



PLAY AND LEARN BRIDGE IN A WELCOMING ENVIRONMENT

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ALERT – July 25, 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 June.

Open Players			499er Players			99er Players		
	Name	MP		Name	MP		Name	MP
1	David Baker	36.69	1	Jim Dalglish	13.09	1	Joani Horvath	4.92
2	Ted Boyd	27.85	2	Suzanne Edwards	9.52	2	Virginia Alviano	4.63
3	Cindy Mahn	19.66	3	Lissa Lowes	8.15	3	Belinda Burt	4.56
4	Colin Harrington	18.51	4	Bev Hitchman	7.87	4	Nancy Cattanach	4.55
5	Moira Hollingsworth	16.99	5	Muzaffar Husain	7.74	5	Rick Arthur	3.24
6	Robert Griffiths	16.24	6	Jake Liu	7.44	6	J J Girard	2.87
7	Liz McDowell	14.68	7	Cheryl Kip	6.75	7	Audrey Cook	2.84
8	Mike Peng	14.27	7	John Kip	6.75	8	Brian Gaber	2.79
9	Margot Stockie	13.03	9	Lynda Burnett	5.93	9	Reinhold Kauk	2.74
10	Edith Ferber	12.47	10	Barbara Arthur	5.78	10	Carol Gerber	2.59
11	Stephen Young	11.01	11	Shelley Metcalfe	5.62	10	Judy Johnston	2.59
12	William Christian	10.00	12	Kevin Latter	5.56	12	Elinor Girouard	2.58
13	Neil Jeffrey	9.07	13	Andy Wilson	5.31	13	Susan Durance	2.58
14	Pat McMillan	8.96	14	Nanci Phelan	5.14	14	Molly Worden	2.51
15	Dianne Aves	7.97	15	Nancy Millward	4.91	15	Charlene Schell	2.35
16	Kathy Russell	7.82	16	Paul Latimer	4.87	16	Sue McDonald	2.34
17	Neil Coburn	7.23	17	Lori Cole	4.68	17	Kim Wakeford	2.18
18	Diane Bourdeau	6.80	18	Robert Gilck	4.49	18	Lori Bailey	2.14
19	Sandy Graham	6.57	19	Jack Cole	4.44	19	Tong Chen	2.08
20	Frank Fischer	6.25	20	Bob Livermore	4.43	20	Donna McKey	1.92
21	Barbara Kains	6.06	20	Sue Peterson	4.43	21	Debbie Miethig	1.91
22	David Longstaff	5.89	21	William Sherman	4.32	22	Joe Blake	1.86
23	Sharon King	5.86	23	Andy Martinek	4.25	23	Jane Wilson	1.85
24	Malkin Howes	5.71	24	David Dennis	3.96	24	Michel Lalonde	1.82
25	Wayne Jordan	5.37	25	Gary Stoller	3.50	24	David Ward	1.82

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

Club Championship Games

During the third week of each month, all three of our f2f games are club championship games. Extra masterpoints, no extra charge.

North American Pairs

The North American Pairs (NAP) is a set of annual North American championships for pairs contested over two days at the spring ACBL North American Bridge Championships (NABCs). Next year the NABCs will be in New Orleans.

The NAPs are an ACBL-wide grassroots competition to encourage all members (there are three flights) to compete for significant masterpoints and the possibility of a North-American bridge title. In order to compete, players must begin the process by qualifying in a club game – and our club will be offering five chances during the fourth week of both July and August (Monday night 499er, Tuesday afternoon open, Wednesday night open, Friday afternoon 499er, and Friday night open). Click [here](#) for more information. There are extra masterpoints available, some of them red, and there is a \$2 surcharge for these NAP games.

District 2 Novice 299er Online Game

Our district is offering a special online 299er game on Saturday, July 23 at 10:15 am. On BBO, go to VIRTUAL CLUBS and type VACB270793 in the top righthand search box. Click on the game to register and insert your partner's BBO username.

