

Declarer Play In A Suit Contract 2

<p>♠97 ♥1087 ♦A42 ♣KQJ82</p> <p>♠A42 ♠KQ1065 ♥964 ♥AK2 ♦KJ109 ♦Q6 ♣1065 ♣A43</p> <p>♠J83 ♥QJ53 ♦8753 ♣97</p>	<p>Board 1 : Dealer North : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1♠</td><td>Pass</td></tr><tr><td>1N</td><td>Pass ⁽¹⁾</td><td>2N</td><td>Pass</td></tr><tr><td>3♠</td><td>Pass</td><td>4♠</td><td>All pass</td></tr></table> <p><i>(1) Might bid 2♣ (flat but lead-directing); could tip-off EW from declaring 3N</i></p> <p>If 2N is lazily raised to 3N West has no chance. North will lead ♣K and, after winning ♦A, be able to cash more club tricks to defeat the contract. West should show <i>three card</i> spade support and the best contract is reached. 1N had denied holding 4spades. Declarer must be careful. There are four losers but one of them can be discarded on a diamond. Playing trumps early is wrong as there is no entry to dummy's diamonds. The solution? Play a diamond before drawing trumps – the heart loser can be thrown.</p>	West	North	East	South		Pass	1♠	Pass	1N	Pass ⁽¹⁾	2N	Pass	3♠	Pass	4♠	All pass
West	North	East	South														
	Pass	1♠	Pass														
1N	Pass ⁽¹⁾	2N	Pass														
3♠	Pass	4♠	All pass														
<p>♠K643 ♥32 ♦9872 ♣743</p> <p>♠Q8 ♠J10952 ♥J107 ♥9 ♦Q10 ♦KJ532 ♣AKJ1082 ♣95</p> <p>♠A7 ♥AKQ8654 ♦A8 ♣Q6</p>	<p>Board 2 : Dealer East : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>2♣ ⁽¹⁾</td></tr><tr><td>3♣</td><td>Pass</td><td>Pass</td><td>4♥</td></tr></table> <p>All pass <i>(1) Balanced 21-22; or 8 playing tricks in an unbalanced hand</i></p> <p>It's not obvious but most Souths will try for game with this powerful hand (having opened 2♣, and not 2♦ [stronger], there's something to be said for re-bidding 3♥ and leaving the decision to partner). West, especially being non-vulnerable, will come in with 3♣. Will declarer make ten tricks? What is the best defence? West leads two top clubs and follows with a third round of the suit (best not to play ♠J as East may discard on this "winning" card). East ruffs with his singleton ♥9. If South overruffs it promotes a trump loser for West. Instead South should pitch ♦8, a sure loser. This loser-on-loser play guarantees the contract.</p>	West	North	East	South			Pass	2♣ ⁽¹⁾	3♣	Pass	Pass	4♥				
West	North	East	South														
		Pass	2♣ ⁽¹⁾														
3♣	Pass	Pass	4♥														

