



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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## ALERT – October 3, 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 August.*

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	38.93	1	John Kip	11.22	1	Steven Allen	7.05
2	Cindy Mahn	25.22	2	Lynda Burnett	8.75	2	Joe Blake	6.06
3	Mike Peng	22.62	3	Cheryl Kip	8.70	3	Belinda Burt	5.99
4	Margot Stockie	22.17	4	Suzanne Edwards	8.69	4	Nancy Cattanach	5.08
5	Edith Ferber	20.29	5	Brian Kirkconnell	8.16	5	Anita Hanson	5.03
6	David Longstaff	16.58	6	Roy Dandyk	7.81	5	Barb Neibert	5.03
7	Colin Harrington	15.96	7	Jake Liu	7.76	7	Noah Pace	4.94
8	Ted Boyd	15.65	8	Andy Wilson	6.77	8	Reinhold Kauk	4.53
9	Stephen Young	14.08	9	Stephen Nantes	6.57	9	Elinor Girouard	4.32
10	Dianne Aves	14.07	10	Sue Moses	6.55	10	Molly Worden	4.30
11	Liz McDowell	13.52	11	David Dennis	6.42	11	Virginia Alviano	3.72
12	Neil Jeffrey	13.26	12	Joan Slover	6.08	12	Susan Durance	2.82
13	Kathy Russell	13.21	13	Shelley Metcalfe	5.90	13	Ginny Scott	2.70
12	Neil Jeffrey	13.26	14	Ted Kennedy	5.88	14	Carol Gerber	2.49
15	Moira Hollingsworth	11.77	15	Brenda Semple	5.51	14	Judy Johnston	2.49
16	Robert Griffiths	9.17	16	Judy Widdecombe	5.40	16	Sue McDonald	2.47
17	Sandy Graham	8.83	17	Bev Hitchman	5.26	17	Rick Arthur	2.31
18	Peggy Pearson	7.92	17	Nanci Phelan	5.26	17	Brian Gaber	2.31
19	Barbara Kains	7.40	19	Cheryl White	5.09	19	Gordon Hunter	2.25
20	Malkin Howes	7.35	20	Dave Embury	4.96	20	David Ward	2.24
21	John Hanemaayer	7.12	21	Salvatore Pace	4.94	20	Michel Lalonde	2.24
22	Adrian Record	6.83	22	Zaffar Husain	4.77	20	Donna McKay	2.24
23	Dave Quarrie	6.77	23	Vivian McLellan	4.76	23	Connie Green	2.13
24	Bruce Roberts	6.16	24	Paul Latimer	4.40	24	J J Girard	2.09
25	Steve Carpenter	6.16	25	Adriaan Kempe	4.38	25	Pat McDonald	2.08

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

### Coming Events

- Friday, September 30, 1:00 pm, **499er game (24 boards) (\$7 members/ \$9 non-members) **FACE TO FACE****
  - Friday, September 30, 7:00 pm, **Open game (24 boards) (\$7 members/\$9 non-members) **FACE TO FACE****
  - Saturday, October 1, **Learn Bridge in a Day (\$35) **FACE TO FACE****
  - Saturday, October 1, 1:00 pm, **199er game (20-22 boards) BBO\$5**
  - Sunday, October 2, 10:00 am, **499er game (18 boards) BBO\$5**
  - **Monday, October 3, 9:00 am, Bridge Lab (\$8 members/ \$10 non-members) **FACE TO FACE****
  - Monday, October 3, 10:00 am, **Intermediate Bridge Lab (\$8 members/ \$10 non-members) **FACE TO FACE****
  - Monday, October 3, 12:30 pm, **99er game (20-22 boards) BBO\$5**
  - Monday, October 3, 1:00 pm, **open game (24 boards) BBO\$5**
  - Monday, October 3, 7:00 pm, **499er game (24 boards) BBO\$5**
  - Tuesday, October 4, 12:30 pm, **199er game (20-22 boards) BBO\$5**
  - Tuesday, October 4, 1:00 pm, **Open game (24-28 boards) (\$8 members/ \$10 non-members) **FACE TO FACE****
  - Wednesday, October 5, 1:00 pm, **499er game (24 boards) BBO\$5**
  - Wednesday, October 5, 6:30 pm, **Counting at Bridge Course **FACE TO FACE****
  - Wednesday, October 5, 6:45 pm, **199er game (20-22 boards) BBO\$5**
  - Wednesday, October 5, 7:00 pm, **Open game (24 boards) BBO\$5**
  - Thursday, October 6, 9:30 am, **99er game (20-22 boards) BBO\$5**
  - Thursday, October 6, 1:00 pm, **open game (24 boards) BBO\$5**
  - Thursday, October 6, 6:30 pm, **19er game (18 boards) BBO\$5**
  - Thursday, October 6, 7:00 pm, **999er game (24 boards) BBO\$5**
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## **Thursday Night 19er Game**

