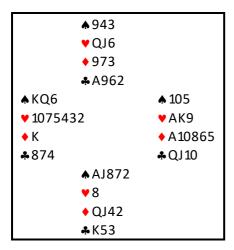
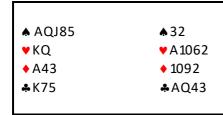
Let me begin with a complaint. Here is board 4, on which Paul & I were North-South, playing against the robots. East opened  $1 \\ightharpoonup$ , South overcalled  $1 \\ightharpoonup$ , and East ended up playing  $4 \\ightharpoonup$ .



South started with Ace and another Diamond (not best). Dummy's Diamond King was unblocked, and a trump was led from dummy... to the nine?!

Missing QJxx of trumps the percentage play is surely to play to the Ace, and, if the Queen or Jack falls from South, to cross back to dummy for a finesse. All the human players followed this line, so why did the robots choose the anti-percentage line against us?

Enough of that. Here is hand 16, where the most frequent result was 3NT+2 by West.



A Heart is led and Declarer wins the King and Queen, noting the Jack from South. Dummy is entered with a Club to the Ace, and a successful spade finesse is taken, leaving the following position with West on lead:



Assuming that North has not sneakily held up the King of spades, Declarer is assured of two more tricks in Spades, Hearts and Clubs, and one in Diamonds. An even Spade split would bring the total to 13, but one can guarantee at least 12 tricks if, as in practice, South started with Kxxx in Spades, provided he started with at most 4 Hearts. Can you see how?

Abandoning any chance of an extra club trick one must cross to the Queen of clubs, cash the two Hearts (throwing Diamonds from hand), and repeat the Spade finesse. Then, if the Ace of Spades does not bring down the King, declarer can concede a Spade and still have access to his hand with either •A or •K, whatever South returns. South then makes the long Spade.

Roger Heath-Brown