

Matters Arising 99

being some thoughts prompted by hands played at Kendal Online 3 - 7 Oct 2022

3 Plans

A Q 6 2
A K 9 7 3 2
Q 4
4



K J 5 3
6
J 10 9 7
A 8 7 6

Hand 14 from Tuesday when South struggled to make game against a variety of leads is our focus this week.

With four trump, two heart and one club trick on top declarer needs to find 3 more, though with only two top losers the position is far from critical.

Three features of the deal each suggest a plan for extra tricks:

- a) The singletons suggest a cross-ruff,
- b) Dummy's long hearts promise tricks if established,
- c) Declarer's diamonds combined with dummy's Queen can be set up for two tricks.

Suppose there is a club lead.

Plan A

Win with the A, ruff a club. AK H, ruff a heart. If this holds we have 5 tricks. Now ruff a club, ruff a heart high, ruff the last club and ruff a heart high. With AS left on table that is 10 tricks. But if hearts are not 3-3 and the third one gets over-ruffed the outcome becomes unclear.

Plan B

Missing 6 hearts we have to be prepared for them to be 4-2 in which case 2 ruffs will be needed to establish the suit.

Win AC, cross to AH and ruff a heart low. Return to table via a trump and ruff a heart high. Cash KS and if trumps break you are home. Ruff a club, cash dummy's last spade which will draw the last trump being the third round of the suit. The KH will clear the hearts provided they were no worse than 4-2 (and if they were worse you would have considered a change of tack earlier). Cash the winning hearts, concede the 2 diamonds at the end and you have 11 tricks.

Plan C

Two diamond tricks will only take our tally to 9, but a

ruff at some stage will take care of the 10th trick.

Win AC, ruff a club (2 tricks) and lead QD. A defender wins and plays a trump to try to cut down on ruffs. Win on table (3 tricks) and play a second diamond. Defence wins and plays a second trump. Win on table and draw the remaining trump (5 tricks). Then 2 diamonds, AK H and you still have a trump to come. Ten tricks.

Variations of these plans all exist for other leads, some of which make them easier to achieve.

A Q 6 2
A K 9 7 3 2
Q 4
4

9 8 7
J 4
K 6 5 3
K 9 3 2



10 4
Q 10 8 5
A 8 2
Q J 10 5

K J 5 3
6
J 10 9 7
A 8 7 6

With hearts 4-2 Plan A runs into trouble, though in practice the over-ruff with the long trump enables us then to get home via a variation of plan B.

Plan B is fine as long as you don't cash the second top honour before starting to ruff hearts, though this only costs one of your eleven tricks on this occasion.

Plan C works too as long as you don't get greedy going for 2 club ruffs, as this messes with communications.

Meanwhile two pairs played in inferior heart contracts, one because South ignored their spades and replied 1NT to North's 1H opener, and one because North ignored spades and rebid 2H over South's 1S response. What have these people got against spades?

I welcome any comments or queries sent me at martyn@orpheusmail.co.uk though they may be used in future issues should I choose to produce such. Or they may not. You have been warned.

NB, I do try replying to mails raising a specific point, so if I seem to ignore you do check your spam folder after a day or three.

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