*Contributed by Jane Lemke*

Like many new (returning) bridge players, I was apprehensive about taking the leap from social bridge to duplicate. The easiest and most enjoyable way to take that leap is on Thursday evenings at 6:30pm. This is a stress-free game - no convention card needed and no need to alert – and you will play with others at your same level. The very best reason to play in this game is the feedback and critique you will receive by email the day after the game. This email includes suggestions, comments and (gentle) advice about bidding and playing the hands. Have a follow-up question about a bid, lead, or playing strategy? You are welcome to contact the coach on duty that night by replying to their email.

“See” you Thursday evenings – I’ll be there!

*If you have fewer than 20 masterpoints, please consider trying out our Thursday night online 19er game. If you have any questions about how to register, please contact [Jack Cole](#). If you would like to find a partner, please contact [Joan Slover](#).*

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## **A Heads Up**

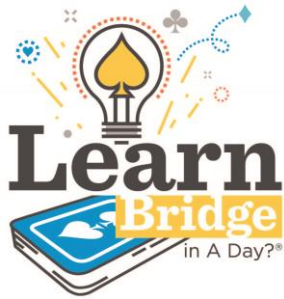
Please mark your calendars as follows.

- [Niagara Regional, November 8-13, St. Catharines](#)
  - [Ray Millie Memorial Tournament, Saturday, October 15, Guelph Bridge Club](#)
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## A Warm Welcome to the Following New Club Members

- Sandra Sasso
  - Karin Tamm
- 



Just a quick reminder that would-be bridge players can get a taste of bridge at our club on Saturday, October 1 (tomorrow). We have seven people signed up so far – but there's still room for more. It's not too late to register (click [here](#) for more information and to register).

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## Annual General Meeting

We held our annual general meeting on Tuesday, electing the following new directors: Steve Allen, Renate Boucher, Kevin Latter, and George Pepall.

Continuing board directors are: Lori Cole, Diane Jamieson, and Mike Peng.

We will be honouring the service of the departing board members in next week's Alert.

We had a good turnout of 13 tables and everyone had a fun time. It was great to see people we hadn't seen for a long time and catch up on the news. There were yummy snacks provided by Joe Blake with the help of Judy Bailey. Jim Dalglish brought in the grapes, and Roy Dandyk took these photos.



Unit President Tom Ramsay presented the 2021 Mini-McKenney Masterpoint Race awards, noting that our members had won nine out of 15 categories. There are 24 clubs in Unit 249, which encompasses southwestern Ontario and runs from Windsor to Owen Sound to Guelph.

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## Liz McDowell's Intermediate Bridge Lab

Here are a couple of photos from this week's intermediate bridge lab. Attendance rose to nine participants this week!

If you are an intermediate player with aspirations to advance, then this is the place for you. Come out on Monday mornings (except holidays) and join this friendly bunch who have a great time together and learn lots.

