Greetings!

Herewith find attached the analysis of selected hands played last Thursday, 22nd October 2020, in the **Tribes Bridge Club BBO IMPs Pairs**.

Last week we had another huge entry of 23 tables. I found the analysis particularly demanding and consequently I restricted my analysis to NINE hands: 1, 7, 8, 9, 13, 14, 16, 21, 22. Saints and Sinners abound in the play and defense of these hands. I have also included brief comments on the following hands: 4, 12, 18.

As usual, the hands vary in term of complexity and each reflects specific points of interest and learning that I couldn't let pass without a comment! Some hands are analysed in more detail than others. See in particular Board #9 which is analysed over NINE pages. Board #22 is covered over seven pages and Board #21 is covered over four pages.

Board #9 features a very tricky 4 ♥ contract and Board #22 features an equally challenging 4 ♠ contract.

And there are lots of other **Saintly** performance by declarer and defender as featured in the hands that I was able to analyse. And sadly there are even more performances that have been awarded **Sinner** status, even some that earned the award of **Absolute Sinner** status.

As always, note that in most cases the **Saints & Sinners** comments extend over several pages.

And for the benefit of those who don't already know, a few words by way of explanation as to how this analysis is undertaken... First, the results are downloaded from BBO...late on Thursday night or early on Friday morning. The downloaded content includes the contracts and results for each board. Remember that each set of hands is played simultaneously at all tables. The results also include access to a MOV file for each hand played (at all tables) which enables me to replay, trick by trick (an exact re-creation) of how the hand was played. In that way I can observe the actions that constitute the rationale by which I award 'Saint & Sinner' status.

Preparing the hand analysis each week has been extremely demanding in terms of time and I may have to review my approach to it in future weeks. Not quite sure what that might involve but will keep you posted.

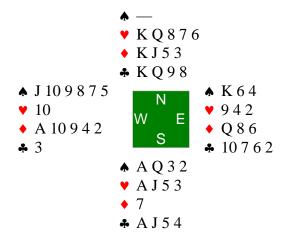
Enjoy!

Paul J Scannell

29th October 2020

P.S. Are you aware that you can review your own results, and access MOV files which re-create the actual play of every contract played at your table...or indeed any table!





NS 6♥; NS 6♣; NS 5N; EW 1♠; NS 1♦; Par +980: NS 6♥

N/S can make 6 ♥ or 6 ♣. But, will a small slam be bid? If North opens 1 ♥ and South bids 1 ♠ then North can rebid 2 ♣ which immediately improves South's hand. One of the appealing features of South's hand is that it is super-rich in first-round controls and also boasts a singleton diamond. South has first round control in three suits and second round control in the fourth suit. South should pursue a slam.

Saints & Sinners

Saintly status to Carmel Musitano, the only declarer to score thirteen tricks. East led a small club, declarer winning in hand with ♣ 8. Declarer cashed ♥ K and continued with a heart to dummy's ♥ J. Carmel cashed dummy's ♠ A, discarding a diamond from her hand and then played a diamond and when West played low she rose with ♦ K. Carmel tnext ruffed a diamond in dummy and then ruffed a spade. Next she led another diamond and ruffed with dummy's ♥ A. Another spade, ruffed in hand with ♥ 8 brought down East's ♠ K. Now declarer cashed ♥ Q, drawing East's last trump, and then won the last three tricks with her top clubs. In fact Carmel engineered several more ruffs than was necessary. Once the ♦ K won, declarer only needed to ruff one diamond in dummy thereby giving her 1 spade, 5 hearts, 1 diamond plus 1 diamond ruff, 4 clubs! Unfortunately, Carmel was only declaring 4 ♥!

At another table North opened 1 ◆ (a misc-click?) and South made a poor bid of 3 NT instead of bidding 1 ♥. Sinner status to N/S for a poor bidding sequence. Declarer gave herself no chance of a twelfth trick when she cashed five hearts discarding her singleton diamond thus depriving herself of the option of leading a diamond towards dummy's ◆ KJ53. If she guesses right she now has twelve tricks. If she guesses wrong she can only lose two diamonds before regaining the lead and cashing her original eleven tricks. Nothing ventured (safely) nothing gained!

At a total of 22 tables a heart contract was reached and all declarers (except Carmel) scored exactly twelve tricks.

At only ten tables was the small slam bid ... a disappointing number of pairs failed to reach $6 \checkmark (\text{or } 6 \clubsuit)$.

Board 1 North Deals ♥ KQ876 None Vul ♦ KJ53 **♣** KQ98 **∧** K 6 4 **▲** J 10 9 8 7 5 **9** 4 2 **v** 10 ◆ A 10 9 4 2 • O86 **4** 10 7 6 2 ***** 3 **▲** A Q 3 2 **♥** AJ53 7

NS 6♥; NS 6♣; NS 5N; EW 1♠; NS 1♦; Par +980: NS 6♥

Saints & Sinners (continued)

Saintly status to the ten N/S pairs (Rosaleen & Muire, Liam & Colette, Maria & Marion, Biilly & Michael, David & Rory, Peggy & Marcella, Orla & Deirdre, Catherine & Deirdre, Frank & Mary, Margaret & Declan) who reached 6 ♥ although in truth few of the bidding sequences would inspire confidence. For example, at one table North opened 1 ♥ and South responded 4 ♥. West bid 4 ♠ and North bid 5 ♥ which South raised to 6 ♥. South's hand is way too good for a simple raise to 4 ♥.

♣ AJ54

At another table North opened $1 \checkmark$, South bid $4 \checkmark$ (Gerber?), North bid $4 \checkmark$, South bid $4 \checkmark$ and North, without an ace in her hand, bid $6 \checkmark$.

At yet another table North opened $1 \checkmark$, South bid $1 \spadesuit$ and North rebid $2 \hookleftarrow$ ($2 \clubsuit$ is better). South now bid 4 NT (RKC with diamonds as trumps?). North bid $5 \hookleftarrow$ and South jumped to $6 \checkmark$ presumably with no knowledge of \checkmark K or \checkmark Q.

At one table North opened 1 ♥ and South bid 2 NT (**Jacoby**, a conventional bid promising 12+ hcp, 4+ hearts). West intervened with 3 ♠ and North, with no ace in her hand, now bid 4 NT (RKC). Fortunately South had a much stronger hand than she might have had which also happened to include three aces! South responded 5 ♣, showing 0 or 3 aces, and North jumped to 6 ♥.

One auction that involved some degree of sophistication occurred at a table where North opened 1 , South bid 2 NT (described as 'Jacoby...13+ hcp, 4+ hearts'). North bid 3 showing a void or singleton. South now bid 4 (a cuebid) showing an interest in a slam. North continued with 4 NT and South bid 5D (0 -3 of the five aces - 4 aces and trump king). North closed the auction with 6 . Saintly status to **Declan & Margaret.**

As expected, **Rory & David** had an elegant auction. Rory opened 1 ♥, David bid 1 ♠, Rory rebid 2 ♣. David now bid 4 ♦, a **Splinter** bid, agreeing clubs as trumps and showing shortness in diamonds. Rory bid 5 ♣ and David then converted to 6 ♥. **Saintly** status to **Rory & David.**

Board 1 North Deals ♥ KQ876 None Vul ♦ KJ53 **♣** KQ98 **∧** K 6 4 **▲** J 10 9 8 7 5 **9** 4 2 **v** 10 ◆ A 10 9 4 2 • O86 **4** 10 7 6 2 ***** 3 **▲** A Q 3 2 ♥ AJ53 7 ♣ AJ54

NS 6♥; NS 6♣; NS 5N; EW 1♠; NS 1♦; Par +980: NS 6♥

Saints & Sinners (continued)

At several of the tables where the slam was not reached, there was one common bidding sequence which was replicated at SEVEN tables: 1 • - 1 •; 2 • - 4 •. The South hand is too good to let the auction rest in 4 • and South should take some further action after North re-bids 2 •. North's 2 • re-bid means that South now knows that there is a 5-4 fit in hearts AND a 4-4 fit in clubs. This knowledge, combined with South's very strong hand, rich in controls (Aces and a singleton diamond) should encourage South to move forward. But other than using Blackwood (especially Roman Key Card Blackwood which will enable North to show one keycard on this hand) there is not much that South can do other than use a Splinter Bid of 4 • (see Rory & David's auction on previous page) which would agree clubs as trumps and South would be showing a singleton or void in diamonds. Alternatively South should simply take the bull by the horn and bid 4 NT and settle in 6 • I cannot stress strongly enough the inherent advantage of playing Roman Key Card Blackwood (5 Ace) as opposed to the original 4 Ace Blackwood.

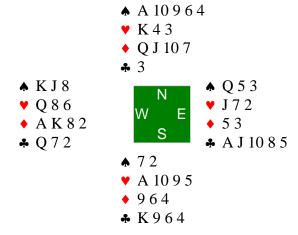
At two other tables where the slam was not reached, South made an initial response of $4 \clubsuit$ (Gerber) and then settled in $4 \spadesuit$ when North responded $4 \spadesuit$. But South has a good hand and as the results show, $6 \heartsuit$ is a reasonably good slam despite the missing Ace. South should move forward after North's $4 \spadesuit$ response.

At another table South made a GROSS underbid of 3 ♥ in response to North's opening bid of 1 ♥. A 3 ♥ response is an <u>invitational bid</u> agreeing hearts as trumps and inviting opener to bid game with a non-minimum hand.

And one South simply bid 4 ♥ in response to North's opening bid. 4 ♥ in this sequence is used to show a hand with values that reflect a distributional raise to game with less than opening points. Clearly this hand does not fit that description.

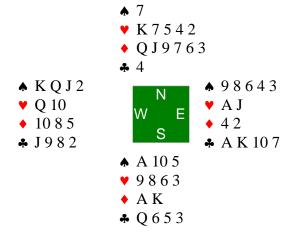
Slam bidding is one of the areas of the games where more experienced players enjoy an advantage. Players keen to develop this aspect of their game should study 'slam bidding' and explore related bidding conventions including cue-bidding, splinters, Roman Key Card Blackwood (including how to show a void!). And stop using Gerber!

