Think and Play

Session 3
Counting

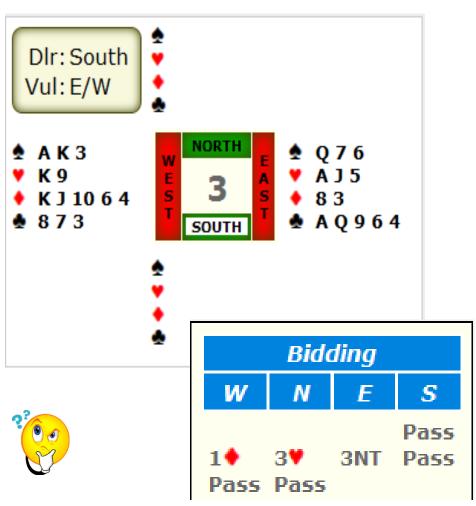


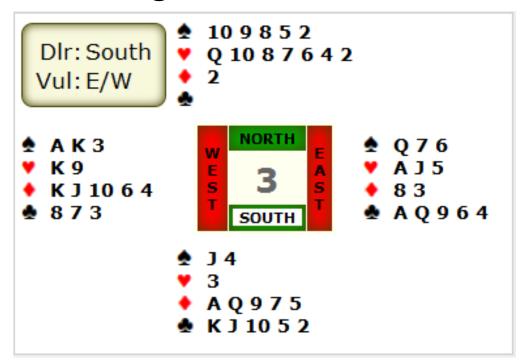
Early Play:

5C runs around to East's 6C, North shows out.

East leads a diamond to 10D which holds. East crosses back to QS and leads the other diamond. South goes up with AD, North shows out. South exits with a rag heart.

- (1) What is South's shape?
- (2) What is North's shape?
- (3) How do you play for 11 tricks?





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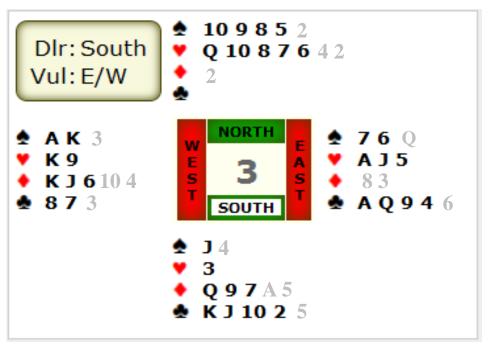
Lead of 5C

South has shown up with 5 clubs and North none based on the lead. South has shown up with 5 diamonds and North one, based on the two diamond rounds. South has now led a heart so North has seven for her pre-empt and South one.

Based on counting to 13: North is 5-7-1-0 and South is 2-1-5-5 The main point is that once East plays another spade round, South has been stripped of all major (exit) cards.

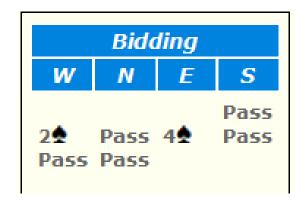


Lead of 5C

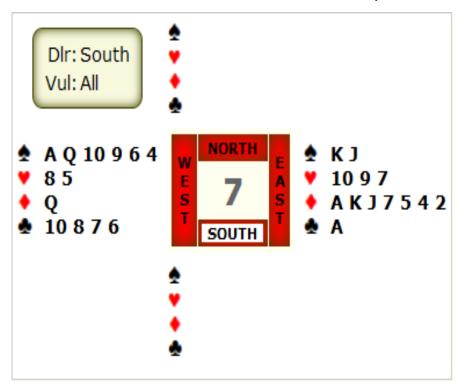


Declarer takes South's 3H with KH (QH marked in the North hand) plays another round of spades and then (or after finessing the QH and cashing AH) plays towards the 8C or runs the 8C. South can win with 10C but is then forced to lead away from his clubs or diamonds. This an example of an Elimination (or Strip) Play and Throw-in. It might sound fancy but might come to you automatically if you count the defenders' hands and know that losing a trick (the throw-in) is totally safe and cannot cost.

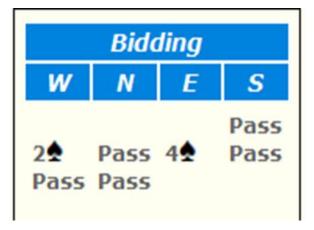
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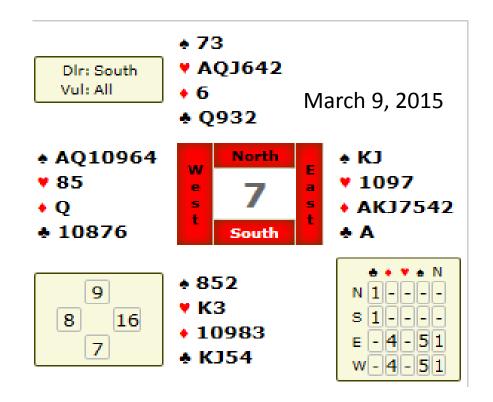
2S is 6-card weak Lead of 6D



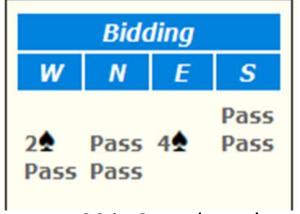
How many tricks do you expect to get on a trump (spade), heart, diamond or club lead? How would you plan your play in each case?



