



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – August 15, 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 July.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	25.78	1	Suzanne Edwards	8.92	1	Sue McDonald	4.49
2	Ted Boyd	17.24	2	Jim Dalgliesh	8.23	2	Steven Allen	3.67
3	Colin Harrington	16.62	3	Jake Liu	6.60	3	Molly Worden	3.66
4	Cindy Mahn	15.59	4	Cheryl Kip	6.14	4	Joe Blake	3.35
5	Margot Stockie	15.08	5	Muzaffer Husain	6.01	5	Tong Chen	3.00
6	Moira Hollingsworth	13.61	6	Barbara Arthur	4.90	6	Barb Neibert	2.98
7	Edith Ferber	10.08	7	Bev Hitchman	4.81	6	Anita Hanson	2.98
8	Mike Peng	9.95	8	Sue Peterson	4.81	8	Judy Johnston	2.92
9	Susan Lawton	9.73	9	John Kip	4.73	8	Carol Gerber	2.92
10	Dianne Aves	9.19	10	Lori Cole	4.66	10	Rick Arthur	2.86
11	Stephen Young	9.08	11	Shelley Metcalfe	4.36	11	Reinhold Kauk	2.77
12	Neil Jeffrey	8.82	12	Judy Widdecombe	4.34	12	Nancy Cattanach	2.75
13	William Christian	8.42	13	Grace Messner	4.32	13	Belinda Burt	2.58
14	Sharon Boyd	7.54	14	Ted Kennedy	3.76	14	Virginia Alviano	2.06
15	Kathy Russell	6.95	15	Vivian McLellan	3.70	15	Susan Durance	1.85
16	Pat McMillan	6.83	16	Adriaan Kempe	3.68	16	Brian Gaber	1.71
17	David Longstaff	6.16	16	Andy Wilson	3.68	17	J J Girard	1.69
18	Liz McDowell	5.67	18	Donna Coombe	3.63	18	Jeannie Leforge	1.67
19	Robert Griffiths	5.47	19	Joan Slover	3.59	19	Audrey Cook	1.64
19	Diane Bourdeau	5.47	20	Robert Walker	3.52	20	Ginny Scott	1.60
21	Adrian Record	5.25	21	Al Pengelly	3.42	20	Shirley Clarke	1.60
22	Malkin Howes	5.03	22	Nancy Millward	3.35	22	MJ Hartleib	1.43
23	Sandy Graham	4.71	23	Lissa Lowes	3.28	23	Pat McDonald	1.42
24	John Hanemaayer	4.63	24	Robert Livermore	3.16	23	Elinor Girouard	1.42
25	Sharon King	4.58	25	Nanci Phelan	3.01	25	Noah Pace	1.37

***In this edition, don't miss
 Team Leagues and Club Picnic!***

Thursday Night 19er Game

We have not been able to run the Thursday night 19er game since May due to insufficient players. As a result, this game is now officially on hiatus – but it will be back in September **with an added inducement** to newer players to attend. Watch this space!!!!!!!

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

Coming Events

- Friday, August 12, 1:00 pm, **499er game (24 boards) (\$7 members/ \$9 non-members) **FACE TO FACE****
- Friday, August 12, 7:00 pm, **open game (24 boards) (\$7 members/\$9 non-members) **FACE TO FACE****
- Saturday, August 13, 1:00 pm, **199er game (20-22 boards) BBO\$5**
- Sunday, August 14, 10:00 am, **499er game (18 boards) BBO\$5**
- Monday, August 15, 9:00 am, **Bridge Lab (\$7 members/ \$9 non-members) **FACE TO FACE****
- Monday, August 15, 12:30 pm, **99er game (20-22 boards) BBO\$5**
- Monday, August 15, 1:00 pm, **open game (24 boards) BBO\$5**
- Monday, August 15, 7:00 pm, **499er game (24 boards) BBO\$5**
- Tuesday, August 16, 12:30 pm, **199er game (20-22 boards) BBO\$5**
- Tuesday, August 16, 1:00 pm, **open game (24-28 boards) (\$7 members/ \$9 non-members) **FACE TO FACE****
- Wednesday, August 17, 1:00 pm, **499er game (24 boards) BBO\$5**
- Wednesday, August 17, 6:45 pm, **199er game (20-22 boards) BBO\$5**
- Wednesday, August 17, 7:00 pm, **open game (24 boards) BBO\$5**
- Thursday, August 18, 9:30 am, **99er game (20-22 boards) BBO\$5**
- Thursday, August 18, 1:00 pm, **open game (24 boards) BBO\$5**
- Thursday, August 18, 6:30 pm, **19er game (18 boards) BBO\$5 ON HIATUS**
- Thursday, August 18, 7:00 pm, **999er game (24 boards) BBO\$5**