Board 2East Deals N-S Vul

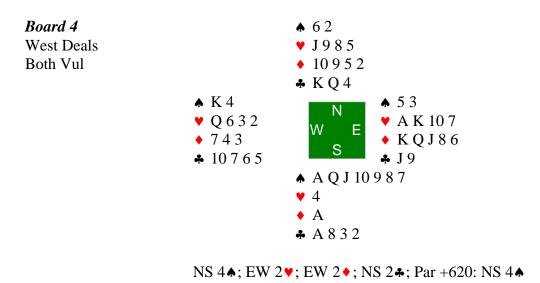


EW 1N; EW 2♣; NS 1♠; NS 1♥; NS 1♦; Par −90: EW 1N; EW 2♣

Board 3South Deals E-W Vul



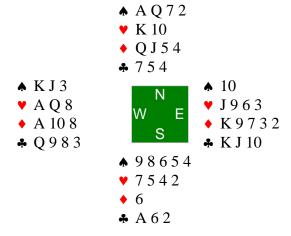
NS 4♥; EW 3♠; NS 4♦; EW 2N; EW 1♣; Par +200: EW 4♠×−1



This is all about the overtrick...South will declare 4 \(\bigcap \) and it's a simple case of whether West holds his four clubs and thus deprives declarer of the the overtrick.

Saints & Sinners

Board 5North Deals
N-S Vul



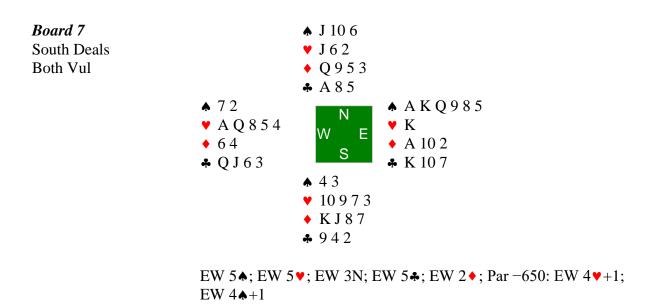
NS 2♠; EW 2♥; EW 3♠; EW 3♠; EW 1N; Par −110: EW 3♣; EW 3♠

Board 6 **▲** 109865 East Deals **v** 10 4 2 E-W Vul ◆ QJ82 **4** 4 **▲** AJ32 **♠** 4 **♥** Q 9 **♥** A K J 7 5 W • A K 7 4 **♦** 10 9 3 S ♣ A 6 3 **4** 9875 **★** K Q 7 **v** 863

EW 4♥; EW 3N; EW 5♦; EW 2♠; EW 3♣; Par −620: EW 4♥

♦ 65

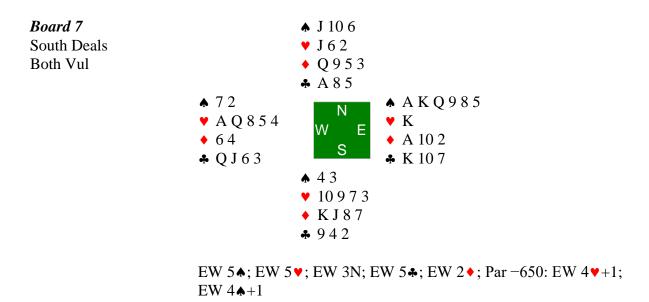
♣ K Q J 10 2



It takes a diamond lead to beat 6 ♠. Note that it seems that both 5 ♠ and 5 ♥ make despite the fact that there is a trump loser in a heart contract in addition to a diamond and a club whereas in a spade contract it looks like there is only a diamond and a club loser. Yet the makeable contract list above shows that both contracts can produce eleven tricks. How so...? This is an example of a 'loser on a loser' play... If a diamond is led against 5 ♥ then declarer wins and plays three top spades discarding his losing diamond as South ruffs... with his heart trick! The diamond loser and trump loser are merged into a single trick! Magic! And some declarers will not spot the route to making eleven tricks in a spade contract...scoring a diamond ruff before drawing trumps!!!

Saints & Sinners

Saint and Sinnner... combined! East opened 1 ♠, West bid 2 ♥. East re-bid 3 ♠ and West raised to 4 \(\black\). West used Blackwood and eventually settled in 6 \(\black\). South failed to find the killing diamond lead and instead placed • 4 on the virtual table. Declarer should have breathed a big sigh of relief! But declarer very nearly snatched defeat from the jaws of victory. Declarer won the opening lead and played two more top trumps. Declarer could have claimed at that stage...cash ▼ K and then play ♣ K, forcing an entry to dummy via ♣ QJ to discard her two losing diamonds on dummy's ♥ AQ. BUT, our declarer took her eye of the ball and was lucky to survive. She FAILED to cash ♥ K before playing ♣ K which North ducked and then continued with ♣ 10. North can now defeat the slam by ducking the second club. Declarer now has no winning options. Yes, declarer could play ♥ K overtaking with dummy's HA, continue with ♥ Q and discard his third club but declarer is still left with two losing diamonds. Very careless by declarer not to cash ♥ K BEFORE playing the club suit. And note very carefully that even if declarer does cash ♥ K before playing on clubs she must be alert to the fact that she must play the ♣ Q or ♣ J on the second round in order to access dummy. If declarer leads * K and then runs * 10, North can duck and now declarer is locked out of dummy! Concentration is vital when declaring...and defending. So, what actually happened at the table...North fell from grace and won the second club trick with ♣ A and switched to a diamond, declarer winning with ♦ A. Now declarer woke up and cashed ♥ K and then played a club to dummy's ♣ J and claimed the remaining tricks. North's moment of greatness came ...and went, in a flash! Sinner status to North ...and Absolute **Sinner** status to **declarer**.

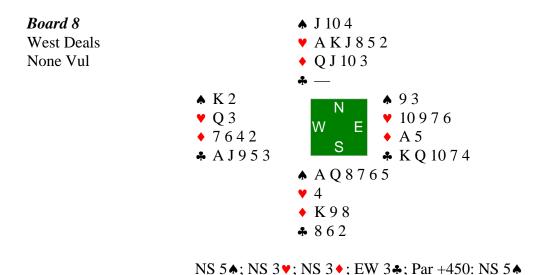


Sinner status to the three **declarers** who failed to score eleven tricks. the play was identical at all three tables...South led ◆ 7, North played ◆ Q and declarer won with ◆ A. Declarer cashed ♥ K and then played three top trumps. Declarer next played a club towards dummy, North winning with ♣ A and the defense then cashed two diamond tricks thus restricting declarer to ten tricks. In reality the 'restricting' was self-inflicted! Declarer has TWO routes to eleven tricks....
1) Secure a diamond ruff in dummy BEFORE drawing trumps. Simply duck the lead and win the diamond continuation (or any other return) and cash ◆ A and then ruff a diamond in dummy. Then draw trumps and concede a club trick to North's ♣ A. Eleven tricks made.
2) Win the opening lead, Cash three top trumps and then play ♥ K and OVERTAKE with dummy's ♥ A. Now cash ♥ Q and discard a losing diamond from hand and then concede a diamond and a club. Eleven tricks made.

As I frequently note in these columns, the most important point in any hand is the thought and planning that should occur BEFORE declarer plays a card from dummy on the opening lead. This is a classic example. *Think first...then play*!

Sinner status to the N/S pair who enabled declarer to make 3 NT+3. South led ♣ 9 (Top Of Nothing). North made the good play of ducking as declarer made the mistake of winning with ♣ 10 instead of ♣ K. Mistake? Yes, declarer now holds ♣ K7 and cannot force an entry to dummy via ♣ QJ6. If declarer leads ♣ K then North ducks again and wins the third round. If declarer leads ♣ 7 then North wins with ♣ A, leaving declarer with the 'blocking' ♣ K in hand. ON THE OTHER hand, if declarer wins the first club with ♣ K then access to dummy is guaranteed by simply playing clubs, twice if necessary, to dummy's ♣ QJ. Sinner status to declarer. BUT, after winning with ♣ 10, declarer drew three rounds of trumps, cashed ♥ K and then played ♣ K...and North's moment for greatness came and went in a flash when she won with ♣ A. Ducking would have seen declarer held to ten tricks. Instead, with access to dummy now available via ♣ QJ, declarer ultimately scored twelve tricks. Sinner status to North.

Sinner status also to the two **E/W pairs** who languished in a spade part-score.



5 ♠ makes for N/S. 5 ♣ by E/W is a good save. But is 5 ♣ biddable? And will some N/S pairs end up in a heart contract rather than play in spades.

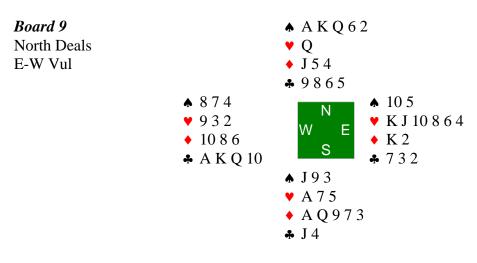
Saints & Sinners

Absolute Sinner status to the **North** who opened 1 ♥ and rebid 3 ♥ over South's 1 ♠ response. South then bid 3 ♠ and North, holding 3 spades and assuredly aware of a 9 card spade fit, and with a VOID in clubs, bid 3 NT instead of 4 ♠!!! This woeful contract met its due desserts when it ended three down. Justice served.