Coming Events

- Friday, July 22, 1:00 pm, 499er game (24 boards) (\$7 members/ \$9 non-members) **FACE TO FACE CLUB CHAMPIONSHIP GAME**
 - Friday, July 22, 7:00 pm, open game (24 boards) (\$7 members/\$9 non-members) **FACE TO FACE CLUB CHAMPIONSHIP GAME**
 - Saturday, July 23, 10:15 am, District 2 Novice 299er Game (see attachment) BBO\$6
 - Saturday, July 23, 1:00 pm, 199er game (20-22 boards) BBO\$5
 - Sunday, July 24, 10:00 am, 499er game (18 boards) BBO\$5
 - Monday, July 25, 9:00 am, Bridge Lab (\$7 members/ \$9 non-members) **FACE TO FACE**
 - Monday, July 25, 12:30 pm, 99er game (20-22 boards) BBO\$5
 - Monday, July 25, 1:00 pm, open game (24 boards) BBO\$5
 - Monday, July 25, 7:00 pm, 499er game (24 boards) BBO\$7 **NAP GAME**
 - Tuesday, July 26, 12:30 pm, 199er game (20-22 boards) BBO\$5
 - Tuesday, July 26, 1:00 pm, open game (24-28 boards) (\$9 members/ \$11 non-members) **FACE TO FACE NAP GAME**
 - Wednesday, July 27, 1:00 pm, 499er game (24 boards) BBO\$5
 - Wednesday, July 27, 6:45 pm, 199er game (20-22 boards) BBO\$5
 - Wednesday, July 27, 7:00 pm, open game (24 boards) BBO\$7 **NAP GAME**
 - Thursday, July 28, 9:30 am, 99er game (20-22 boards) BBO\$5
 - Thursday, July 28, 1:00 pm, open game (24 boards) BBO\$5
 - Thursday, July 28, 6:30 pm, 19er game (18 boards) BBO\$5
 - Thursday, July 28, 7:00 pm, 999er game (24 boards) BBO\$5
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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, 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.

Dear Answer Lady:

My partner and I were sitting North/South and encountered the hand below as defenders. Several other North/South pairs successfully defended the 3NT game by East/West and were able to take five tricks, putting the contract down one. We, as a pair, failed to do that and allowed East/West to take nine tricks making 3NT. The opening lead was the ♠J. What did we need to do to defeat the contract?

	N North ♠ J10986 ♥ A107 ♦ A75 ♣ J5	W N E S 1♣ P 1♥ P 1♠ P 2♦ P 2NT P 3NT P P P
	W West ♠ AK73 ♥ J ♦ 10932 ♣ AQ97	E East ♠ 52 ♥ KQ83 ♦ KQJ4 ♣ 1064
	S South ♠ Q4 ♥ 96542 ♦ 86 ♣ K832	3NT W NS: 0 EW: 0

Thank you for providing an interesting hand with a defensive challenge. I took the opportunity to look at what happened at the tables where the contract was defeated so that I could determine why your pair was less successful. (You can get a play-by-play recap of your online games – either on the BBO history or through your club’s results page.)

Other N/S pairs had better results when the declarer ducked the first spade letting the ♠J win the first trick. Then when the second spade was led, this time the ♠10, the ♠Q fell and was captured by the ♠A. This made it easier for defenders to put the contract down with North having two additional opportunities to get to his/her hand, force out the ♠K, and set up the remaining spades.

At your table, West took his/her ♠A immediately. Then a second spade, namely the ♠10, was led back after North won a trick with the ♦A. West decided to duck this spade trick after the ♠Q in South's hand popped up. South now couldn't lead another spade as there were only two spades in South's hand to begin with. The opportunity to set up those spades was now lost. Even if North were to win a second trick with the ♥A and then lead a third spade, the declarer could capture it with the ♠K.