Plus, you never know, you might find yourself a new partner!





## 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](mailto: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 newer players, my partner and I played this hand in a recent online game. As you can see the bidding went as follows: 2NT-P-3NT-P. We weren't successful in setting the contract, but wondered if there was a better approach to defend the hand. We let the opposition take 11 tricks. Can we put the contract down in 3NT or at a minimum hold them to just nine tricks? I was sitting West and decided to lead my ♥A and ♥K and another heart. Was that the right approach?

	<b>N North</b> ♠ 62 ♥ 9 ♦ A653 ♣ QJ10964	<b>W N E S</b> P 2NT P 3NT P P P
	<b>W West</b> ♠ J1094 ♥ AK3 ♦ J2 ♣ 7532	<b>E East</b> ♠ Q873 ♥ 87652 ♦ K1084 ♣
	<b>S South</b> ♠ AK5 ♥ QJ104 ♦ Q97 ♣ AK8	3NT S NS: 0 EW: 0



## Answer

Dear newer player, thank you for this interesting hand and resulting scenario. On this hand, South decided to open the hand 2NT with 19 HCP and a flat hand. North supported the 2NT bid and raised the bid to 3NT, with a lovely and lengthy club suit and seven HCP points. Unfortunately, there is no way to defeat this contract unless declarer were to make some serious playing errors. In looking at the hands, one can immediately see nine tricks regardless of what is led by West: two spade tricks, one diamond trick, and six club tricks. Your decision to lead a major suit was good thinking based on the bidding sequence, since North's bid of 3NT after the 2NT opening denies a four-card major suit. Unfortunately, your choice of the heart suit was a poor one. Your partner in East (with five hearts) likely could hardly contain himself when you played the ♥A and so he gave you an encouraging signal to *keep them coming*, anticipating that you had four hearts headed by the AKQx. Visions of defeat were already forming in his mind, as he counted with glee the possibility of five heart tricks by East/West. Imagine his disappointment when that scenario did not come to fruition.

In fact, your heart leads actually helped the opponents, as they set up South's ♥Q and ♥J on which declarer could dispose of those losing diamonds in the dummy. A more effective lead would have been the ♠J. That lead shows the top of a sequence, in this case: J109x. That lead would also have shared information with your partner in East who had the ♠Q. East would know that West had at least four spades and would provide an encouraging signal in the spade suit, recognizing that South had only three spades (including the ♠A and ♠K).

Generally speaking, it's better to lead from a four plus-card suit against no trump.

This is a challenging hand to defend, as both East and West must be careful to discard the right cards as the club suit is played. Similarly, there is also pressure on South to retain the right cards as he is squeezed by the long club suit in the dummy. Without the heart lead, South has to find the ♦K of diamonds and the ♥A and ♥K of hearts if he wishes to make more than the minimum nine tricks. It's especially challenging as he is on the board after completing the run of clubs.

So, the moral of this week's column is: **keep declarer guessing and make him work to find those extra tricks. Don't hand them to him on a silver platter.**

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# TIME YOU LEARNED YOUR LESSONS!

Our fall lesson schedule has now been posted to our website. Click [here](#) to view the Learn Bridge in a Day session and the beginners' lessons and [here](#) to view the ongoing learning lessons. Registration has been enabled.

The novice Opening Leads lesson has been cancelled due to low attendance. The October 12 intermediate penalty doubles workshop is on life support with only three registrants so far.



## Playing in Our Face-to-Face Games

In-person bridge has made a welcome return to our club. This workshop will let newer players tour our fabulous facilities and meet some of our founding members.

In addition, the workshop will ease them into the mechanics of playing in face-to-face games - explaining in-person registration, bidding, alerts, table movements, calling the director, and scoring with BridgeMates.

And, of course, it will provide a chance to make new friends and maybe even recruit new partners.