Congratulations

to the following local players who did well at the Tillsonburg tournament.....

- **Paul Latimer and John Hanemaayer**, 1st in B, Saturday B/C/D Pairs
- **David Baker and Ted Boyd**, 2nd in A, Saturday A/X Pairs
- **Liz McDowell and Peggy Pearson**, 3rd in A, Saturday A.X Pairs
- **Diane Bourdeau and Edith Ferber**, 5th in A, Saturday A/X Pairs
- **Bob Griffiths and Kathy Russell**, 1st in X, Saturday A/X Pairs
- **Adrian Record** and Jennifer Verdram-Woodward, 3rd in X, Saturday A/X Pairs
- Martin Hunter, Dorin Toma, **Edith Ferber, and Diane Bourdeau**, 1st in A, Sunday Top Bracket Teams
- Robert Burns, Douglas Rogers, **Ted Boyd, and David Baker**, 3rd in A, Sunday Top Bracket Teams
- **Thea David, Margot Stockie, Peggy Pearson, and Dianne Aves**, 4th in A, Sunday Top Bracket Teams



Don't Be Late for a Very Important F2F Date!

A game director's lot is not a nappy one (with apologies to Gilbert and Sullivan). Because our board of directors has asked its directors to start their games on time – something which is VERY important to some of our players – it means that at about five minutes before game time, the game director has to make the pivotal decision about 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 often 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 table cards and the boards already on the tables have 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 haunted house. And if there are plural ghosts, the game director is in Creepy Hollow.

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 arrive.

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

For example, if the movement has to be changed to a Mitchell 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.

HOW CAN YOU HELP?

1. Considerate bridge players arrive at the club at least 15 minutes before game time. If they come solo, hoping to pick up a partner, they should arrive at least 30 minutes before game time.
2. If you are coming but delayed for some reason (maybe a traffic jam?), call the club and let the game director know. 519-893-4595.
3. If you are at the club and notice that the game director is tearing his hair out, offer to help. You might, for example, clean up spills or change up the boards and table cards or phone in spares or top up the convention cards.....
4. It would be very helpful for the game directors to have a list of on-call spares who are willing to pinch hit on short notice. To put your name on the list, contact the director(s) of the game(s) you are available to spare for on a regular basis.

If you do this, we will have fewer bald game directors!



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, essentially a column for the beginner player!

If you have a question, please write to me at suzan2420@yahoo.ca. You don’t need to send me the actual deal – just tell me the game date and board number and I can take care of the rest.

Question

As beginning bridge players, my partner and I have been playing bridge on BBO. After each game, we usually review the hands we have played to improve our understanding of bidding and play of the hand. BBO supports that really well.

In a recent game, we were sitting North/South and successfully bid and made a contract of 4♥. As you can see, East opened the bidding with 3♣. My partner, North, bid 3♥, and I raised the contract to 4♥, making four. At another table, South opened the bidding with 1NT and only 12 points.

There is obviously some sort of 'guidance' to make those unusual types of bids, that is the 3♣ and 1NT. If not too far ahead of our beginner capability, what is that?

Thank you,
Beginner Player



Answer #1

Thank you beginner player for presenting an interesting hand. Good for you for not being intimidated by East's bid of 3♣ and executing a perfect bidding sequence. That 3♣ is a pre-emptive bid, showing less than opening points, roughly 6-10 at most (perhaps a bit more if vulnerable) and a club suit. Here there are eight points and six clubs.