How to solve this problem? When the ♠J is led at the very beginning, South needs to ask himself/herself why his/her partner is leading the ♠J in a NT contract when the declarer has bid that suit. When the dummy comes down there are only two spades, while South has only two. West didn't open 1♠, so has exactly four spades, meaning that North has five spades, and led the ♠J from the top of a sequence in this case: JT986.

South's role is to help partner set up the spades in his/her hand, and at Trick 1 needs to overtake the ♠J with his/her ♠Q. Yes, that seems rather unusual, but your partner will thank you! First, you have told him/her where the ♠Q is, but more importantly you have "unblocked" your hand, allowing North those needed opportunities to set up the remaining spades. Now North knows West has the ace and king of spades and can keep leading those spades as the play progresses.

Should West decide to duck the ♠Q, South still has a spade in his/her hand to lead back to North. Now if West ducks the spades a second time, North after winning that trick would lead another spade forcing out the ♠A or ♠K. Then, upon winning the ♦A, North would lead a fourth spade, forcing West to take his final spade. This will eventually create the opportunity for North to cash the remaining spade after the ♥A is won. Even if West wins the second trick with the ♠A, North still has those two remaining opportunities to force out the ♠K using the ♦A and the ♥A and get a total of three spade tricks to defeat the contract.

So, the guiding principles on this hand are: take a moment and think about what your partner is telling you when he/she leads that first card into the dummy – that is, what does his/her hand look like? Secondly, how can you best support your partner's endeavours? Unblock the suit if necessary and lead back that suit if appropriate and possible.

Your Open Partner's Away...and you want to play? I Have Just the Solution!

Contributed by Joan Slover

The intermediate-novice mentorship program was such a roaring success that I now have solid intermediate players looking for an open mentor in either the Tuesday afternoon or Friday night game.

So, if your partner is away, please consider giving some time/expertise to another player (500mp +/- 100ish) striving to get better. Ideally, we'd love it if you can do four weeks, but whatever you can give would be appreciated (and you get free games).

Currently, I have two solid intermediate-level players looking for an open mentor. Please email me (rxjoan@rogers.com) and let me know what you can do.

Ace of Clubs Races

At the halfway point, local players are doing very well in the ACBL's Ace of Clubs 2022 race (most masterpoints earned in club play). Here are how our players stack up against all the other players in our unit at this point. Unit 249 has 24 bridge clubs that encompass the geographic area in Southwestern Ontario from Guelph to Windsor to Hamilton to Georgian Bay.

5 – 20 Masterpoints

6. Casi Zehr

20-50 Masterpoints

3. Louise Dawdy

4. Jane Wilson

6. Brian Gaber

8. Rick Arthur

10. J. Gregory Seale

50-100 Masterpoints

4. Nancy Cattanach

9. Belinda Burt

10. Reinhold Kauk

100-200 Masterpoints

5. Mary Barrett

6. Brian Barrett

8. Barb Neibert

200-300 Masterpoints

1. Grant Roberts

2. Lori Cole

3. Suzanne Edwards

4. Jack Cole

8. Shelley Metcalfe

9. Barbara Arthur

300-500 Masterpoints

2. Jim Hardy

3. Ron Angst

4. David Embury

5. Ross Maddock

6. Brian Kirkconnell

7. Stephen Nantes

8. Roy Dandyk

9. Kathy Russell

500-1000 Masterpoints

5. Donna Angst

8. Sandy Graham

10. Neil Jeffrey

1000-1500 Masterpoints

3. Stephen Carpenter

9. Neil Coburn

1500-2500 Masterpoints

2. Malkin Howes

4. William Christian

2500-3500 Masterpoints

1. Robert Griffiths

2. Mike Peng

3. Peggy Pearson

5. Margot Stockie

7. Adrian Record

8. Moira Hollingsworth

9. Dianne Aves

10. Ted Boyd

3500-5000 Masterpoints

1. Stephen Young

5. Edith Ferber

6. David Longstaff

5000-7500 Masterpoints

1. Liz McDowell

2. Tom Ramsay

8. Jeannie Colton

7500-10,000 Masterpoints

1. Cindy Mahn

3. Colin Harrington

Over 10,000 Masterpoints

2. David Baker

Unit 249 Annual General Meeting

The Unit 249 Annual General Meeting will be held on Sunday, September 11, 2022 at the St. Thomas Sectional, which will take place at the St. Thomas Senior Centre, 225 Chestnut Street, St. Thomas, ON N5R 2B5.