Host: Ted Boyd (founding president of our club)

Level: [Players New to Our Club](#)

Date: Saturday, October 30, 10:00 am - noon

Mode: IN PERSON AT THE CLUB

Fee: FREE

Current Enrollment: 2 (we need eight registrants to go ahead with this workshop)

Click [here](#) to register.

We have tried to offer lessons for everyone at every level. However, if you don't see what you need, please email [Malkin](#), our teaching lead, and she will see what she can do for you.

**So far, we have seven registrants for our Beginners 1 lessons, but there is room for more. If you know anyone who might be interested, please direct them to [our website](#).**

## Registering for Our Lessons

When you register for one of our lessons, you should receive a confirmatory email immediately. If you don't, then something has gone wrong and you should try again.



The most common problem is a failure to click on the **SUBMIT** button at the end.

**FOR INTERMEDIATE PLAYERS**



## Major Mistake/ Minor Cost

*Contributed by Robert Griffiths*

This is another hand from the St. Thomas team game.

<b>Board 12</b>			
South Deals	♠ A 10 5 3		
E-W Vul	♥ A J 7 4		
	♦ 8 4		
	♣ 10 8 6		
♠ —		♠ K 8 7 4	
♥ 9 6 3		♥ K	
♦ 9 7 5 3		♦ K Q J 10 6 2	
♣ A K 7 5 4 2		♣ 9 3	
	<div style="display: inline-block; border: 1px solid black; background-color: #008000; padding: 5px; text-align: center; margin: 5px;">             N W     E S           </div>		
	♠ Q J 9 6 2		
	♥ Q 10 8 5 2		
	♦ A		
	♣ Q J		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♠
Pass	2 N	Pass	4 ♠
All pass			

I was South and opened with 1♠. My honours in this hand are horribly placed: the long suits are headed by queens, the doubleton QJ and singleton ace are all minuses, but I will open with 5/5 in the majors no matter how ugly my 12 HCP are.

West passed and my partner bid 2NT. We play this as a limit raise or better in spades. He is at the bottom of the range for this bid.

East took a conservative view and passed. After East's pass, I likely would have bid only 3♠ in a pairs game, showing a minimum opener and offering to play at the three level. But when playing teams, a missed game makes for a bad score, so I bid 4♠.

4♠ was passed out and West started the defence off with the ♣A, the ♣K, and a third club, ruffed by East and overruffed by me.

My play on this hand should have been straightforward, making the contract. I should have drawn the trumps, learning about the 4-0 trump split (which is manageable), and then played the ♥A, bringing down East's singleton king.

I would win four spade tricks, five hearts and the ♦A, for 10 easy tricks.



How should I know that East has the ♥K singleton? There is no way to know that it is a singleton, but I could be almost certain that West couldn't have the king. Playing for the drop is the most reasonable play.

West did not overcall my opening 1♠ bid, even though he was known to hold six clubs headed by the AK and a spade void. If the hand had also held the ♥K, a club overcall would have been irresistible. The fact that there was no overcall was a sure indication that East held the ♥K. And if he held that card, the only possible way to prevent it winning a trick would be if it were a singleton, falling under the ace.

Sadly, I was not up to making this play at the table. I finessed the heart and went down one. I blame it on the weariness that tends to creep up on you after a day of team matches.