You may remember from last week's column that players who open the bidding at the two-level - 2♦, 2♥, or 2♠ - promise six cards in those suits. When players open the bidding at the three-level, they generally promise seven cards in the named suit. In this situation though, East can't bid 2♣ to show six clubs, as that would show a really strong hand. So sometimes opening bidders take liberties when they have only a six-card club suit, especially when non-vulnerable as is the case here, and open 3♣. Their partners know they might have only six clubs, so they take that into consideration and don't get too excited. As with all pre-emptive bids, it makes it very difficult for opponents to enter the bidding after that 3♣ bid. (Some people do the same thing with only six diamonds.)

Answer 2

The typical point range for a 1NT opening (as many of us know and use) is 15-17 HCP. That said, there are different bidding systems that use lower ranges for that 1NT opening. The 1NT bid by South on this hand may be one of those bidding systems where 1NT indicates a different point range, perhaps in this case 11-14 points. Certainly, there are players at our club who use different ranges for their 1NT opening bids.

As with all 1NT opening bids, players need to announce their point count range. Online, the 1NT opener announces it in writing. At the club, the partner of the 1NT opener announces the point range by saying it out loud. They also need to show that point range on their convention cards so their opponents can look it up if they wish.

You may be wondering how the opponents guard against getting too high when they open 1NT with so few points. The answer is that they tailor their responses to the lower point range of the opening bid. For example, in this case Responder might need 14 HCP to jump to 3NT.

You may also be wondering what are the advantages of having a lower point count range for your 1NT bids. There are two main advantages.

- Opening 1NT gives your partner a big advantage because it describes your hand so well. If your 1NT bids have a lower range, you will be able to open 1NT more frequently.
- 1NT acts much like a pre-emptive bid, as it restricts the opponents' bidding choices. The opponents can no longer bid or overcall at the one-level; instead, they need to make their first bid at the two-level.

On the other hand, if partner has a bust hand 1NT might go down a bunch. You pay your money and you take your chances.

FAMOUS TOPICS IN ART HISTORY:



**HERCULES ATTEMPTING TO
GIVE HIS CAT A PILL**



GRBC Tenth Birthday Picnic

Contributed by Lori Cole

It is way past time to celebrate our club's tenth birthday - so we are having an outdoor birthday party bash with expanded bridge sessions on Friday, September 9 (rain date: Friday September 16). Please mark your calendars!

The picnic will be from 5:00 pm to 6:30 pm outside our club on the grass beside the parking lot. Bring your lawn chair.

- ♠ Club tours at 5:00 pm if you have not yet had an opportunity to see inside our beautiful club. Check out our free library section with many excellent bridge books for lending.
- ♥ Hot food, including gluten free, will arrive at 5:15 pm.
- ♦ Birthday cake (not gluten free 😊) will be cut at 6:00 pm. And if you would like, you are welcome to bring another dessert to share – we can never have too many desserts!
- ♣ Also, at 6:00 pm we will have some door prize draws!

Our Friday afternoon and evening games will have expanded sections. The afternoon 499 game will also have a 99 section. After the game, there will be a hand analysis on some of the more interesting hands of the afternoon. The evening open game will have an additional 199 section. And after the evening game, there is pubbing for all!

Find a partner on Pianola or connect with someone at the picnic. Make it a double header bridge day if your schedule allows or just come out for the picnic! And if you attend both afternoon and evening games, your evening game will be free!

Let's take this opportunity to see each other in person – it has been a long time for so many! Please click [here](#) to sign up (we need to have an idea of numbers so we know how much food to order).

Conventional Wisdom

*This column discusses conventions, starting with the most useful ones [according to Larry Cohen](#). Today, we will talk about **New Minor Forcing**.*

New Minor Forcing is used when the opening bidder has opened one of a minor, his or her partner has responded one of a major, and the opening bidder has rebid 1NT or 2NT. It is an artificial way for the responder to ask about his or her partner's holding in the major suits, and as such it is **alertable**. A new minor forcing bid is always the other (non-bid) minor, and it is used only by the responder and always as his or her second bid of the auction. It promises at least invitational (10-11) strength. In most cases, the responder will have five cards in his major and needs to figure out whether the hand should be played in his suit or in no trump.