Sinner status to the four N/S pairs who reached a heart contract instead of playing in spades. At one table North declared 3 ♥ and ended up with seven tricks instead of eight. East led ♣ K which declarer ruffed. Declarer then played three rounds of trumps, felling West's ♥ Q3 and leaving East with the master ♥ 10 while declarer still held ♥ 85. Declarer next finessed ♠ J to West's ♠ K. West returned a club which declarer ruffed. All that declarer now needed to do was play spades from the top letting the Robot in the East seat ruff whenever it wanted. East would then play another club, declarer ruffing. When declarer then plays a diamond, East will rise with ♦ A and cash two clubs for one down! BUT after ruffing the club return declarer played ♠ 4 to dummy's ♠ A and continued with a SMALL spade to her ♠ 10 thus leaving dummy's spades isolated in dummy. Even cashing dummy's ♠ Q, swallowing her ♠ 10, would have sufficed and left her to play another spade, discarding a diamond and forcing East to ruff with the master ♥ 10. Now, declarer had to play a diamond and East rose with ♦ A, cashed ♥ 10 drawing declarer's ♥ 8, and E/W then cashed three club tricks to secure a two trick defeat. Careless by declarer for misplay of spade suit which cost her a trick unnecessarily. Sinner status to North. Sinner status to the N/S pair who failed to reach the spade game.

Sinner status to the E/W pair who enabled declarer to make 4 ♥. East made the disastrous lead of ◆ A instead of leading ♣ K. This lead gave 'the tempo' to declarer whereas a club lead forces declarer to ruff at trick one and subsequent club plays eventually see declarer lose trump control and declarer should end up with no more than nine tricks!

Saintly status to the four E/W pairs who bid 5 ♣. **Sinner** status to the **two N/S pairs** who failed to apply a Penalty Double.



NS 5♠; NS 3N; NS 5♠; EW 2♥; NS 1♣; Par +450: NS 4♠+1

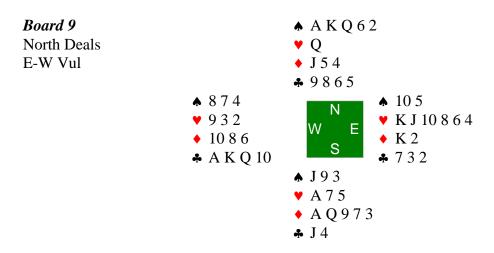
5 ♠ can make but some declarers may have difficulty making just ten tricks. Two possible lines stand out...1) secure two clubs ruffs with dummy's trumps...but this line could fail if E/W switch to trumps after winning the first club ...OR...2) establish four diamond winners. There are options as to how to play the diamond suit. And the pitfalls that await declarer... drawing trumps too early and suffering four club losers! Lots of things to balance in the play of this hand. When I saw the hand pop up on my screen my first inclination was to take a simple line of ducking a diamond. And much will depend on the opening lead and subsequent actions taken by the defenders. Some Easts may find the lead of ◆ K which will gift declarer eleven tricks!

Saints & Sinners

A spade contract was reached at all 23 tables...Sinner status to the four N/S pairs that failed to reach game!

Yes, there are different lines that can be taken in respect of this hand and several declarers took the wrong option(s), specifically the **five declarers** who failed to bring home the spade game, two of whom failed by two tricks. However it is not fair to label them as **Sinners** simply because the contract failed. But they should have considered their play in the light of four potential club losers and in that context they should have pursued the establishing of the diamond suit BEFORE drawing three rounds of trumps so as to protect themselves against the possibility of the defense cashing three or even four clubs.

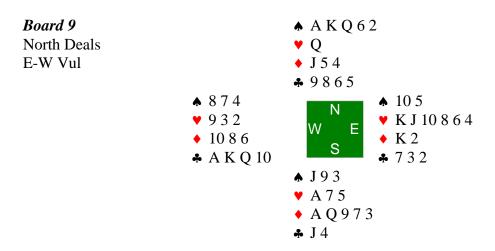
At one table, after no opposition bidding, East led ♥ 8, declarer rising with dummy's ♥ A. Without a care in the world, and staring at four losing club tricks, declarer cashed three top trumps and now needed to bring in the diamond suit for NO loser. With no outside entry in dummy declarer had only one line...play East to hold ♦ K10(xx) or ♦ Kxx(x) with West holding a singleton ♦ 10 or ♦ 8. Alternatively, declarer could play East to holds ♦ Kxx and West to hold ♦ 10x. Thus declarer would need to lead ♦ J or finesse ♦ Q, return to hand via a heart ruff and then lead ♦ J. Declarer finessed ♦ Q, which held and returned to hand via a heart ruff and then led ♦ J, East covering perforce with ♦ K, thus promoting West's ♦ 10. This line did not work and declarer subsequently lost four clubs and a diamond for two down.



NS 5♠; NS 3N; NS 5♠; EW 2♥; NS 1♣; Par +450: NS 4♠+1

At another table, after South responded 2 ◆, East led ♥ 4 against North's 4 ♠ contract. Declarer rose with dummy's ♥ A and then played three top trumps. Declarer then put all his eggs in one basket and led ◆ J, East covering with ◆ K and declarer winning with ◆ A. Declarer returned to hand with a heart ruff, led ◆ 5 and when East followed with ◆ 2 declarer was faced with a decision....finesse dummy's ◆ 9 and hope that East had started with ◆ K102 OR play ◆ Q and hope that West had started with ◆ 106. Declarer finessed ◆ 9, losing to West's ◆ 10 and E/W then cashed four club tricks to defeat the contract by two tricks.

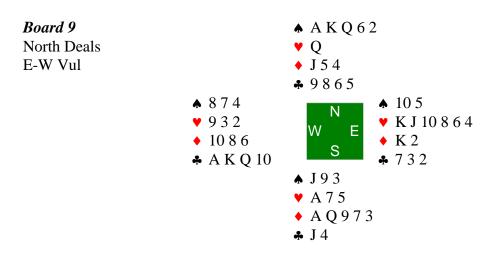
At another table North declared 4 ♠ after East overcalled 2 ♥ (raised by partner). East led ♥ 10 and if declarer let it round to her ♥ Q she could have made the contract by securing a single club ruff in dummy to give her ten tricks via 5 spades, 2 hearts, 2 diamonds, and 1 club ruff. BUT, declarer rose with ♥ A, ruffed a heart in hand and continued with ♦ J and could still have made the contract by ducking when East produced ◆ K. BUT, declarer won with dummy's ◆ A, cashed ▲ J and continued with a spade to her ▲ Q. Declarer now played a diamond towards dummy and IF she had finessed ♦ 9 West would win with ♦ 10 ...BUT West would then have to find the play of returning a diamond, killing the diamond suit, to beat the contract. If instead West played a heart declarer would ruff, draw West's last trump and play a diamond to dummy's ◆ O and cash two more diamonds, discarding clubs from hand. Similarly if West played three rounds of clubs...declarer would ruff the third round with dummy's ♠ 9, ruff a heart in hand and draw West's last trump and then play diamonds discarding two clubs from hand. Similarly, if West returned a trump...declarer would win in hand then play diamonds. The diamond return would be the only winning play by West! Would she find it? We'll never know because declarer did not finesse ◆ 9 and instead rose with ◆ Q and continued with ◆ 9 to West's ◆ 10. West could now have ensured a two tricks defeat by returning her last trump forcing declarer to win in hand and then concede four club tricks to West. BUT, West continued with three rounds of clubs, declarer ruffing the third round with dummy's • 9. Declarer next played a winning diamond but West ruffed with \(\blacktriangle \) 8 and declarer had to overruff and then concede the setting trick to West's \(\blacktriangle \) Q. Sinner status to West for not returning the trump after winning ◆ 10. Perhaps declarer should have finessed • 9...let West find the right play. She has four options...with only one correct one!



NS 5♠; NS 3N; NS 5♠; EW 2♥; NS 1♣; Par +450: NS 4♠+1

At another table, after South responded 2 ♦, East led ♠ 10 against North's 4 ♠ contract. Declarer won in hand with ♠ Q and then played a second trump to dummy's ♠ J. Declarer now cashed ▼ A and ruffed a heart in hand and then played a diamond to dummy's ◆ Q. Although she does not know it, declarer can succeed by ducking a diamond. East will win with ◆ K but the defense is now hamstrung. A heart continuation sees declarer ruff, draw West's last trump and play diamonds discarding two losing clubs from hand. A club switch sees West win and now West has no winning line. Two more rounds of clubs sees declarer ruff in dummy and then ruff a heart in hand, draw West's last trump and continue with a diamond to dummy and the discard of two losing clubs from hand. A trump return by West is no good either, Declarer wins and plays diamonds, again discarding two losing clubs from hand. And even playing his third diamond sees dummy win and continue with diamonds. If West ruffs then declarer overruffs and subsequently ruffs the third club in dummy and discards his fourth club on dummy's fifth diamond. All roads lead to home! BUT declarer ruffed a heart in hand with her second last trump (West still holding S8) and led ◆ J, East covered with ◆ K and dummy's ◆ A won but sadly ◆ 10 did not fall. Declarer played a third diamond to West's ◆ 10. As seen before, if West plays her trump declarer is forced to win in hand and then must concede four club tricks for a two trick deficit...BUT, West played three rounds of clubs, declarer ruffing the third round in dummy and escaped with a one trick defeat. Sinner status to West.

Absolute Sinner status to the declarer in 4 ♠ on the lead of ♥ 8 who rose with dummy's ♥ A, cashed ♠ J and played a spade to ♠ A. Declarer then led ♦ J, East covering with ♦ K, declarer winning with dummy's ♦ A. Declarer continued with ♦ Q and a third diamond to West's ♦ 10. West now holds ♠ 8, ♥ 93, ♣ AKQ10. North holds ♠ KQ6, ♣ 9865 and dummy holds ♠ 9, ♥ 75, ♦ 73, ♣ J4. East's hand is irrelevant. West must find the one way to defeat the contract otherwise it should make! West did not find the killing defense... but declarer also failed to spot the winning play to bring home her contract... West cashed two top clubs and then continued with a heart. All declarer needs to do is ruff with ♠ K or ♠ Q, BUT NOT WITH ♠ 6. By ruffing with a top spade, declarer can then play ♠ 6 to dummy's ♠ 9, cash two winning diamonds, discarding two clubs from hand! BUT, declare ruffed with ♠ 6 and that was the end of that. Sinner status to declarer. Sinner status also to West who should have continued with a third club instead of switching to a heart.