<p>♠K1043 ♥Q109 ♦J52 ♣QJ10</p> <p>♠A2 ♠QJ8 ♥AK7652 ♥84 ♦A74 ♦983 ♣A6 ♣K7532</p> <p>♠9765 ♥J3 ♦KQ106 ♣984</p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1 ♥⁽¹⁾</td><td>Pass</td><td>1N</td><td>Pass</td></tr><tr><td>4 ♥</td><td>All pass</td><td></td><td></td></tr></table> <p>(1) Suit texture not good enough for a 2♣ opening</p> <p>If we count the losers we come to four – one spade, one heart (assuming a normal 3-2 break) and two diamonds. But if we count the winners we have ten, enough to make the contract (two spades, five hearts, one diamond and two clubs). This discrepancy, even conundrum, can be resolved by focusing on the spade suit. Declarer must win the club lead in hand. He draws two rounds of trumps and plays ace and another spade. This loses to ♠K but a diamond loser can be discarded on the promoted ♠Q. We carefully left the club entry in dummy until we could use it to advantage. An initial diamond lead beats the contract – declarer is now at the mercy of a successful spade finesse. Unlucky if that defence befell you.</p>	West	North	East	South				Pass	1 ♥ ⁽¹⁾	Pass	1N	Pass	4 ♥	All pass		
West	North	East	South														
			Pass														
1 ♥ ⁽¹⁾	Pass	1N	Pass														
4 ♥	All pass																
<p>♠QJ107 ♥93 ♦A743 ♣K92</p> <p>♠K92 ♠A43 ♥KQ765 ♥J1042 ♦K6 ♦QJ9 ♣A54 ♣Q76</p> <p>♠865 ♥A8 ♦10852 ♣J1083</p>	<p>Board 4 : Dealer West : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>3 ♥</td><td>Pass</td></tr><tr><td>1 ♥</td><td></td><td></td><td></td></tr><tr><td>4 ♥</td><td>All pass</td><td></td><td></td></tr></table> <p>At first sight the contract appears hopeless. Let's count the losers – one each in spades, hearts and diamonds and one or two in clubs. That's four or five. Can we improve our chances? First, win the spade lead in hand and lead the king of diamonds. This will lose to ♦A but we can cash ♦QJ and throw away the spade loser. One loser gone. We can draw trumps and turn our attention to clubs. We cash ♣A (just in case South started with a singleton ♣K) and lead towards dummy's queen. As North has the critical king of clubs we're home for +620.</p>	West	North	East	South		Pass	3 ♥	Pass	1 ♥				4 ♥	All pass		
West	North	East	South														
	Pass	3 ♥	Pass														
1 ♥																	
4 ♥	All pass																

<p>♠A97 ♥A43 ♦AKQJ97 ♣2</p> <p>♠K543 ♠862 ♥Q1082 ♥KJ6 ♦82 ♦10 ♣1065 ♣KQJ983</p> <p>♠QJ10 ♥975 ♦6543 ♣A74</p>	<p>Board 5 : Dealer North : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>2 ♣⁽¹⁾</td><td>3 ♣</td><td>X ⁽²⁾</td></tr><tr><td>Pass</td><td>3 ♦</td><td>P</td><td>3N</td></tr></table> <p>All pass (1)Balanced 21-22; or 8 playing tricks in an unbalanced hand (2)Some values</p> <p>Well that would be a very effective route to the top spot. 3N cannot be defeated and can make overtricks. There are always at least six diamonds and the aces of the other suits.</p> <p>Let's say North South have a different approach, perhaps opening the North hand with a very heavy 1 ♦. Now East will overcall 2 ♣, South will show moderate support with a 2 ♦ bid and 5 ♦ may become the outcome. East leads a top club and that uses dummy's entry immediately. At trick two declarer must risk the spade finesse. If ♠Q is not covered a second finesse is taken. Now trumps can be drawn and there are three spade, six diamond and one heart and one club winners. +600.</p>	West	North	East	South		2 ♣ ⁽¹⁾	3 ♣	X ⁽²⁾	Pass	3 ♦	P	3N				
West	North	East	South														
	2 ♣ ⁽¹⁾	3 ♣	X ⁽²⁾														
Pass	3 ♦	P	3N														
<p>♠Q98 ♥10 ♦Q1096 ♣KJ953</p> <p>♠3 ♠AJ642 ♥9864 ♥A7532 ♦AJ43 ♦K7 ♣AQ64 ♣2</p> <p>♠K1075 ♥KQJ ♦852 ♣1087</p>	<p>Board 6 : Dealer East : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1 ♠</td><td>Pass</td></tr><tr><td>2 ♣⁽¹⁾</td><td>Pass</td><td>2 ♥</td><td>Pass</td></tr><tr><td>4 ♥</td><td>All pass</td><td></td><td></td></tr></table> <p>(1)Lowest four card suit</p> <p>This is not a hand for drawing trumps. If we draw three rounds of trumps we shall finish one trick short as both minor suit finesses (of ♣Q and ♦J) fail. The hand is set up for a <i>crossruff</i>. Win any lead and cash the side suit winners (♣A, ♠A, ♦AK). That's an important technique guaranteeing those winners before the defence can make any unwelcome discards that would see those tricks being trumped. Now ruff spades in dummy and clubs in hand.</p>	West	North	East	South			1 ♠	Pass	2 ♣ ⁽¹⁾	Pass	2 ♥	Pass	4 ♥	All pass		
West	North	East	South														
		1 ♠	Pass														
2 ♣ ⁽¹⁾	Pass	2 ♥	Pass														
4 ♥	All pass																