Here are the opening bidder's duties in order of priority.

1. Bid responder's suit with three of the suit.
2. Bid the other major with four of that suit.
3. Bid 2NT with neither.

New Minor Forcing is found near the bottom of the front of the convention card in the rectangle labelled **OTHER CONV. CALLS**. Check the box after **New Minor Forcing**.

If you would like to take an online or in-person lesson on new minor forcing, write to [Malkin Howes](#) specifying your lesson mode preference and possible time lines.

Face-to-Face Team Leagues Are Back!

Contributed by Al Pengelly, Mike Peng, and Tom Ramsay

We are pleased to announce that the Grand River Bridge Club and the Guelph Bridge Club are partnering on a joint F2F Fall Team League. We hope to have the details finalized by early September. Here are the specifics thus far.

- Separate brackets of teams of similar playing experience (Open, Intermediate, and Novice levels) depending on the number of teams registering.
- Approximately six-eight matches per bracket, to be played at either GRBC or GRC. Match schedules and designated playing site will be published prior to the start of the fall playing schedule to each Team Captain.
- During every session, each team will play one round robin match (24 boards, 20 victory point scale) against the other teams within their own bracket.
- The Grand River matches will be played on selected Sunday afternoons (avoiding scheduled dates for local area tourneys), while the Guelph matches will be played on Thursday afternoons. The matches will start mid-September and end before mid-December. If two teams have a scheduling conflict, alternatives may be arranged on an exception basis.
- Lots of masterpoints available if you do well.
- The fee will be \$30 per team per match (or \$7.50 per person per match, with a \$2.00 surcharge for those who not members of either club).
- Teams will be comprised of four-six players, allowing for subs if needed.

A lot of work will be required to finalize the schedule, but we won't be able to start until we have an idea of how many teams are interested in playing. If you wish to participate, please **complete the following [Interest Finder](#) by September 2.**

For more details, please contact Allen Pengelly (apengelly@golden.net) or Mike Peng (michael.peng@rogers.com) or Tom Ramsay (tandlramsay@yahoo.com).



All o' Us in Winner Land!

Contributed by Jack Cole

When I left you last week, I was perched on the edge of a Rabbit Hole – a link from The Common Game (TCG) hand analysis to the BridgeWinners (BW) site. So, into the Hole we go!



[CLICK HERE](#) to submit a question or join the [BridgeWinners.com](#) board discussion.

[CLICK HERE](#) or email me directly at michael@larryco.com

Selecting that first “CLICK HERE” link opens a page at **BridgeWinners.com**, displaying the hand under discussion, with a suggested bidding, and the analysis. Monday is the “sweet spot”, as the Afternoon set is analysed by **two** experts: Lynn Berg typically provides analysis for 299ers on several boards; David Loeb examines 5 boards for more advanced players. The hand below generated 27 lines of insight from David Loeb, including 7 links to additional reading! Five more lines came from Lynn Berg for the 299ers, her message being that West should pre-empt in diamonds. See [here for the details](#).

In TCG world, “Time is an illusion, lunchtime, doubly so.”¹ The day is divided into 3 parts – Morning, Afternoon, and Evening. Sets of hands are pre-dealt for each part, and made available to the affiliated clubs (including our online games) to play in their time zones. One set each day is chosen for the expert analysis treatment. In the 1st week of August, these GRBC games received full analyses:

- ◆ Monday Open 1:00 (TCG Afternoon boards)
- ◆ Tuesday 199 at 12:30 (TCG Morning boards)
- ◆ Wednesday 499 at 1:00 (Morning)
- ◆ Thursday Open at 1:00 (Morning)
- ◆ Saturday 199 at 1:00 (Afternoon)

Apparently the Director decides which board set to use, so 12:30 and 1pm can be either Morning or Afternoon. I don't know if TCG will maintain this schedule, but if you want their analysis, plan to play in one of these lunchtime games.