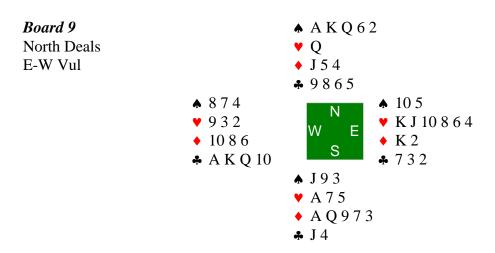


NS 5♠; NS 3N; NS 5♠; EW 2♥; NS 1♣; Par +450: NS 4♠+1

At another table, after South responded 3 \(\), an underbid, which North passed. East fond the lead of a club to dummy's \(\) J and West's \(\) Q. West continued with \(\) 10 and then switched to \(\) 9, declarer winning with dummy's \(\) A. Declarer can now make ten tricks... 5 trumps in hand, 1 heart, 2 diamonds (at least) and 2 club ruffs in dummy. Declarer can ruff a heart in hand, ruff a club, ruff another heart, ruff a second club in dummy and then play three rounds of spades and subsequently finesse the \(\) Q for ten tricks. However that could backfire if the diamond finesse loses and E/W then cash several heart tricks. So, given that this is an IMPs competition (make your contract) declarer can secure one club ruff in dummy and then draw trumps. This will leave declarer with a trump in hand before taking the diamond finesse so that if it loses the defense cannot cash heart winners. RULE #1 in IMPs competitions... make your contract! So, what happened at the table? Declarer took her eye off the ball...she cashed three top trumps, thus setting up two more club losers when the defense gain the lead! Declarer then led \(\) J, East covering with \(\) K, Next declarer cashed \(\) Q and now had no way of avoiding a diamond and two more club losers for a one trick defeat in a contract that she only needed to score NINE tricks and where many others were making ten or even eleven! Absolute sinner status to declarer.

The next example illustrates that BBO Robots can play the cards well....most of the time! After a bidding sequence where South bid diamonds, supported by North, East led \$\displays\$ (MUD) against North's 4 \$\displays\$. West beat dummy's \$\displays\$ J with \$\displays\$ Q and then cashed \$\displays\$ A and continued with \$\displays\$ 10, declarer ruffing with dummy's \$\displays\$ 3. Declarer next played \$\displays\$ 9 to \$\displays\$ A in hand and continued with a small diamond, finessing dummy's \$\displays\$ Q. Declarer then cashed \$\displays\$ A, felling East's \$\displays\$ K thus establishing declarer's \$\displays\$ J as a winner. Declarer now has a simple route to ten tricks...cash \$\displays\$ J and cash \$\displays\$ A and then ruff a heart in hand. Draw remaining trumps and then cash \$\displays\$ J for the tenth trick! BUT the BBO Robot took a different line and continued with a third diamond to \$\displays\$ J in hand. East could have ruffed with \$\displays\$ 10 and then exited with \$\displays\$ K, killing the \$\displays\$ A as a subsequent entry for the winning diamonds. BUT, declarer would continue with a winning diamond and West would have no comeback. If West ruffs then declarer overruffs and continues with a small trump to dummy's \$\displays\$ J and discards his losing club on dummy's fifth diamond.

Saintly status to Carol's partner...a BBO Robot. If you decide to play with a BBO Robot be sure to study their bidding system IN ADVANCE!



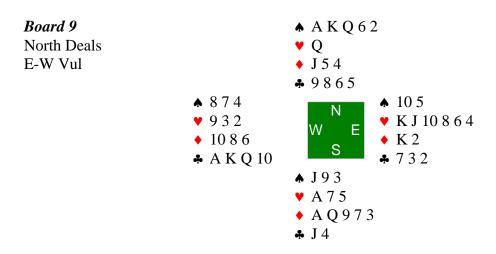
NS 5♠; NS 3N; NS 5♠; EW 2♥; NS 1♣; Par +450: NS 4♠+1

At two tables, East made the fatal opening lead of • K, handing declarer eleven tricks! I'm not a fan of leading an unsupported honour unless partner has bid the suit or shown the suit via a Takeout or Negative Double. But it could have been the killing lead. Just an unfortunate choice on this occasion.

At one table declarer received the lead of a trump. Declarer drew three rounds and then finessed ◆ Q, cashed ◆ A and played a diamond to ◆ J. Declarer then played a heart to dummy's ▼ A and cashed two winning diamonds discarding two clubs from hand. Ten tricks made. **Saintly** status to **Maria O'Shaughnessy**. Don't think about what might have happened if diamond finesse lost!

At another table, East overcalled 2 ♥ and led ♥ J against North's 4 ♠, declarer rising with dummy's ♥ A. Declarer next ruffed a heart in hand and led ♦ J...and East fell from grace by not covering with ♦ K. Declarer seized her opportunity and cashed three top spades and then finessed ♦ Q, cashed DA and two more diamonds, discarding clubs from hand. Saintly status to declarer, Irene Fitzpatrick...and Sinner status to East.

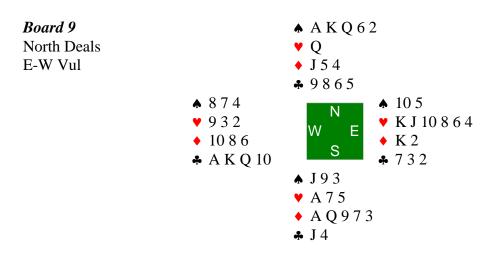
At another tab;le East overcalled 3 • and led • 10 against North's 4 •. Declarer won with dummy's • J and continued with a spade to her • Q and then led • Q, covered by East with • K and won in dummy with • A. Declarer next cashed • 9 and then played a diamond to • J, East winning with • K. If East now switched to a club the defense could have cashed FOUR club tricks. BUT, East, despite knowing that declarer was void in hearts, continued with • J which declarer ruffed in hand. Declarer cashed four diamonds, discarding two clubs from hand. Ten tricks made. Sinner status to East (who should have switched a club after winning • K (she could see dummy's diamonds!). And Sinner status to declarer who should have made the diamond play whilst still holding at least one trump in dummy so that the defense could not cash more than two clubs! Also, declarer should not have played hearts before establishing the diamonds. The • A might have been needed as an entry to dummy's diamond winners. But I do like the play of a diamond to declarer's • J. A 3-2 diamond break (68%) is all that's needed to bring in the suit.



NS 5♠; NS 3N; NS 5♠; EW 2♥; NS 1♣; Par +450: NS 4♠+1

At another table declarer received the lead of * 3, West playing * Q when declarer played small from dummy. [West should have played 4 10 which would alert East to West's true club holding]. West continued with ♣ K and then switched to ♥ 9 (East had not bid), declarer beating East's ♥ K with ♥ A. Declarer next ruffed a heart in hand and then led ♦ J, East covering with ◆ K as declarer won with dummy's ◆ A. Declarer next played a spade to ♠ A in hand and then led another diamond and finessed ◆ 9 into West's ◆ 10. West cold have defeated the contract by returning a diamond for East to ruff. Should West have found the diamond continuation? Taking account of diamonds on view and diamonds already played. West should have known that there was only one other diamond unaccounted for. Did declarer have it or did partner have it? If declarer had started with only two diamonds why would he have taken an unnecessary finesse of ♦ 9 when he had ♦ Q in dummy to cover the second diamond in his hand? In fact West should have been able to 'count' declarer's hand. Declarer has show up with only 1 heart (remember he ruffed a heart in hand), 4 clubs (partner has shown three clubs), at least 5 spades, leaving 3 cards. If declarer has six spades then he has only 2 diamonds and would not be taking an unnecessary finesse of D9. So, declarer must have three diamonds in which case East started with two and now has none left. A diamond return to beat the contract looks like a good option. BUT, West continued with a heart and declarer ruffed in hand with \(\ldot \) O. Declarer now drew the remaining trumps and then played a diamond to dummy's ◆ Q and cashed two more diamonds for ten tricks.

At another table, East overcalled 2 ♥ and led ♣ 3 against North's 4 ♠ contract. West won the first two clubs and then switched to ♥ 9, declarer's ♥ Q, East's ♥ K and dummy's ♥ A. Declarer played a spade to ♠ Q and then ruffed a club. Declarer cashed ♠ J and ruffed a heart with ♠ K, cashed ♠ A, drawing West's last trump. Declarer then finessed ♦ Q and had an easy route if he played a diamond to his ♦ J leaving three winning diamonds in dummy. BUT, declarer next led a heart and discarded his last club from hand. East won and continued with ♥ J and West fell from grace by discarding a diamond instead of the useless ♣ K, as declarer ruffed. Declarer now led ♦ J, East covering with ♦ K as dummy's ♦ A won and West followed with ♦ 10. Dummy's ♦ 9 won the last trick thanks to West's earlier diamond discard. Sinner status to North and West.

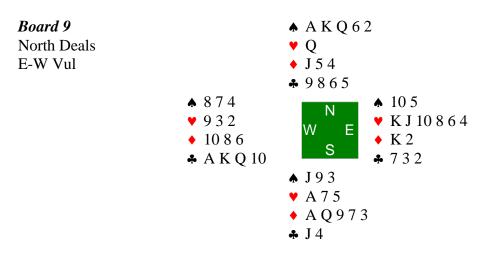


NS 5♠; NS 3N; NS 5♠; EW 2♥; NS 1♣; Par +450: NS 4♠+1

At another table, East led a spade to dummy's ♠ 9. Declarer then cashed ♥ A and continued with a spade to ♠ A in his hand. Declarer then led ♦ J and East failed to cover with ♠ K (Sinner status to East). Declarer continued with a diamond to East's ♠ K and dummy's ♠ A. Declarer now continued with a heart, ruffed in hand. Declarer now has a simple line from here...cash a top spade, drawing West's last trump, and then play a diamond to dummy's ♠ Q, cash two more winning diamonds and discard two clubs from hand...eleven tricks made! BUT, declarer's mind was elsewhere. After ruffing the heart in hand, and without drawing West's last trump, declarer continued with a diamond to dummy's ♠ Q and then played another diamond. West fell from grace by not ruffing and instead discarded a heart as declarer discarded a club. Declarer continued with dummy's last diamond which West ruffed. Declarer could have overruffed and then played clubs, ruffing the third club in dummy for eleven tricks BUT discarded another club and allowed West to cash two clubs. Ten tricks to declarer instead of eleven. And Sinner status to North (declarer), East and West.

