg. Learning how to count distribution is a necessary skill to have if you hope to become a good bridge player. Counting declarer's tricks is another type of counting. Do you know how to count tricks for the defence? Do you know how and when to show count? Counting is a huge topic to learn and to master, but you need to start somewhere, and it might as well be now.

FYI, the author of your textbook will be your instructor.

Level: **INTERMEDIATE**

Instructor: Dianne Aves

Mode: FACE-TO-FACE

Current Enrollment: 5

Dates: Tuesday evenings, 7:00 pm – 9:30 pm, April 26 – May 24

Fee: \$75 for members/ \$85 for non-members plus \$20 for the text

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

If you and your friends have a burning desire to have a two-and-a-half-hour workshop on a particular topic, email [Malkin](#), our lesson lead, and she will see what she can do.

If you and your friends have a burning desire to have a two-and-a-half-hour workshop on how to play face-to-face bridge at our club, email [Malkin](#), our lesson lead, and she will see what she can do.

In the meantime, we 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**
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The Answer Lady

Contributed by Susan Lawton

As the 'The Answer Lady', I have been responding to questions from 'newer' players over the past several weeks. A request has been made to share those players' questions and my responses in the Alert on a weekly basis, essentially a column for the beginner player! You can write to me at suzan2420@yahoo.ca.

Dear Answer Lady:

Thanks for the offer to answer our questions. I'm sure my bridge friends and I will have lots! My friend and I played this hand recently in a GRBC game.

10 D	N North	W N E S
	♠ A6	P 1NT P P
	♥ K1063	P 2♣ P 2♥
	♦ K1053	P 3NT P 3♠
	♣ AQ6	P P P 4♠
W West		E East
♠ K1054		♠ 32
♥ Q4		♥ A9872
♦ J62		♦ Q97
♣ K984		♣ 532
	S South	
	♠ QJ987	
	♥ J5	
	♦ A84	
	♣ J107	
		4♠ N NS: 0 EW: 0

My partner, who was sitting North, opened 1NT, showing 15-17 points. As South, I transferred to spades by bidding 2♥. After North accepted the transfer, I then bid 3♠. We ended up in 4♠, but went down two. The best scores were those that played this hand in 3NT and the highest board was 3NT with two overtricks. I have four questions about this hand.

Dear Newcomer and her friends, thank you for posing these questions and for providing a copy of the hand. Good for you for using a Jacoby transfer to show your five-card major in spades. Here are my thoughts on your questions.

Question 1

I often struggle with the expectation/requirement to "accept" the transfer.

Answer 1

First of all, I want to provide a little refresher on Jacoby transfers, the convention used by responder/South to show a five-card major - in this case, spades. The Jacoby transfer convention is used after a 1NT opening, followed by a pass by right-hand opponent (RHO). It is **artificial** with bids of 2♦ and 2♥ each showing at least five cards in the suit **above** the bid suit. A bid of 2♦ requests opener to bid 2♥, and a bid of 2♥ requests 2♠.

As you have discovered, communication and a clear understanding of the process is critical when using Jacoby transfers. There are many opportunities for confusion and errors. By opening 1NT, North has made responder the captain of the ship. South will guide the contract, that is where it will be played, based on South's distribution and HCP. The transfer ensures that opener will be declarer - playing the hand so that the big hand is hidden and the weak hand is on display, making it harder for opponents to defend accurately. The opening lead also comes up to the strong hand and often give declarer an extra trick.

Question 2

Must the 1NT opener accept the transfer? Is there an option not to accept a transfer? If so, what is the bid and “message”? The problem with a transfer is that as responder I could have very few HCPs.