Unit members wanting more information should email Jennifer Verdam-Woodward at jenvw@hurontel.on.ca.

Conventional Wisdom

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

A weak jump shift is a jump response to an opening bid of 1♣, 1♦, 1♥, or 1♠. A jump to a new suit at the two-level (for example, 1♣ (X) 2♥) usually shows 2-5 HCP and a six-card suit. At the three level (for example, 1♥ (1♠) 3♣), it typically shows 2-7 HCP and a seven-card suit. These bids are, of course, pre-emptive and gobble up the opponents' valuable game/slam exploration space. Please note that these examples show weak jump shifts in competition (the opponents have bid). It is also possible to use weak jump shifts not in competition.

Weak jump shifts can be found near the bottom of the front of the convention card in the OTHER CONV. CALLS rectangle. If you and your partner agree to use weak jump shifts in competition, check the appropriate box. Weak jump shifts in competition are not alertable. If you and your partner also agree to use weak jump shifts not in competition, check that box as well.

Weak jump shifts not in competition are **alertable**. (If you also use Bergen Raises, you can use weak jump shifts not in competition only over opening bids of 1♣ or 1♦, and this should also be noted on your convention card.)

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

Funny Bumper Stickers



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



Auction Madness

Contributed by Robert Griffiths

At tournaments, one will frequently encounter groups of children and teenagers who play in pairs or teams. They tend to be competent and earnest, but many are learning the game through trial and error. Their results can be erratic.

At the recent Toronto Regional Tournament, we were playing a team game against such a group. The totality of their ages would be far less than the age of any one member of our team.

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

On this hand I was South. E/W passed throughout as my partner opened 1♦ in third seat. You might question that opening, but my partner didn't want to pass and didn't want to open a preemptive 2♦ with such good cards in the majors.

I considered responding 2♣ or 1♥, finally choosing 1♥, not wanting to bid a two-level response with only 9 HCP and a void in partner's suit. Partner raised me to 2♥ and I thought about how well a heart contract might play if partner had the right hand. Strong six-card side suits can bring in a lot of tricks.

My partner and I play the Meckwell Trump Asking bid, an extremely useful bid in this situation. After a major suit has been raised to the two-level, a bid of 2NT asks two questions of the supporting hand. The first question is about the number of trump cards: namely, does it have three trumps or four trumps, and the second question is about the point count: is the hand minimum or maximum for the auction so far.

My partner responded to my 2NT bid with 3♣. That meant a minimum hand with only three hearts. It seemed I should have settled for 2♥.

So, I thought, my hearts are horrible; my partner has only three-card support with a minimum hand. We could already be in too deep. Then a devious idea occurred to me. My clubs are so good that even if partner has only one or two clubs, the hand will probably play better in clubs than in hearts. So, I passed and my partner, who had opened with a 10-HCP hand found that he had been unceremoniously dumped in a three-level contract with a void in the trump suit. When he asked if I would call an ambulance, just in case, it occurred to me that perhaps my devious idea wasn't so clever after all.

The bad split in both trumps and hearts made my partner's life very difficult. He was able to win only six tricks for down three and a score of -300.

But this was a team game. All that mattered was how our score compared to the score at the other table. And there our very young opponents had different ideas.

In third seat North chose to open 2♦, pre-emptive. This was passed around to West who wasn't willing to sell out so cheaply; she bid 2♥. Now, North temporarily lost his mind: he tried 3♦.