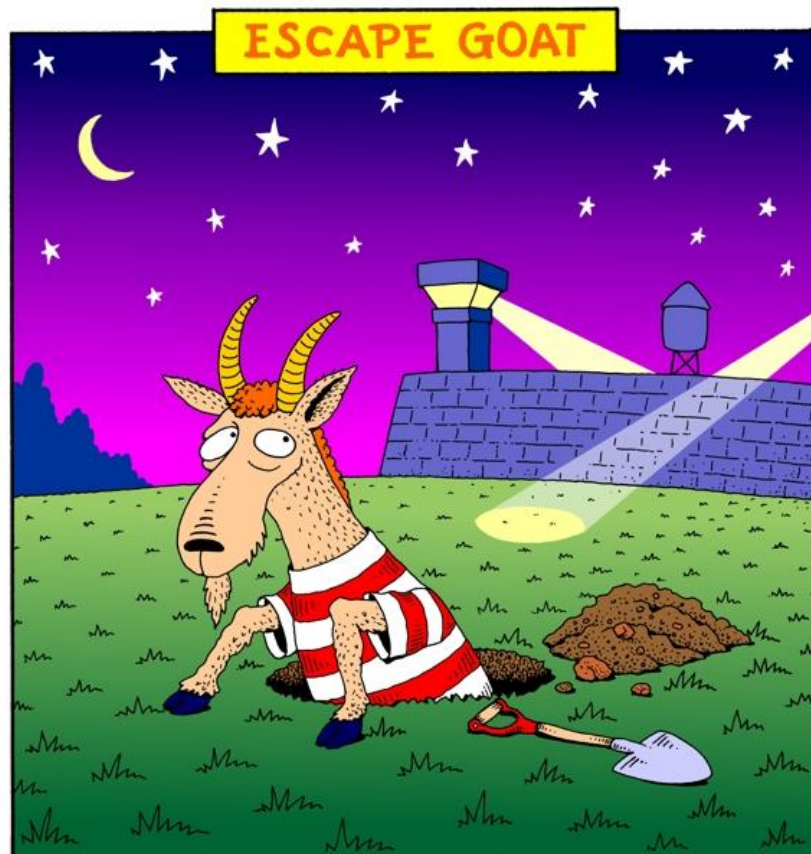
Happily, we gained 12 IMPs on the board in spite of my blunder. At our partners' table, South opened 1♠, North jumped to 3♣, a Bergen raise showing 7-9 HCP with four spades. Now East bid 3♦, South jumped to 4♠, and West (in spite of the unfavourable vulnerability) bid 5♦. This was doubled, N/S expecting a big penalty. But the big penalty failed to materialize when 5♦ doubled easily made, losing only a diamond and a heart trick. East was able to set up dummy's club suit to discard all of her losers.

On a bad day, my misplay of the spade game could have cost us the match. This was a good day when mistakes are quickly forgotten. Until I point them out in my blurb weeks later....



**In team games, you should rarely double.**

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**FOR OPEN PLAYERS**



**Dear David**

**Blackwood is NOT Always the Answer**

I've often seen players attempt to reach a slam using Blackwood or Roman Key Card Blackwood with a void. A problem occurs when partner has enough aces (or key cards) to be in a slam, as long as those card(s) are not in the void suit. Eventually, the asker has to choose - go or don't go. There has to be a better way.

<b>W West</b>	<b>W N E S</b>	<b>E East</b>
♠1095	1♥ Pass 2NT Pass	♠AKQ8432
♥A98653	4♥ Pass 5♣ Pass	♥K1042
♦AK	5♦ Pass 7♥ Pass	♦53
♣K2	Pass Pass	♣

This was my auction. 2NT showed three-plus hearts and ten-plus HCP. 4♥s showed a non-minimum point count (13 or 14 HCP) and a good trump suit with six-plus hearts. 5♣ was a cue bid showing the club ace, and 5♦ was a cuebid showing the diamond ace. Assuming partner has the two red aces, a grand slam would be an excellent contract.

<b>W West</b>	<b>W N E S</b>	<b>E East</b>
♠1095	1♥ Pass 1♠ Pass	♠AKQ8432
♥A98653	2♥ Pass 4NT Pass	♥K1042
♦AK	5♥ Pass	♦53
♣K2		♣

East made two bad bids on this auction. 1) When you have a viable fit (at least a nine-card fit, in this case), you should focus on exploring how high you can bid in your known fit. Introducing a new suit (spades) just muddies the waters. 2) If 5♥ shows two aces, you might go down in 6♥ if one of the aces is the club ace and the opponents take the first two diamond tricks. It is even worse if you are playing Roman Key Card Blackwood. 5♥s would show two keycards, without the ♥Q. Since you don't know about partner's sixth heart, 6♥ may once again be a doomed contract. DO NOT use any form of Blackwood when you are slamming.