	North	East	South
♠	J108	A97	KQ642
♥	Q754	1032	AJ98
♦	K	109432	J
♣	AQJ95	72	K86

West: ♠ 53, ♥ K6, ♦ AQ8765, ♣ 1043

East: ♠ A97, ♥ 1032, ♦ 109432, ♣ 72

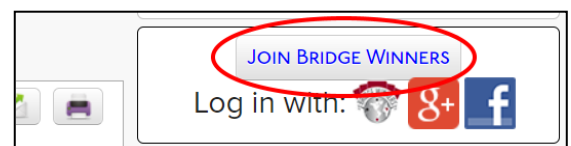
South: ♠ KQ642, ♥ AJ98, ♦ J, ♣ K86

Analysis by David Loeb

Notice the buttons just above the board, with which you can explore other hands from the same game. One advantage of BW membership is that you can use a [calendar view](#) to look back many months to study a particular game, or easily find the analyses of your favourite expert.

Beneath the hand analysis is a place for BW members to comment. Sadly, not many are sharing comments, although this hand has one, about the difficulty of finding the right defence.

But if you want to comment or ask a question then you need to join BridgeWinners. You can do that by clicking the button to the right of the hand title, and entering your name, email, and a password. **There is no cost, and no barrage of SPAM emails will follow.**



Once in the rabbit hole, members can join in BW polls, forums and bridge quizzes, read articles and dispatches from tournaments, and more! I'll tell you about those things ... next time.

¹ Lunchtime observation courtesy of Ford Prefect and Douglas Adams

TIME YOU LEARNED YOUR LESSONS!

If you and your friends have a burning desire to take lessons on a particular topic – online or face to face - please email [Malkin](#), our lesson lead, and she will see what she can do.

We currently have a group that may be interested in lessons in the fall on the **Precision bidding system**. Watch this space!

It would also be possible to offer a free workshop on **face-to-face play** if there were enough interest. We have one interested person so far.....

We are currently working on the fall lessons schedule and expect to start posting information fairly soon. At present, we are thinking mainly face-to-face lessons. If this is a big problem for you, please email Malkin as above.

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**
-



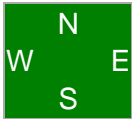
FOR INTERMEDIATE PLAYERS



Breaking Bad

Contributed by Robert Griffiths

When defending, unless your suit is headed by something like AKQJ or KQJ10, every time you lead (break) a new suit you risk giving away a trick. This hand features both sides struggling to avoid leading new suits.

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

South opened 1♠, West passed, and North bid 2NT, showing a limit raise or better in spades. South showed his lack of enthusiasm with a bid of 3♠, and this was passed out.

West, on lead, tried the ♦Q and was happy to see that the ATx or the KTx was not on his left. That's what I find whenever I lead from QJ9. Declarer went up with Dummy's ♦A. E/W were playing upside down signals: East's ♦8 said "no diamond help in my hand". Playing standard signals, the ♦4 would say the same thing. If East had either the ♦10 or ♦K, he would be signaling encouragement.

By now, everyone could see that this was a hand to try to get the other side to break the new suits. Dummy was flat with scattered honours and no threatening suit. So, when Declarer started trumps, West took the first spade with his ace and returned the suit, an easy exit. He doesn't want to lead anything else: his partner had warned him off diamonds and any other suit might cost a trick.

With trumps drawn, now Declarer had to do the work on the unplayed suits – so he held his nose and started with a heart towards the king in his hand. Good news: the king won the trick, but then his heart continuation brought the bad news. Dummy's ♥10 lost to East's ♥J. East found a safe exit, a diamond. (From the opening lead, he knew that West likely had the ♦J.)