Perhaps he was thinking that he might push his opponents higher in hearts. East doubled 3♦ and South redoubled. The redouble was SOS, meaning that he wanted North to bid any other suit. Perhaps an odd view with a basic single-suited hand, outside of the opponents' bid suit.

West passed, and North obediently tried 3♠ which was passed around to West who doubled.

This was passed back to South who finally bid his suit but had to do so at the four-level.

4♣ was doubled and played there for a score of -800.

This was not a good result for the "kids" but, with their attitude and perseverance, it won't be long before they will be winning more than their share of bridge games.

And, I heartily recommend the Meckwell Trump Asking Bid to any players who aren't familiar with it. It is simple and helps you get to makeable games while avoiding poor ones. Meckwell comes into play any time that a one-level major suit bid is raised to the two-level. Now a bid of 2NT asks partner to describe his hand further. There are four possible replies: 3♣ = three-card support with a minimum hand, 3♦ = three-card support with a maximum hand, 3♥ = four-card support with a minimum hand, and 3♠ = four-card support with a maximum hand.



Passing your partner's response to an asking bid is generally a poor idea. The EMS system is strained enough as it is.



FOR OPEN PLAYERS



Dear David

Contributed by David Baker

This Little Piggy *Shoulda* Stayed Home

The following is the last paragraph of a column by Frank Stewart in the April *Bulletin*. He was describing his play in a grand slam that was successful only because of his brilliant declarer play.

Our plus 2210 was worth a top, and I was satisfied with our bidding and relieved to make the contract. Still, bidding grand slams in a typical club game - unless you can count at least 13 tricks in the auction - is a nervous undertaking. If winning 13 tricks requires good play or a bit of luck, you may get a good result for playing at a small slam making an overtrick; so it was here. We still would have earned a top for plus 1460.

I have stressed this line of thinking to everyone I have played with. Woe betide my partner if they do not heed the warning.

Playing just a week earlier at the online club, the following hand arose.

	N North ♠ K7 ♥ J7 ♦ J8542 ♣ KQ97	<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>P</td> <td>3♣</td> <td>P</td> </tr> <tr> <td>3♦</td> <td>P</td> <td>3♠</td> <td>P</td> </tr> <tr> <td>4♣</td> <td>P</td> <td>4♦</td> <td>P</td> </tr> <tr> <td>4♥</td> <td>P</td> <td>4NT</td> <td>P</td> </tr> <tr> <td>5♠</td> <td>P</td> <td>7♥</td> <td>P</td> </tr> </tbody> </table>	W	N	E	S	1♥	P	3♣	P	3♦	P	3♠	P	4♣	P	4♦	P	4♥	P	4NT	P	5♠	P	7♥	P
	W	N	E	S																						
1♥	P	3♣	P																							
3♦	P	3♠	P																							
4♣	P	4♦	P																							
4♥	P	4NT	P																							
5♠	P	7♥	P																							
W West ♠ AQ43 ♥ AQ1062 ♦ ♣ 10642	E East ♠ J965 ♥ K98 ♦ AKQ1076 ♣																									
	S South ♠ 1082 ♥ 543 ♦ 93 ♣ AJ853	7♥ W NS: 0 EW: 0																								

As you can see, 7♥ had no play and declarer went down two in his effort to make it. Careful play allows 6♥ to make. As you can see from the results below, bidding and making 6♥ would have given you a tie for the third-best score—5½ matchpoints, with 8 being top on the board. If you bid and make 7♥, you get 2½ more matchpoints. If you go down, you lose 5½ match-

points. It's like risking \$10 at the blackjack table and collecting only \$5 if you win the hand. Doesn't sound like a smart bet to me. Finally, if the opponents at two other tables hadn't suffered a big number, you would be risking 7½ matchpoints to gain an extra ½ matchpoint.