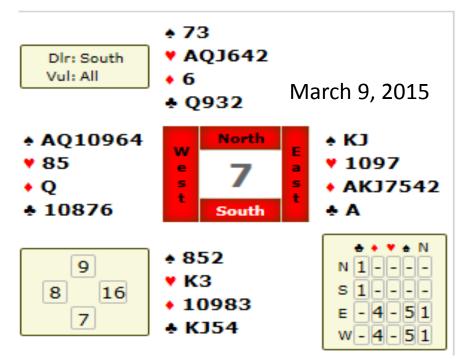
2S is 6-card weak Lead of 6D



You have 14! tricks on a spade or diamond lead as long as diamonds are not worse than 4-1. (95%). Win the spade lead on the table, overtake the second spade in hand and draw the last round of trumps from hand before playing QD and crossing to AC to cash the rest of the diamonds. Win the diamond lead with the QD. Draw trumps in three rounds being sure not to block yourself in dummy and if you do, ruff a small diamond high in hand before drawing the last trump, crossing to the AC to run the diamonds.

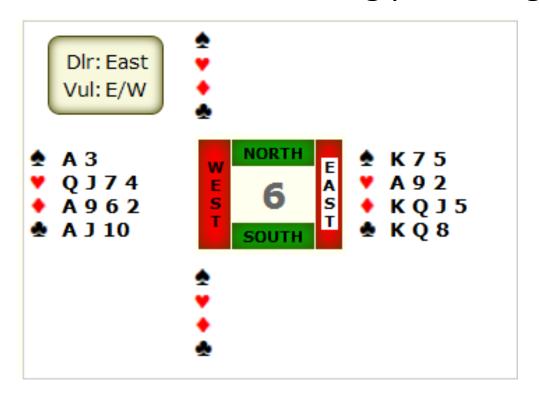


2S is 6-card weak Lead of 6D



On a heart lead and continuation followed by a club switch you will probably play for the diamonds to be 3-2 (70%), win the AC, draw trumps in three rounds ending in hand and overtake the QD. Unfortunately, diamonds are 4-1 and you will only make 10 tricks. You can make a safety play and do one better by winning AC, ruff a heart to hand (over-ruffing South if necessary), ruff a club with JS, overtake KS in hand to draw the last two rounds of trumps before overtaking the QD. On a club lead you will only make 10 tricks. The computer can make 11 but only because it knows the defender with the 4 x diamonds also has the third trump.

Discussion Time: Revisiting percentage plays.

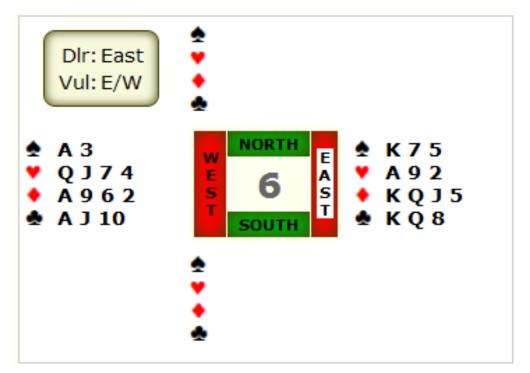


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As East, you get the 7C lead by South against your 6NT contract. There was no bidding by the opposition. What is/are your best percentage play(s) to make 12 tricks or, more specifically, how do you play the heart suit for ? tricks?

(Note: there are a couple of options with this particular combination).

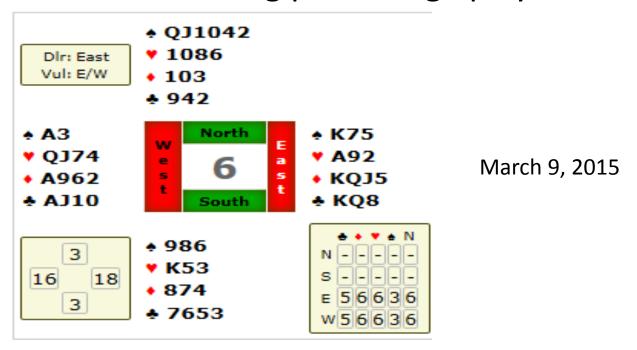
Discussion Time: Revisiting percentage plays.



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You have 10 tricks off the top and have to make two more out of the heart suit. We discussed last week that with Axx opposite QJxx ("x"s are inconsequential rags) running the QH or JH will only yield 3 tricks if the suit breaks 3-3, poor odds. The correct line is play the A to guard against the singleton K off-side and lead towards the QJ twice if necessary. However, having the 9 here gives you an alternative line of play. What is it?

Discussion Time: Revisiting percentage plays.



In the hand above, hearts broke 3-3 so happy days for declarers but the alternative line to cater for the more likely 4-2 splits is to lead a heart to the 9 to finesse the 10. Great if this produces the K as above but, if the 10 is off-side, you are now going to have to find the K on-side and the split 3-3.

If North holds Kxxx you may still lose 2 tricks (just as you would have if you had played the A and led towards the QJ) depending who has the highest card left after the fourth round.

That little 9 might just have made your life more complicated than its worth?