Declarer could also place the ♦J with West, so it would be pointless to take a losing finesse of the ♦10 when there was a better use for that card. South could win the diamond in his hand with the ♦K, cross to the dummy with a trump, and ruff dummy's last heart. Now both Declarer's hand and the dummy had one losing diamond but no other red cards in either hand. So when Declarer led the ♦10, West had to win the ♦J and was stuck. A red card would give up a ruff/sluff while a club lead would break the suit and ensure only one club loser for South. Nine tricks bid and made.

E/W had chances to go wrong. If, for example, West mistakenly played a second diamond, Declarer would gain a trick there (assuming that South ducked the second lead to his 10). If East played his aces without capturing one of Declarer's or dummy's honours, Declarer would gain a trick there.

Declarer could go wrong by finessing the second diamond. West will win his ♦J and return another diamond, leaving it up to Declarer to guess the clubs on his own. He might get it right and he might not, but it's better to try to force the opponents to break clubs. That way, Declarer couldn't get it wrong.

In a club game, I would expect most N/S pairs to play in the spade part score, likely 3♠. They have enough between them to try for game, but not enough to reasonably bid it. Some would make eight tricks, some nine, and a few would make ten tricks if they were lucky enough to run up against defenders who liked to cash aces or who didn't signal each other.

Any pairs who bid and made 4♠ (not that unlikely) would congratulate each other on their good judgement without considering that their fine score came only because of their opponents' blunders.



Breaking a new suit often costs a trick.



FOR OPEN PLAYERS



Dear David

Contributed by David Baker

The Tale of the Two of Clubs

In 1947, Robert Darvas and Norman de Villiers Hart wrote a highly-amusing, yet very instructive, bridge book titled *Right through the Pack: A Bridge Fantasy*. Each of the 52 chapters is devoted to a different card in the deck. Here is my take on an easily-correctable error that frequently occurs at the table.

	N North ♠ K5 ♥ K7 ♦ KQ4 ♣ K96542	W N E S 1♠ 2♣ P P 2♠ 3♣ 3♠ 4♣ P P P	
	W West ♠ AQ7642 ♥ 84 ♦ AJ2 ♣ A7	E East ♠ J83 ♥ QJ10653 ♦ 1097 ♣ 10	
	S South ♠ 109 ♥ A92 ♦ 8653 ♣ QJ83		
			4♣ N NS: 0 EW: 0

My N/S opponents were pushed to 4♣. As you can see, all that is required is to lead towards the ♠K and the ♦KQ twice in order to make their ten tricks, with the loss of just three aces. Declarer won the heart opening lead with his ♥K and led a club to the queen and ace. A second heart went to the ace, and the ♣J drew the last trump. A diamond to the queen, club to the eight, and then another diamond was taken by the ace. West now escaped with the ♦J to the ♦K, which left us with this.

	N North ♠ K5 ♥ ♦ ♣ K96	W N E S 1♠ 2♣ P P 2♠ 3♣ 3♠ 4♣ P P P	
	W West ♠ AQ764 ♥ ♦ ♣	♦K ♦J ♦9 ♦6	E East ♠ J83 ♥ J6 ♦ ♣
	S South ♠ 109 ♥ 9 ♦ 8 ♣ 3		Select cards to play for all 4 players
			4♣ N NS: 6 EW: 2

Declarer realized that although it was likely the ♠A was in the right place, he had no more dummy entries remaining and had to lead a spade from the North hand, ending up going down one in 4♣. Let's travel back to the beginning and try playing this hand a little differently.

<div style="border: 1px solid black; padding: 5px; text-align: center;"> 3 D </div>	N North ♠ K5 ♥ ♦ ♣ K92	<table border="1"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td>1♠</td> <td>2♣</td> <td>P</td> <td>P</td> </tr> <tr> <td>2♠</td> <td>3♣</td> <td>3♠</td> <td>4♣</td> </tr> <tr> <td>P</td> <td>P</td> <td>P</td> <td></td> </tr> </tbody> </table>	W	N	E	S	1♠	2♣	P	P	2♠	3♣	3♠	4♣	P	P	P	
	W	N	E	S														
1♠	2♣	P	P															
2♠	3♣	3♠	4♣															
P	P	P																
W West ♠ AQ764 ♥ ♦ ♣	♦K ♦J ♦10 ♦6	E East ♠ J83 ♥ J6 ♦ ♣																
	S South ♠ 109 ♥ 9 ♦ 8 ♣ 3	Select cards to play for all 4 players																
		4♣ N NS: 6 EW: 2																

This time, declarer has saved his ♣2 (instead of his ♣6), which he can use to travel to dummy's ♣3. Not only that, but also the ♦8 is now high so he can throw a spade away without needing the ♠A to be in West's hand. In all fairness, it is very difficult to see that playing the ♣2 at Trick 2 was a mistake.