<p>♠9652 ♥J ♦A82 ♣K9876</p> <p>♠K4 ♥10986 ♦KQJ6 ♣1054</p> <p>♠87 ♥75432 ♦1075 ♣AQ3</p> <p>♠AQJ103 ♥AKQ ♦943 ♣J2</p>	<p>Board 7 : Dealer South : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♠</td></tr><tr><td>Pass</td><td>3♠</td><td>Pass</td><td>4♠</td></tr></table> <p>All pass</p> <p>The contract is vulnerable after the lead of ♦K. Declarer is in danger of losing five tricks – two diamonds, two clubs and a spade. The contract can still be made. Win ♦A and lead dummy's heart, cashing three hearts to pitch both of dummy's remaining diamonds. Now ruff a diamond in dummy and lead a spade, finessing ♠Q. This loses but there are still trumps in dummy, allowing declarer to ruff the other diamond (even if a trump is returned). Declarer will eventually lose two clubs along with ♠K.</p>	West	North	East	South				1♠	Pass	3♠	Pass	4♠
West	North	East	South										
			1♠										
Pass	3♠	Pass	4♠										
<p>♠Q ♥KJ962 ♦K963 ♣432</p> <p>♠K8732 ♥4 ♦AQ54 ♣K76</p> <p>♠A65 ♥3 ♦J10872 ♣J1098</p> <p>♠J1094 ♥AQ10875 ♦-void - ♣AQ5</p>	<p>Board 8 : Dealer West : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♠</td><td>Pass</td><td>2♠</td><td>3♥</td></tr><tr><td>3♠</td><td>4♥</td><td>Pass</td><td>6♥</td></tr></table> <p>All pass</p> <p>We end with some fireworks with South taking an optimistic leap to slam. Whilst rose-tinted, the bid of 6♥ is well-reasoned – South has great control of all the non-spade suits and partner has at most one spade. West leads ♠3 and East wins with the ace. Viewing dummy's weakness East switches to a club. South starts to think. The opposition have eighteen points between them and East has already shown five of them. If East also held ♠K that would put West with a ten count. West has made a one-level opening bid so that isn't impossible but is unlikely. Further West is vulnerable and, had East both ♠A and ♠K we would expect him to win the first trick with the king. Therefore we should credit West with the king of spades. Our plan is to hop up with ♣A and draw trumps. Now we take a <i>ruffing finesse</i> against West's presumed ♠K. We are rewarded and have two spade winners on which we can discard dummy's two club losers. It's now a simple matter of ruffing both ♣Q and ♣5 in dummy to claim our slightly fortunate small slam. Is there a defence to beat 6♥? Yes. West leads ♠K which takes the trick. If we seek to take a ruffing finesse against ♠A we'll be disappointed when East wins with that card. Yes, alternatively, we can ruff out East's ♠A but that only gives us one spade winner and we are left with a club loser.</p>	West	North	East	South	1♠	Pass	2♠	3♥	3♠	4♥	Pass	6♥
West	North	East	South										
1♠	Pass	2♠	3♥										
3♠	4♥	Pass	6♥										