East overcalled 2 ♥ and led ♣ 7 (Top of Nothing) against North's 4 ♠, West winning with ♣ A instead of ♣ 10 (Sinner status awarded). West then cashed ♣ K suggesting to partner that declarer holds ♣ Q10!!!) and continued with ♥ 9 to declarer's ♥ Q, East's ♥ K and dummy's ♥ A. Declarer played a spade to her ♠ Q and then ruffed a club with ♠ 9. Declarer then ruffed a heart in hand and then played a spade to dummy's ♠ J. Declarer now ruffed dummy's last heart with her second last trump! Declarer now finessed ♦ Q, cashed ♦ A felling East's ♦ K, and then played a third diamond to her ♦ J getting lucky when East had no trump with which to ruff. Declarer then cashed ♠ A and scrambled over the finish line. Declarer could have ruffed a heart in hand after winning ♥ A, ruffed a club, ruffed another heart in hand and ruffed another club. Declarer can then play three top trumps and the favourable position of ♦ K leaves her with ten tricks.

Yes, this is a tricky hand as can be seen from the varied set of results. I think the best line is to try and set-up the diamond suit as a secondary source of tricks whilst still holding trumps in dummy so that the defense cannot cash three or even four club tricks.

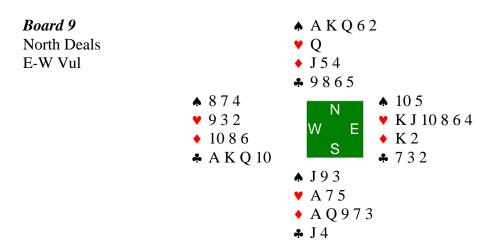


NS 5♠; NS 3N; NS 5♠; EW 2♥; NS 1♣; Par +450: NS 4♠+1

Saints & Sinners (continued)

At another table East led ♥ J, declarer winning with dummy's ♥ A. Declarer than cashed ♠ J and continued with a spade to his ♠ Q. Declarer next played a club to dummy's ♣ J and West's ♣ Q. West cashed • A and could have thwarted declarer's intention of ruffing a club in dummy by continuing with her remaining spade, removing dummy's last trump. [Declarer should have started playing clubs at trick two after winning the opening lead with HA and then could not be deprived of at least one club ruff in dummy]. BUT, West continued with a heart after cashing two clubs. Declarer ruffed in hand and then ruffed a club with dummy's last trump. Declarer could have played a diamond to his • J. East winning with • K, win any return and draw West's trump and then play diamonds discarding his remaining club. BUT, declarer ruffed a heart in hand, DID NOT DRAW West's trump, and continued with ◆ J which East should cover and suddenly the hand blows up in declarer's face. Declarer could win with dummy's ◆ A but cannot avoid losing a diamond to West who will also cash & K for one trick defeat. BUT, East failed to cover • J. NOW declarer had another option to recover by drawing the outstanding trump before repeating the diamond finesse. BUT, declarer continued by finessing ◆ Q, cashing ◆ A and getting lucky when it was West who had the third spade and not East! West ruffed the fourth diamond, declarer overruffing but then conceding a trick to West's * K. If declarer had cashed his * A BEFORE repeating the diamond finesse he would have made eleven tricks. In truth declarer should have failed by one trick if East had covered ◆ J. Sinner status to North (declarer) and East.

East, who did not enter the bidding, led ♠ 5 against North's 4 ♠. Declarer won with ♠ 9 and then cashed ♠ J before continuing with ♠ A and a diamond to her ♠ J and East's ♠ K. E/W could have defeated the contract if East switched to a club, West cashing two clubs and then giving partner a diamond ruff!. Nor surprisingly East did not find that line and instead East continued with ♥ J, declarer rising with dummy's ♥ A. Declarer drew trumps and then played a diamond to dummy's ♠ Q and cashed two more diamonds discarding clubs from hand. Ten tricks made. Declarer's approach of setting up the diamond suit is sound... BUT, cashing the ♠ A and playing a second diamond is dangerous when dummy and declarer hold a combined eight cards in the suit. If all follow to the first and second rounds then one defender has the last diamond and the other defender has none and is ripe for a ruff! A safer line is simply to play a diamond towards declarer's ♠ J, in effect ducking a diamond.



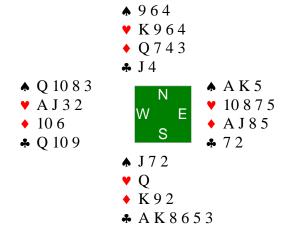
NS 5♠; NS 3N; NS 5♠; EW 2♥; NS 1♣; Par +450: NS 4♠+1

At another table East, having overcalled 2 ♥, led ♥ J against North's 4 ♠. Declarer won with dummy's ♥ A and then cashed two top trumps before continuing with ◆ J, East covering with ◆ K as declarer won the trick with dummy's ◆ A. Declarer next cashed ◆ Q and continued with a third diamond, West winning with ◆ 10 as East discarded a heart. West then switched to ♥ 3 as declarer ruffed with ♠ Q. Declarer next played ♠ 2 to dummy's ♠ J, drawing West's remaining trump in the process. Declarer next cashed dummy's two winning diamonds, discarding two clubs from hand.

At another table North opened 1 ♠, East overcalled ♥ H and South bid 3 ♥, showing a raise to 3 ♠ or better. North raised to 4 ♠ and East (Saintly status to Frankie McGrevy) found the inspired lead of ♥ K, skewering North's ♥ Q as declarer won with dummy's ♥ A. Declarer continued with a spade to her ♠ A and then led ♦ 4, finessing dummy's ♦ Q when East followed with ♦ 2. Declarer next led a club, West winning. West cashed a second top club and then continued with ♥ 9, declarer ruffing in hand with ♠ 2. Declarer next ruffed a club with dummy's ♠ 9, ruffed a heart in hand and then ruffed her last club with dummy's ♠ J as East discarded a heart. Declarer then cashed ♠ A. A diamond continuation was ruffed by East with ♠ 10. And although West held ♠ 87, declarer scored the last two tricks with ♠ KQ. BUT let's go back to the point where declarer led his fourth club and East discarded a heart...what if East discarded ♠ K? Now, when declarer plays ♠ A East can ruff with ♠ 10 and then continue with a heart forcing declarer to ruff with a top spade as West discards her third diamond. Now E/W have the tempo. Declarer holds ♠ K, ♦ J while West holds ♠ 87. West will score one of the last two tricks to defeat the contract by one trick!

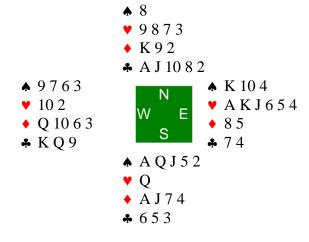
What a fascinating hand which offered opportunities for **Sinner** and **Saintly** status at several tables. Also, it demonstrates the fact that on many hands there are several routes that declarer, or the defense, can take.

Board 10East Deals Both Vul

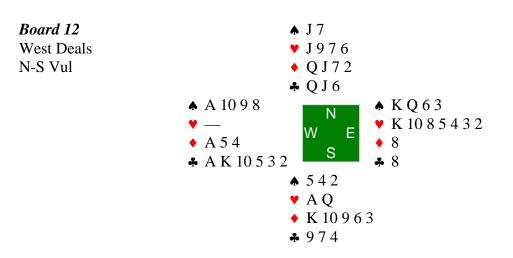


EW 3♠; EW 3♥; EW 1N; EW 1♦; Par −140: EW 1♥+2; EW 1♠+2

Board 11South Deals None Vul

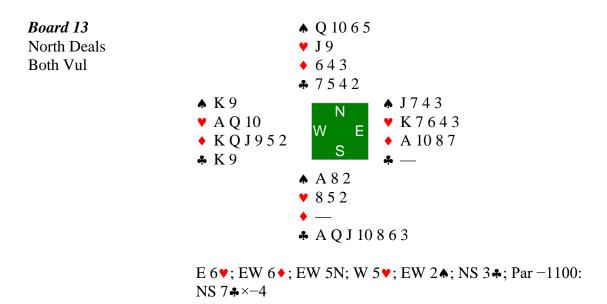


S 5♣; NS 3♠; N 4♣; NS 3♠; NS 1N; EW 1♥; Par +400: S 5♣



EW 6♠; EW 4♥; EW 4♣; EW 1N; EW 1♦; Par −980: EW 6♠

E/W can make 6S but will the spade fit get lost in the bidding? If East opens 1C and West bids 1H then West should rebid 1S indicating at least 5 clubs and 4 spades. But some Wests may simply rebid 2C and eats will rebid his hearts!

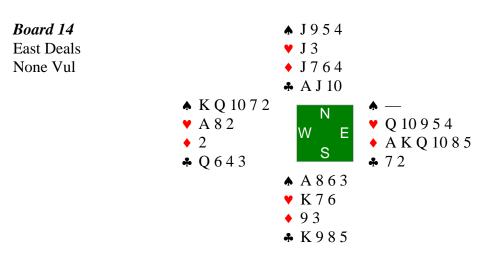


Very difficult for E/W to bid to either slam. Note that 6 ♥ can only make if played by East... a diamond ruff by South coupled with ♠ A defeats 6 ♥ if played by West. And of course South will disturb the bidding with his seven card club suit.

Saints & Sinners

Absolute Sinner status to the four E/W pairs that languished in a part-score.

At one table South opened 1 ♣, West made a Takeout Double, North Passed and East made a good bid of 2 ♥, showing some values...remember that East has already Passed. West took the bull by the horn and eventually E/W contracted 6 ♥ which is safe when played by East. Perhaps West should not force to the small slam knowing that they are missing two aces...but then East's club void came to the rescue. And of course there is an option, if playing Roman Key Card Blackwood, to show a useful void!