<b>W West</b>	<b>W N E S</b>	<b>E East</b>
♠1095	1♥ Pass 2NT Pass	♠AKQ8432
♥A98653	3♥ Pass 5♣ Pass	♥K1042
♦AK	5♠ Pass 5NT Pass	♦53
♣K2	7♥ Pass Pass Pass	♣

This is a little advanced, so if your head hurts stop reading. 2NT is standard game-forcing Jacoby. 3♥ shows a good opening bid. 5♣ is called Exclusion Roman Key Card Blackwood. A jump to a new suit at the five-level after a fit is found asks for key cards in the other three suits (♠s, ♥s, ♦s). If you play RKC 1430, 5♦ would show one or four keycards, 5♥ would show zero or three keycards, and 5NT would show two keycards with the ♥Q. On this auction, the 5♠ response shows two keycards without the ♥Q. 5NT asks for anything else - an obvious grand slam try. West has a sixth heart, the diamond king, a ruffing value in diamonds and, for what it's worth, the ♣K. This happens only once a year, so don't try it if you are worried that you or your partner may forget. One thing you should remember: when partner cue-bids at the five-level rather than employing whatever form of Blackwood you are playing, it is a strong indication that he has a void somewhere.

When the hand came up in a F2F game, the other seven tables were in 6♥s, making seven.

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

#91

♠ 643  
 ♥ 87543  
 ♦ A82  
 ♣ K10

	N	
W		E
	S	

♠ 8  
 ♥ KQ  
 ♦ KQJ96  
 ♣ Q9654

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

West led his ♠7 against my 3♦ contract. East took the trick with his ♠A and banged down the ♥A, on which I dropped my ♥K. I took East's heart continuation with my ♥Q, West following to both heart tricks. At Trick 4, I led a small club from my hand which West took with his ♣A and then led the ♥J at Trick 5. East discarded a club on this heart and I ruffed in my hand. I then played the ♦K at Trick 6 and both opponents followed suit. What now?


**SOLUTION**

So far you have lost three aces and can thus afford to lose only one more trick. You have already confirmed that the trumps are at worst 4-1. This is a clear case of **side suit first**. You need to set up the club suit before you tackle trump lest diamonds are 4-1 such that you will lose control of the hand.

At Trick 7, lead a small club (the ♣5) from your hand towards dummy's ♣K. East will ruff in (remember, he discarded a club on the third round of hearts), but it's not over yet. Now East has two options.

1. **Play a spade:** You ruff in your hand and lead another small club (the ♣6) and ruff it with dummy's ♦A! Then you draw East's last two trumps and enjoy your good clubs (the ♣Q will capture the ♣J).
2. **Exit with a diamond:** You take the trick with your ♦J and ruff a small club (the ♣6) with dummy's ♦A! Now you draw East's last trump and enjoy your good clubs (the ♣Q will capture the ♣J).

Here is the complete deal.

	♠ 643	
	♥ 87543	
	♦ A82	
	♣ K10	
♠ K1097		♠ AQJ52
♥ J1092		♥ A6
♦ 4		♦ 10753
♣ AJ32		♣ 87
	♠ 8	
	♥ KQ	
	♦ KQJ96	
	♣ Q9654	

The principle of “side suit first” applies when you have the same number of trumps as one of your opponents but cannot afford to draw all of those trumps *because you still have to lose the lead*. As soon as all of the trumps are gone, whichever side has the lead is in control of the hand and can run roughshod over their opponents (who can’t trump in).

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 have elected a new board of directors at our **club**.