Answer 2

*The answer is emphatically **YES**: there is no option not to accept the transfer, although responder can make a super-acceptance bid of 3♥ or 3♠ if holding four-card support and maximum values. After the transfer has been accepted, responder now communicates his/her own point count and distribution, keeping in mind that opener may have only **two** cards in the bid suit. With 0-7 HCP, responder will pass the transfer. With 8+HCP, a balanced hand, and only a five-card major, responder will bid either 2NT or 3NT, depending on hand strength. The 1NT opener then makes the final decision on whether to play in a suit or in no trump. With only two cards in the major, no trump is likely a better option. With three-plus cards in the major, opener may choose to play in the named suit as there will be opportunities for ruffing.*

You are correct that as responder you may have very few points, a minimum 0-7 actually, but you have five cards in a major suit! Rather than being viewed as a problem, this should be viewed as a bonus. Imagine yourself in the 1NT opener’s position when he gets a dummy with a 5-3-3-2 distribution and very few points. It’s unlikely opener would be able to access the board to leverage tricks, giving the opponents numerous opportunities to take tricks. In a major suit contract, though, that weak hand with a five-card major should be able to make a contribution.

Since the initial transfer promises five cards in the transfer suit, a rebid of that suit promises six. Given your hand on the board in question, the preferred bid after 2♠ should be 2NT. You have only 8-9 points, making this an invitational hand. North with only two spades but 16 HCP points would likely bid 3NT. You are also correct in assuming that a bid of 3♠ promises extra length and values, at least six spades (as stated above). Unfortunately, a poor split in spades, 4-1, further compounds the challenges with a final contract of 4♠.

Question 3

Should I have jumped to 3♥ to indicate points? If so, our contract would still likely be 4♠.

Answer 3

You have only 8-9 points, so I don’t think a 3♥ bid after a 1NT opener should enter the equation. A first bid of 3♥ by responder is usually reserved for when partner opens 2NT. Bid 2♥ and then show your point count and your five (not six) spades. If you transfer to 2♠ initially and then bid 3♥, your partner might think you made an error in your original bid – that is, that you intended to transfer to hearts in the first place - and leave you there.

Question 4

One of us should have bid no trump – which one and when in the bidding?

Answer 4

As indicated above, the responsibility of bidding NT lies with the responder on the first rebid after the transfer has been accepted. To review, with 0-7 points and a five-card suit, responder will pass. With 8-9 points and a five-card suit, responder will bid 2NT. With game-going values and a five-card suit, responder will bid 3NT. A bid of 2NT rather than your 3♠ bid would have given opener the necessary information to find the optimum contract in no trump.

*Jacoby Transfers are a complicated convention to learn and use effectively. This week’s column provides information and examples for “simple’ transfers”, but they are just the tip of the iceberg. Newer players may wish to expand their knowledge, and there are numerous sources available both online and in print for further learning. **25 Bridge Conventions You Should Know** by Barbara Seagram and Marc Smith, 1999, pp: 73-80, is one resource you may find useful. In the ACBL Bridge Bulletin, Lynn Berg in February/March 2013 and Larry Cohen in March 2018 provide additional details on Jacoby transfers.*

Thank you again, Newcomer, for these terrific questions. I hope this helps clarify your thinking and play of no trump versus suit contracts after an opening bid of 1NT and the use of a Jacoby transfer to show a five+-card major.



Chris Simpson

Contributed by Louise Dawdy

This week we are introducing new GRBC member Chris Simpson.

Chris learned the basics of bridge years ago from her grandparents, who were looking to pass on their love of the game. Similarly, Chris' parents were avid bridge players and encouraged her and her sister to learn, hoping that one day they would all be able to play together. Although playing bridge didn't take hold in her younger years, Chris always kept the fond memories at the back of her mind, and hoped to return to the game later in life. As with so many, the pandemic provided the opportunity, and a friend (Louise Dawdy) provided the impetus. Chris took GRBC's beginner class with Allen Pengelly, along with her daughter, Mara. They thoroughly enjoyed the (re)introduction and have been playing on and off since.

Chris works at Lutherwood as a counsellor for adolescents. In her free time, when not playing bridge, she enjoys her country home's garden, tending to her flowers (favourites: coneflower and Icelandic poppies) and vegetables (tomatoes, carrots, beets and all the greens), knitting (her most recent project: a cable knit sweater), and cooking (Greek is a household favourite).

Chris shares her empty(ish) nest with her husband, Jim, and their dog, Rognvaldur ("Rog"), an Icelandic sheep dog. The Icelandic theme to Chris' life comes from her maternal grandfather who immigrated to Canada from the southern part of Iceland, near Reykjavik (family name Rognvaldur). Chris and Jim have three adult daughters: two live locally and the third lives in Montreal.