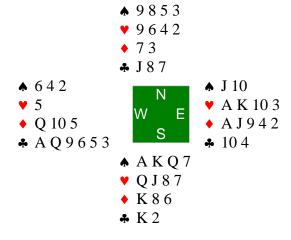
EW 4♥; EW 4♦; EW 2N; W 1♠; EW 1♣; Par -420: EW 4♥

This is not a hand where E/W should reach a NT contract. 4 ♥ is the place to play. Getting there is the issue! The first question is how should East open the bidding. If East opens 1 ♥ then E/W should have no problem finding their 5-3 heart fit. BUT, if East chooses to open 1 • what will he rebid over partner's 1 ♠ response? 2 ♥ is a **Reverse Bid** and although the hand might lack the high-card strength it does have **Playing Power**. [What I don't like about Reversing with 2 • on the East hand is the fact that I have a void in partner's first bid suit!] And the real test will come with West's next bid. If West bids 3 ♣ (promising 5 spades) then East has an easy 3 ♥ rebid which confirms the 6 diamonds and 5 hearts shape. West will now bid 4 ♥. BUT, if West re-bids 2 NT then East can continue with 3 ♥, again confirming the 11 card red suit holding. The important point is that East's bidding confirms longer diamonds than hearts. If East has bid hearts twice then clearly East has six diamonds as well as five hearts! With equal length (or longer hearts) East would have opened 1 . Against 3 NT, N/S can score at least 1 spade, 1 heart, 3 clubs. BUT, note that North must lead a heart to ensure that N/S can score their five tricks. If West is declarer and North leads a spade and South rises with A then declarer can make the contract... North will win the club switch but cannot continue clubs without conceding a trick to West's ♣ Q. If North switches to a heart declarer can win in hand, cash ♠ KQ, and then finesse • 10 to score nine tricks! The same applies if North switches to a diamond. Obviously these are all double-dummy plays and most declarers are likely to forgo the finesse of ◆ 10 and simply cash the top diamonds, getting the bad news, and the contract will duly fail. Also, N/S cannot defeat 4 ♥...but declarer can! Declarer needs to ruff a diamond in dummy before playing ♥ A and another heart towards her ♥ Q1095, North's ♥ J fortunately popping up and saving declarer from a guess as to whether to play ♥ Q or ♥ 10 on the second round!

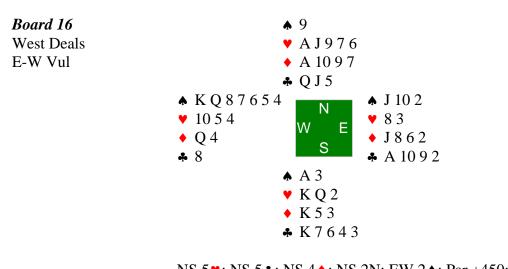
Saints & Sinners

12 E/W pairs reached 3 NT...all but four failed to make the contract. Another E/W pair played 2 NT, making eight tricks.

Board 15South Deals N-S Vul



EW 4♦; EW 2N; EW 3♣; NS 1♥; Par −130: EW 2♦+2



NS 5♥; NS 5♣; NS 4♦; NS 2N; EW 2♠; Par +450: NS 4♥+1

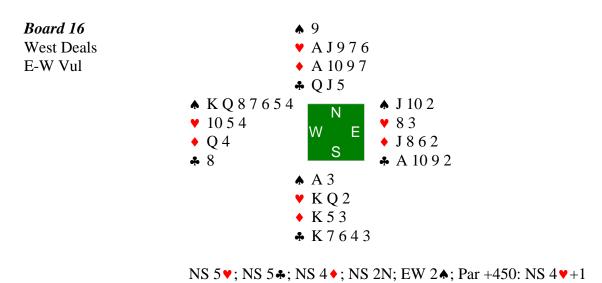
N/S can make $5 \checkmark \text{ or } 5 \clubsuit \text{ but should not make } 3 \text{ NT.}$ With East holding three spades and $\clubsuit \text{ A}$ declarer should be restricted to eight tricks...unless discards by the defense enable declarer to score three diamonds OR where declarer might slip a club past a sleepy East! This is especially true of West where a discard of $\spadesuit 4$ could see declarer score three diamond tricks.

Saints & Sinners

Absolute Saints - John Fahy & Liam Faherty who defeated 3 NT by South after John opened 2 ♠ which North Doubled and South bid 3 NT after East supported partner with a bid of 3 ♠. West led ♠ K and East made a good play of following with ♠ J, clearly promising ♠ 10. Declarer ducked and West continued with a small spade to East's ♠ 10, declarer winning perforce with ♠ A. Declarer next cashed five hearts as East discarded two clubs and West discarded two spades. Declarer then led ♣ Q and Liam Faherty made no mistake and rose with ♣ A and then played a spade to partner's ♠ Q. West cashed two more spades to defeat the contract by one trick.

Absolute Saints - Frankie McGreevy & Bridie Redahan who also defeated 3 NT after Bride opened 3 ♠ and North Doubled and South bid 3 NT. Again, declarer ducked the opening lead and won the spade continuation. Declarer next cashed five hearts and again East discarded two clubs and West safely discarded two spades. Declarer then played three rounds of diamonds East winning the third round. East cashed ♣ A and then played a spade to West's ♠ Q. West scored the setting trick with ♠ 7 as declarer finished one down.

At another table West opened 3 \(\bigcirc\), North Doubled and South bid 3 NT. West led \(\bigcirc\) K, East playing \(\bigcirc\) 2 (\(\bigcirc\) J would be better...if declarer has \(\bigcirc\) A102 then West's spade suit is dead!). Declarer won the first trick and then cashed five hearts. On the third heart East discarded a club and on the fourth heart East and West both discarded a club. On the fifth heart both defenders discarded a diamond...East's discard was non-fatal whereas West's was fatal. If declarer now cashed \(\bigcirc\) A, West's \(\bigcirc\) Q would fall and declarer could then finesse \(\bigcirc\) 10 against East's \(\bigcirc\) J. BUT, declarer did not choose that line and instead played two top diamonds, ending in dummy. Declarer then led \(\bigcirc\) 5 and East failed to rise with \(\bigcirc\) A and declarer scored her ninth trick with \(\bigcirc\) K. Sinner status to East for not rising with \(\bigcirc\) A and to West for discarding \(\bigcirc\) 4.



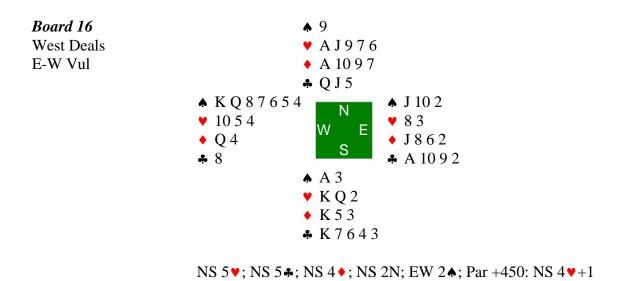
Saints & Sinners (continued)

Absolute Sinner Status to the **South** who simply bid 2 NT after partner made a Takeout Double of West's opening bid of 2S. South holds 15hcp opposite a partner who has shown an opening bid with her Takeout Double. At a minimum South should bid 3 NT.

Absolute Sinner Status to the **North** at another table who simply bid 3 ♥ after partner made a Takeout Double of West's 2 ♠. At a minimum North should bid 4 ♥.

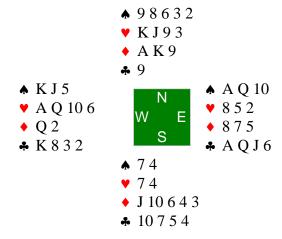
Absolute Sinner status to North, the declarer in 5 ♥ who failed to make eleven tricks and Sinner status to the East who made it easier for declarer even though declarer failed to take advantage of the opportunity to score TWELVE tricks and ended up with ten! West led a heart and declarer drew three rounds, East erring by discarding a club despite dummy's club suit clearly visible to both defenders! Declarer next played a club to her ♣ Q and East's ♣ A. Because of East's earlier club discard dummy's club suit is now good for four tricks! West now switched to ♠ J, declarer winning with dummy's ♠ A. Declarer should now have claimed all the remaining tricks. BUT, declarer continued with a club to her ♣ J and then a third club to East's ♣ 10...and declarer followed low from dummy instead of winning with ♣ K and then cashing dummy's remaining two clubs discarding losing diamonds from her hand!!! East continued with a spade which declarer ruffed. Declarer, obviously oblivious to the two winning clubs in dummy, led ♦ 10 and finessed into West who won with ♦ Q for the setting trick!

At another table South pre-empted with an opening bid of 3 \$\(\), North made a Takeout Double and **South** earns **Absolute Sinner** status for simply bidding 4 \$\(\), a bid she could have made with zero points in her hand! South should either have bid 3 NT or 5 \$\(\). West led \$\(\) K, declarer winning with S\$\(\) A. Declarer, who should have ruffed her losing spade with dummy's \$\(\) 5 at trick two, continued with a club to dummy's \$\(\) Q which East ducked. Declarer then played a club to her \$\(\) K, getting the bad news. Declarer SHOULD have continued by ruffing her losing spade with dummy's losing \$\(\) J. BUT, declarer played three rounds of hearts, East ruffing the third with \$\(\) 10. East then cashed \$\(\) A, removing dummy's \$\(\) J, and then cashed the setting trick with \$\(\) J. Absolute Sinner status to declarer and Saintly status to East (Marian Walsh) whose duck of the first two trumps laid the trap for an unsuspecting declarer. Declarer had two opportunities to make the contract but spurned both.