Many years ago, I played against two ladies who were experienced, but new to duplicate. I foolishly doubled them in 3♥ and they were about to make two overtricks, until declarer realized that she had used up all her dummy entries and had no way to cash dummy's four winners. She sat for three minutes, staring in misery at the dummy. I felt bad for her. She never came back to the club.

On that day, I vowed to always practise entry management, or what I like to call "fluidity" - the ability to use long suits to move back and forth between the hands, even when I am certain that it will not be needed on the hand. If you practise this all the time, you will be ready when an unforeseen opportunity arises. ♣



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

#84

♠ AQ865	
♥ K7	
♦ KJ	
♣ 9874	
	♠ 1074
	♥ 1043
	♦ A6543
	♣ J3

West	North	East	South
1♠	Pass	2♣	Pass
3♣	Pass	3NT	All pass

I was sitting South defending 3NT. I led my fourth-best diamond (the ♦4) to dummy's ♦J and my partner's ♦Q, which held the trick of course. Declarer followed with the ♦7. My partner then led back the ♦9. Declarer played the ♦8. If you were in my shoes, what would you do?

SOLUTION

The answer is you should play your ♦3! There are three good reasons to duck.

1. You have no side entries. The ♦A is the only entry in your hand, so you must save it for later on.
2. You know that Declarer has the ♦10 (your partner's lead of the ♦9 denies the ♦10). If you take your ♦A now and continue diamonds, you will likely set up Declarer's ♦10. It is true that your last two diamonds will then become good, but you won't be able to enjoy them because there is no side entry to your hand. In addition, a third round of diamonds will eliminate your partner's hoped-for third diamond.
3. Instead, if you duck and play the ♦3, that will tell your partner that you started with five diamonds - because the ♦3 smaller than your opening lead (the ♦4). As a result, your partner will guard his third diamond with his life - because he will know he should play it as soon as he gains the lead. Do we think your partner will get back in? Of course, he can! In terms of *The Rule of 15 for 3NT* that I introduced in a previous column, you and your partner have approximately 15 HCP between you. You have 5 HCP, meaning that your partner has around 10 HCP. So far, you have seen only the ♦Q from your partner. With all those points still lurking in his hand, your partner is bound to get in sooner or later.

Here is the complete deal.

	♠ J32										
	♥ AJ98										
	♦ Q92										
	♣ Q106										
♠ AQ865	<div style="background-color: #008000; color: white; padding: 10px; display: inline-block;"> <table style="border: none; border-collapse: collapse; text-align: center; width: 100%;"> <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> </div>		N		W		E		S		♠ K9
	N										
W		E									
	S										
♥ K7		♥ Q652									
♦ KJ		♦ 1087									
♣ 9874		♣ AK52									
	♠ 1074										
	♥ 1043										
	♦ A6543										
	♣ J3										

As you can see, your partner will get in with the ♥A and bang down his ♦2 to defeat the contract (♥A, ♦AQ65).
 Everything comes to him who waits.

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 [Joan Slover](#), our membership lead.

We have fun in **spades**.
 We play with all our **hearts**.
 We treat our members like **diamonds**.
 We cherish our game directors at our **club**.

Sent in By Dave Baker

Following a hand we voluntarily bid to a 4♠ contract that went down three tricks:
 Dave: Well played, Partner (it was).
 Mike: Sorry, partner.
 Dave: Nothing to be sorry for. Sometimes you are the horse and sometimes you are the person walking behind the horse