Chris' favourite and most memorable bridge tip is that women tend to bid low, so "go for it!!!".

Chris' most useful tip is the 2♣ bid, showing a strong hand!

Post pandemic, Chris is looking forward to putting faces to all the online BBO names/people whom she has met and played bridge with over the past couple of years. Chris is also looking forward to attending GRBC bridge labs.

Welcome Chris!



FOR INTERMEDIATE PLAYERS



Lose One Trick - But Gain Two

Contributed by Robert Griffiths

<p>Board 12</p> <p>South Deals</p> <p>E-W Vul</p>	<p>♠ 8 5 3</p> <p>♥ —</p> <p>♦ K Q 8 7 5 2</p> <p>♣ A K 9 2</p>	<p>♠ J 10 9 2</p> <p>♥ A 8 7 2</p> <p>♦ 4</p> <p>♣ Q J 6 3</p>
<p>♠ K 7 6</p> <p>♥ Q J 10 9 6 5</p> <p>♦ 6</p> <p>♣ 10 8 7</p>		<p>♠ A Q 4</p> <p>♥ K 4 3</p> <p>♦ A J 10 9 3</p> <p>♣ 5 4</p>
<p><i>West</i></p> <p>2 ♥</p> <p>Pass</p>	<p><i>North</i></p> <p>3 ♥</p> <p>6 ♦</p>	<p><i>East</i></p> <p>4 ♥</p> <p>All pass</p>
		<p><i>South</i></p> <p>1 ♦</p> <p>5 ♦</p>

South dealt and opened 1♦. West jumped in with a 2♥ bid and North got excited. He showed his enthusiasm with a 3♥ cuebid. Now, East got in on the fun and pushed to 4♥. South, caught up in the spirit of the day, tried 5♦ and, after West's pass, North cannot be faulted for going on to 6♦. It looked, from the auction, as if South should have the spades covered; he couldn't have much in hearts or clubs.

West led the ♥Q and South counted his losers. Clubs, diamonds, and hearts presented no problems, but how could he avoid two spade losers if the king was offside?

He could ruff out all of his losers in clubs and hearts but that would leave him with his contract depending on a spade finesse. Can he do better?

South can make sure of his contract by throwing one of dummy's losing spades on the opening heart lead. When East wins his ♥A, it sets up South's king to throw a second spade from dummy. Now there is no need to take the spade finesse and 12 tricks are easy.

By choosing to lose a heart trick that he didn't have to lose, South was able to avoid two spade losers.



This is known as a loser-on-a-loser play.



Dear David

Big Fit

The title does not refer to your partner's reaction when you put him in slam missing the AK of trumps. Instead, it is about evaluating the worth of your hand when you discover that you have a 10+ card fit.

		N North		W N E S			
		♠ J874 ♥ Q ♦ AK106 ♣ AK93		P P 1♥ X P P 2♠ P P P			
W West		S South		E East			
♠ KQ2 ♥ AJ983 ♦ 943 ♣ J8				♠ 65 ♥ K7652 ♦ J72 ♣ 752			
				2♠ S NS: 0 EW: 0			

Four spades making was the contract at the other eight tables that played this hand. Four tables opened a "light" 1♥ in third seat and East got involved, pushing the opponents to game. At our table, the first-bid mildly pre-emptive action hindered the N/S auction. South's 2♠ bid showed four-plus spades with 8-10 HCP. Unaccountably, North chose to pass and he paid for his cowardice.

The point of this article, however, is more about East's inaction. It seems as if five-card trump support is more than enough to get involved, yet what would be the consequences? You have little hope of outbidding them if they have a spade fit, and you will likely upgrade their hands when they know their values outside of the heart suit are going to be helpful on offence. Pre-empting to 3♥ or 4♥ will likely cause South to bid 3♠ or 4♠ anyway, exactly what you don't want to hear.

Obstructive pre-emptive raises are a wonderful tool - but only when judiciously employed.