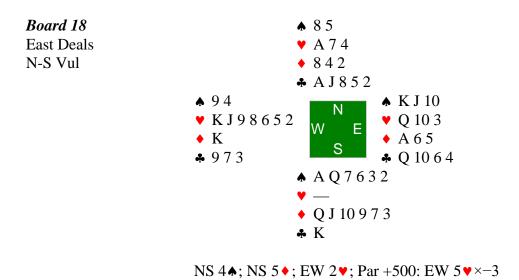


Absolute Sinner Status to the N/S pair who let E/W play in 2 ♠. West opened the bidding with a bid of 2 ♥, alerted as showing either a Weak 2 ♠ or a Strong 4-4-4-1 distribution. North Passed and East bid 2 ♠, to play if West held a Weak 2 ♠ hand. If South does not take action and West Passes then North knows that West has the weak hand and should take action either by bidding 3 ♥ or making a Takeout Double. One way or another N/S should get into the auction and reach a makeable game.

Board 17North Deals None Vul



EW 2N; EW 2♥; EW 2♣; Par -120: EW 1N+1



South should make $4 \spadesuit$. Declarer must rise with \clubsuit A from dummy and finesse \spadesuit Q. Will some declarer's let the club round to the \clubsuit K in hand and then end up one down?

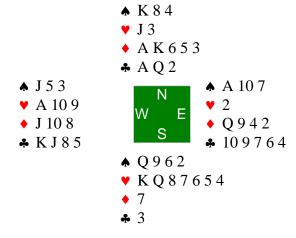
Saints & Sinners

Sinner status to the two declarers in 4S who failed to make ten tricks.

At one table one declarer received a heart lead, winning with Dummy's ♥ A and then ruffed a heart at trick two instead of taking the spade finesse. Declarer could still have succeeded by playing ♣ K, overtaking with dummy's ♣ A and then taking the spade finesse. Declarer did lead ♣ K at trick three...but failed to overtake with dummy's ♣ A and the contract duly, and deservedly, failed by one trick.

At another table West led ◆ K against South's 4 ♠. West then switched to a club and declarer failed to rise with dummy's ♣ A and the contract duly and deservedly failed by one trick.

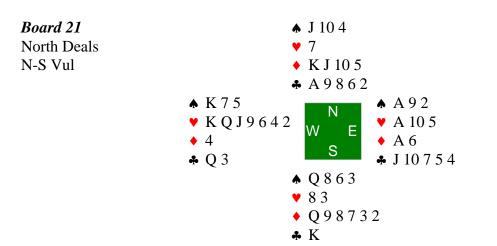
Board 19South Deals E-W Vul



NS 5♥; NS 3♠; NS 2N; NS 2♦; EW 1♣; Par +450: NS 4♥+1

Board 20 **▲** 10 7 4 2 **♥** K96 West Deals Both Vul ♦ KQJ3 ♣ K4 **♠** 93 ♠ AQ865 **v** 875 ♥ QJ10 W **♦** 7642 ♦ A 10 S ♣ AJ7 ♣ Q 10 5 2 ♠ KJ ♥ A432 **♦** 985 **4** 9863

N 1N; EW 2♣; EW 1♠; N 1♥; NS 1♦; Par −90: EW 2♣



EW 5♥; EW 4N; NS 3♦; EW 2♣; Par -450: EW 4♥+1

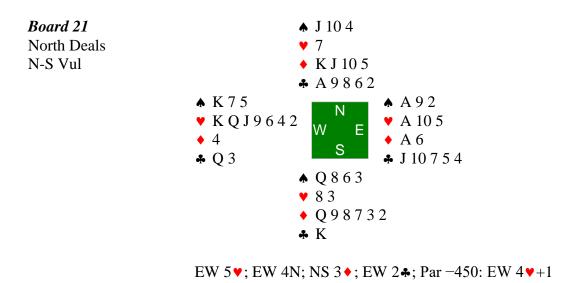
An interesting problem...How to make eleven tricks in a heart contract on a spade lead? At first glance it seems that declarer must lose one spade and two clubs...BUT look what happens... Spade lead, declarer wins in either hand and then cashes • A, ruffs a diamond in the West hand and then cashes two hearts ...and then plays the second top spade and exits on a spade! Whether it's North or South who wins the third spade trick the defense cannot cash two top clubs and must give declarer a ruff and discard on which declarer will discard the losing club from the West hand whilst ruffing with East's last trump! Note that on a non-spade lead declarer can take the natural route of establishing a club trick in the East hand for a spade discard from the West hand. In this case, assuming that North plays low on the first club, then the defense will score their two club tricks.

Saints & Sinners

4 ♥ was reached at all 23 tables. At FOUR tables declarer emerged with TWELVE tricks...all via the same misdefense.

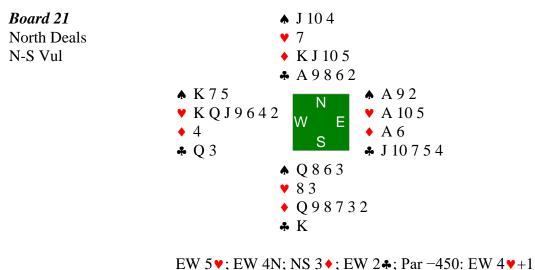
At all four tables declarer cleared trumps and cashed • A and ruffed the second diamond in hand. Declarer subsequently led • Q from hand and the four Norths rose with • A, felling partner's • K. Declarer subsequently discarded the losing spade on dummy's established clubs. So, North is holding five clubs and can see five clubs in dummy. that leaves three clubs between declarer and partner. When declarer leads • Q North should stop and THINK. If declarer has only a single clubs then South has • K and so North should duck. If declarer has a second club then North will always score his • A and again should duck. An outside possibility is that South has SIX spades in which case declarer has a singleton spade and the • A in dummy could offer a discard option. BUT declarer, who is KNOWN to hold seven hearts, one diamond cannot have a singleton spade because then declarer would hold four clubs. But declarer cannot have four clubs because that would mean that there are fourteen clubs in play!!! So, declarer does not have a singleton spade. Simply put, North should play low when • Q is led! Sinner status to the four Norths.

'Counting, counting...all the time'



At one table East declared 4 ♥ after West transferred in response to East's Strong NT. South led a diamond and now eleven tricks should be scored when declarer draws two rounds of trumps and then leads ♣ Q, eventually establishing ♣ J for a discard of the losing spade in dummy. BUT, declarer seemed to lack focus and after winning with ♠ A declarer drew two rounds of trumps and then played a spade to his ♠ A, ruffed his remaining diamond and then led a club, North playing lows as South won with ♣ K. South played another spade and thus North was able to cash a spade winner when winning the second club with ♣ A. Declarer's mistake was playing a spade to his ♠ K instead of playing on clubs. Declarer should have played ♣ Q from hand after the second round of trumps. Now when South wins she can play a spade but declarer can win with dummy's ♠ K and continue with another club, North winning with ♣ A and playing a second spade which declarer wins with ♠ A and then cashes the winning ♣ J, discarding the losing spade from dummy. It's all about 'tempo'. Playing clubs before spades gives declarer the tempo...playing even one spade before playing clubs concedes the tempo to the defense! Sinner status to declarer.

At another table East also declared 4 \checkmark on a diamond lead. Declarer won, cashed \checkmark A and \checkmark 10 and then led a club towards dummy's \clubsuit Q, South winning perforce. South switched to a spade but declarer had the tempo. All declarer needed to do was win the spade switch with dummy's \spadesuit K and continue with dummy's remaining club thus establishing \clubsuit J for a discard of dummy's losing spade. BUT, declarer took her eyes off the ball and fatally won the spade switch in hand instead of in dummy. Declarer continued with a club, North winning with \clubsuit A. North continued with a spade, declarer winning with dummy's \spadesuit K...and suddenly, and belatedly, realised that she had no means off accessing the winning \clubsuit J to discard dummy's losing spade!!! Careless. NOTE also that declarer had a trump in hand...unfortunately it was the \checkmark 5 and dummy held \checkmark KQJ96. so declarer couldn't even play a trump to her hand. That wouldn't have happened if Frank Reynolds was playing the hand...see last week's hand analysis for Frank's thoughtful retention of \clubsuit 2 in one hand so that he could use it to access the other hand via \clubsuit 4. On this hand all declarer needed to do was to ensure that the third heart she kept in her hand would be higher than at least ONE of the hearts in dummy! Sinner status to declarer.



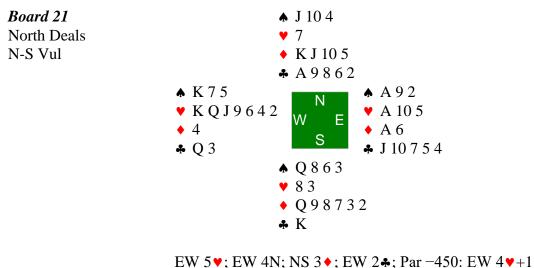
LW 5V, LW +N, NS 5V, LW 24, 1 at 450. LW 4V 1

At another table West declared $4 \checkmark$ after South overcalled $1 \checkmark$. North found the inspired and potentially costly lead of \clubsuit A, felling partner's \clubsuit K. North continued with a small club which South ruffed. South then found the unusual switch of \spadesuit Q (small spade would be normal) and declarer could have claimed the remaining tricks by winning the spade switch in either hand, drawing trumps and then cashing club winners, discarding the losing spade from his hand...BUT, declarer contrived to turn eleven tricks into ten via a strange sequence of plays. Declarer won with \spadesuit A, cashed a top trump, continued with \spadesuit K, and then played a third spade, the defense gratefully accepting a wholly unexpected third defensive trick! Sinner status to declarer.

At yet another table, East declared 4 ♥ and South made the lead of ♣ K. Eleven tricks are now available to declarer ...BUT... South switched to ♠ 3, declarer winning in hand with ♠ A. Declarer cashed ♥ A and played a second heart to dummy's ♥ K. declarer then played a diamond to her ♠ A and ruffed a diamond in dummy. All still well. All declarer needs to do is play ♣ Q, establishing ♣ J for the discard of spade loser from hand. BUT, declarer committed the bridge equivalent of bridge 'hari-kiri' by cashing ♠ K, establishing a spade winner for the defense. Declarer then played a heart to her ♥ 10 and belatedly played a club, North winning with ♣ A and thankfully cashing the spade trick which declarer had so kindly created for the defense! Sinner status to declarer.