					MPS	MPS
7♥ W	♥J	-2	100	-100	8.00	0.00
4♥ W	♦4	+1	-450	450	6.00	2.00
4♥ W	♥J	+1	-450	450	6.00	2.00
4♥ W	♣K	+1	-450	450	6.00	2.00
4♥ W	♣K	+2	-480	480	3.50	4.50
5♥ W	♦4	+1	-480	480	3.50	4.50
6♠ E	♣A	=	-980	980	2.00	6.00
5♣X S	♣A	-5	-1100	1100	1.00	7.00
2♦X N	♥8	-6	-1400	1400	0.00	8.00

I would like to report that I tore a large strip off my partner that day, but that did not happen. The miscreant was left to stew in his own juices, begging partner for forgiveness. In case you haven't figured it out yet, I was the little piggy who shoulda stayed home.

NEVER BE AFRAID TO
 TRY SOMETHING NEW.
 REMEMBER, AMATEURS
 BUILT THE ARK;
 PROFESSIONALS BUILT
 THE TITANIC.

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

#82

♠ Q10
 ♥ A43
 ♦ AKJ9543
 ♣ 9



♠ K9
 ♥ KQJ1072
 ♦ 8
 ♣ KJ52

West	North	East	South
Pass	1♦	Pass	1♥
Pass	3♦	Pass	3♥
Pass	4♥	Pass	4NT
Pass	5♠	Pass	6♥

AP

1. RKCB 1430, two keycards with ♥Q

My partner mistakenly bid 5♠ instead of 5♥, so I was forced to 6♥ off two aces. If West's opening lead had been clubs or spades, I would likely have been down right away, but West chose the ♦7, which I won in dummy with the ♦K while East followed suit.

The opening lead looked suspiciously like a singleton. To confirm this, at Trick 2 I led a small diamond from dummy and ruffed high (♥J) in my hand. As expected, West discarded a small spade while East followed suit. What now?

SOLUTION

The only way to make this contract is to develop dummy's diamonds so you can get rid of all of your hand's losers in either clubs or spades (so you can avoid losing one of the outstanding aces). Because you have too many clubs in your hand to ruff out, your best chance is to try to get rid of all your hand's losing clubs and then eventually lose the ♠A.

Of course, in order to develop dummy's diamonds you are going to have to ruff one more small diamond, meaning that you are going to need two entries to dummy - one for this second ruff and the other to get back to the board to enjoy the set-up diamonds. There is an obvious entry in the ♥A, but what about the second entry? The dummy's ♠Q is hopeless - but the humble ♥4 is a possibility. If you get lucky and the opponents' trumps are distributed 2-2, it may serve as your second entry to the board! In fact, this is your only hope! 😊

Accordingly,

- At Trick 3, cash your ♥K. Both West and East will follow suit.
- At Trick 4, lead the ♥7 (not the deuce!) to dummy's ♥A.

If your prayers are answered and trump splits 2-2,

- At Trick 5, lead a small diamond from the board and ruff in your hand (once again, do not spend your precious deuce).
- At Trick 6, lead the ♥2 from your hand and enter the dummy with the ♥4!
- At Trick 7, play the ♦A. It will capture the opponents' last diamond, the ♦Q.

Now you have four good diamond tricks that you can use to park all of your hand's club losers on. Eventually, you will concede a trick to the ♠A and make your three-keycard slam. Here is the full hand.

	♠ Q10	
	♥ A43	
	♦ AKJ9543	
	♣ 9	
♠ J8653	<div style="display: inline-block; background-color: #006400; color: white; padding: 5px; text-align: center;"> N W E S </div>	♠ A742
♥ 105		♥ 96
♦ 7		♦ Q1062
♣ AQ864		♣ 1073
	♠ K9	
	♥ KQJ872	
	♦ 8	
	♣ KJ52	

If you can't be good, be lucky.

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 lots of improving players at our **club**.