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

#68

♠ A K Q J 4
 ♥ 10 7 3
 ♦ A 8 6 4 2
 ♣ —



♠ 8 7 3
 ♥ A K J 4
 ♦ K J 3
 ♣ K Q J

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1 ♣
Pass	1 ♠	Pass	2 N
Pass	3 ♦	Pass	3 N
Pass	4 ♣ ¹	Pass	4 ♥ ²
Pass	6 N	All pass	

1. Gerber (asking aces)
2. One Ace

I chose no trump, as opposed to spades, for the final contract, because we were playing matchpoints and the extra 10 points might make all the difference.

West led a safe suit, the ♠5. Dummy's ♠J took the trick, and East followed suit.

At Trick 2, I led a small heart from the board and took the trick with my ♥K, both East and West following.

At Trick 3, I played the ♣K from my hand. West followed with a small club, I called for a small diamond from the board, and East took the trick with his ♣A. He then exited with the ♥8.

What now?

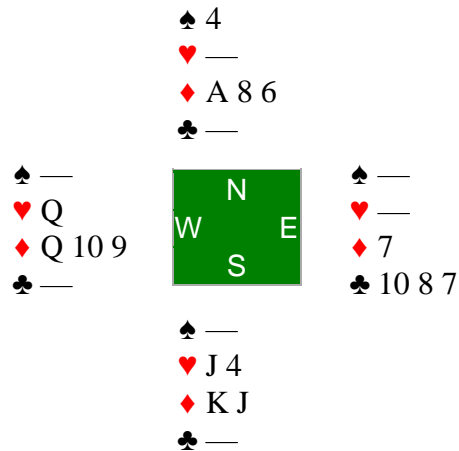
SOLUTION

Counting your sure tricks, you have five spades (assuming spades run), two hearts, two diamonds, and two clubs = eleven sure tricks in total. Where to find the additional trick?

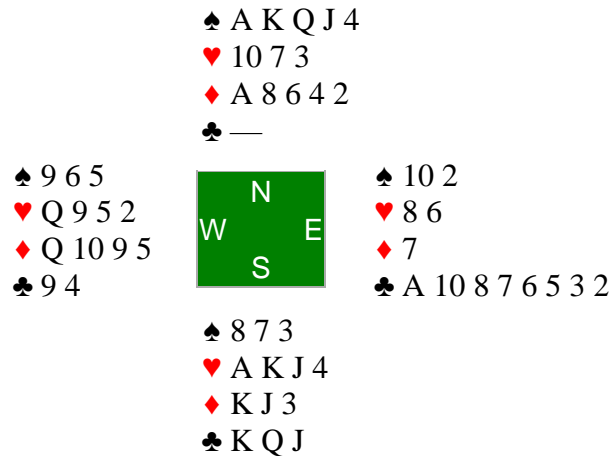
Finesse the ♥Q or the ♦Q? You have no idea which one would work - and of course maybe neither of them would work. You're already tight, meaning that the minute you lose a finesse you're down. You might as well try a squeeze first - since if the squeeze doesn't work, you can always fall back on one of your finesses.

So, don't finesse at Trick 4 but rather take the trick with your ♥A. West will follow. Your squeeze attempt should be executed by running the black suits, starting with clubs. Thus, at Tricks 5 and 6 cash the ♣QJ, discarding a diamond and a heart from dummy (make sure to keep three of dummy's diamonds). West will follow once and then discard a diamond. So now you know that East started with eight clubs.

Next, cash your winning spades. At Tricks 7, 8, and 9, cash dummy's ♠AKQ, learning that East started with exactly two spades. Now you know that East had only three red cards, and so it will fall to West to guard both hearts and diamonds. Here is the full hand after nine tricks.



At Trick 10, you play the ♠4, the squeeze card, from the board and discard a small heart from your hand. East's hand is irrelevant at this point, but look at West's cards. If he discards a diamond, dummy's third diamond will set up, while if he discards his ♥Q, your ♥J will become your twelfth trick. No matter what West throws, he is finished. Here is the complete deal.



As you can see, neither the heart nor the diamond finesse would have worked.

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**.
 Apparently, not many people want to take lessons at our **club**.