At another table West declared 4 ♥ after South overcalled 1 ♦, supported by North. North led ♦ K and once again declarer is looking at eleven tricks...BUT, declarer won with dummy's ♦ A and then proceed to cash SEVEN trumps, thereby forfeiting any chance of eleven tricks...the defense would win the first club and cash a diamond or three! declarer now held ♠ K75, ♣ Q3 and dummy held ♠ A9, ♣ J107. Declarer simply cashed his top spades and then conceded the last three tricks. Declarer had successfully converted eleven tricks into ten! Sinner status to declarer.

Oftentimes the simple play is best. This hand has been a very clear example. And once again it confirms the absolute importance of planning the play before playing a card from dummy. Working through, in general terms, the overall play of the hand. Blinkered vision can often be an impediment to clear planning.

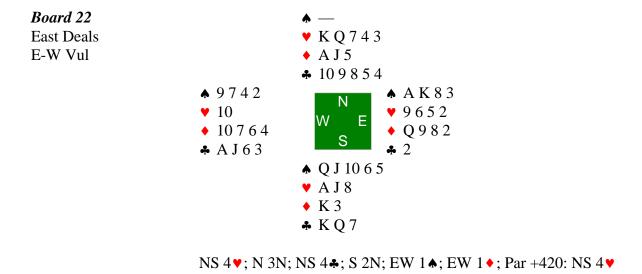


EW 5 V, EW 4N, 1N5 5 V, EW 24, 1 at 450. EW 4 V 1

And finally a pair of **Saints...Clare & Isabel Burke** the only N/S pair that gave declarer no chance to score more than ten tricks. Clare made the fortuitous led of \clubsuit J and Isabel followed with an encouraging \spadesuit 6 as declarer won in hand with \spadesuit K. Declarer played two rounds of trumps ending in hand and then led \clubsuit 3. Clare made no mistake and played low as Isabel won with \clubsuit K. Isabel then played \spadesuit Q, establishing North's \spadesuit 10 as a winner. Declarer won in dummy with \spadesuit A and then cashed \spadesuit A and ruffed a diamond in hand. Declarer next led \clubsuit Q, Clare winning with \clubsuit A. Clare then cashed \spadesuit 10, holding declarer to ten tricks. This was the only N/S pair to hold declarer to ten tricks. At all other tables where only ten tricks were made it was because the various declarers misplayed the hand and restricted themselves to ten tricks! **Saintly** status is bestowed on **Clare & Isabel**.

Those declarers who only made ten tricks would do well to revisit this board, with the accompanying analysis in hand as a reference.

What is somewhat disturbing to me is that so many declarers failed to see the opportunity to score the extra trick. Clear thinking is an essential element of good declarer play.



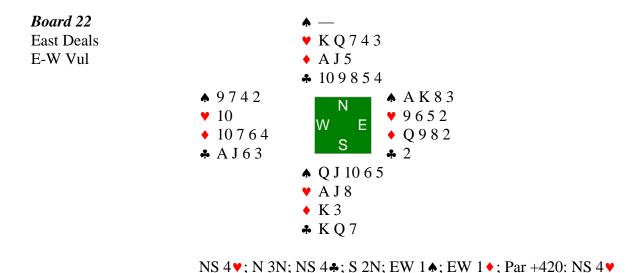
4 ♥ makes...but can declarer make it or is it the defense that makes it? 3 NT should not make.

Saints & Sinners

Fourteen N/S pairs reached 4 ♥. At six tables the contract was successful...in all cases North was declarer! At three tables East led the singleton club, declarer playing an honour from dummy and West won with ♣ A. At one table West returned a small club, which East ruffed as declarer 'unblocked' the clubs by playing ♣ K. East then returned a diamond which declarer won with ◆ J. Declarer at this table then played three round of trumps removing all East's remaining trumps and then proceeded to play a diamond to dummy's now stiff ◆ K and then played ♣ 7, West winning with ♣ J...and that was the end of the defense. Well played by declarer...Saintly status awarded io Maria O'Shaughnessy.

At another table declarer did not unblock the clubs on the second round but East returned a diamond and declarer drew three rounds of trumps and then played a diamond to dummy's now stiff DK, cashed CK and ruffed a spade before playing a club to West's CJ. Declarer then claimed. Note that if East plays SA after ruffing the second club then declarer might fail, especially if the second club honour in dummy was not unblocked at trick two.

At a third table West won the first trick with A and then committed a MORTAL SIN by returning J, which East ruffed AND declarer also Sinned by failing to unblock the Q. Sinner status to West and North. At this table East next played A, declarer ruffing in hand and then drawing three rounds of trumps. Declarer next played a diamond to dummy's K, cashed Q and then played a diamond to her A and cashed club winners eventually losing a trick to East's Q. NOTE that the contract MIGHT have failed if West had returned a small club at trick two instead of J. The reason for the 'might' is that declarer, after ruffing A could have played three rounds of diamonds ruffing the third round in dummy before then drawing trumps and continuing with a club to dummy's Q IF IT HAD NOT BEEN UNBLOCKED AT TRICK 2 but would now have to get to hand by playing a spade, ruffing with her last trump BEFORE J is forced out! E/W could now cash a top spade to defeat the contract by one trick. But if Q had been unblocked at trick two then declarer could not be stopped from making ten tricks.

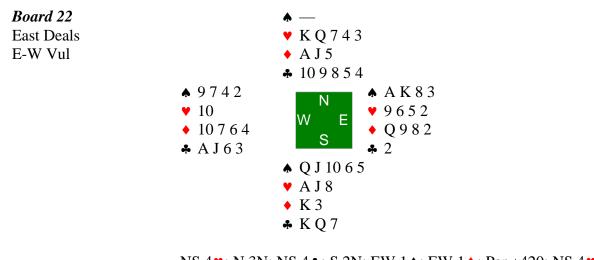


Saints & Sinners (continued)

At three other tables the defense started with • A, declarer ruffing in hand.

At one table declarer played a heart to dummy's \checkmark J and then returned \checkmark 8 to her \checkmark Q getting the bad news. Declarer next led a club to dummy's \clubsuit Q and West's \clubsuit A. West continued with a club which East ruffed but East now found herself end-played. A spade or diamond would give declarer a soft trick, fatally (for the defense). East played \blacklozenge Q...a trump would not have gifted declarer a soft trick. Declarer won with dummy's \blacklozenge K, cashed \blacktriangledown A, drawing East's last trump and then led \spadesuit 10, East winning with \spadesuit K. But declarer was now in control...she won East's diamond continuation in hand with \blacklozenge J in hand. She next cashed \blacklozenge A, discarding \spadesuit 6 from dummy and then played a club to dummy's \clubsuit K and cashed \spadesuit QJ, with trump \blacktriangledown K still in hand! Saintly status to Sheila Smyth who adapted her plan of play according to the way that the defense evolved.

At another table East led A which declarer ruffed. Declarer continued with a heart to dummy's A and then cashed K, followed with a diamond to his A and then ruffed J in dummy with 8, Declarer then led Q, discarding a club from hand as West won with K. East played his fourth diamond, declarer discarding 7 from dummy as he ruffed with 7...[Declarer would have been better to ruff the diamond with dummy's J, discarding a club from hand.] Declarer next lead a club to dummy's K and West's A. At this point the contract can be defeated...If West returns a small club East can ruff and then East can exit on a heart and declarer will be forced to win with Q (or K) despite singleton J in dummy. Declarer will subsequently lose a club to West's J for the setting trick. BUT, West woodenly returned a spade which declarer won in dummy with J, discarding a club from hand. Declarer then led J, overtaking perforce with Q in hand. Declarer then cashed K and led a club, East ruffing with 9 but then having to concede a spade to dummy's 10 for declarer's tenth trick. Sinner status to West...and to declarer for a poorly planned play. Declarer would have been better advised to ruff the fourth diamond with dummy's J and then cash J106 discarding three more clubs from hand and would actually have ended up with eleven tricks!



NS 4♥; N 3N; NS 4♣; S 2N; EW 1♠; EW 1♠; Par +420: NS 4♥

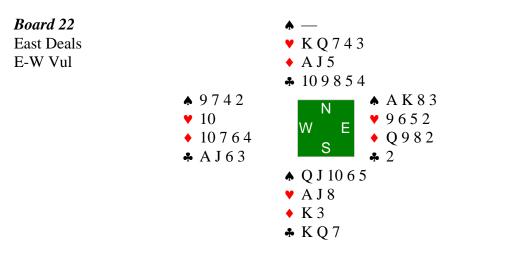
At another table East also led A, declarer ruffing in hand. Declarer continued with a diamond to dummy's K and then played V 8, winning with K in hand. Declarer now played a club to dummy's K, West winning with A. West returned a diamond forcing declarer to win with A. Declarer continued with a heart to dummy's A and continued with Q which East ruffed with 6. The contract can now be beaten...it simply remains for East to play her last trump removing dummy's remaining trump (V J) and leaving declarer with a losing diamond and a losing club. Even if declarer leads a top spade from dummy, discarding her losing diamond declarer has no way to re-enter dummy to cash the remaining (winning!) spades. But East did not find this play and instead continued with K, declarer ruffing in hand with 7. Declarer continued with J ruffing with dummy's J and then cashed QJ10, discarding three clubs from hand. East ruffed the third spade and conceded the last trick to declarer's K. Sinner status to South who shouldn't have put herself in the position of going one down and Sinner status also to East who should have exited on a trump after ruffing Q.

NS 4♥; N 3N; NS 4♣; S 2N; EW 1♠; EW 1♠; Par +420: NS 4♥

Saints & Sinners (continued)

At another table East led * 2, declarer played * Q from dummy as West won with * A. West now switched to ♦ 7, declarer playing ♦ J from hand which East covered with ♦ Q, as declarer won with dummy's ◆ K. Declarer now has an easy route to ten tricks...draw four rounds of trumps and then play * K and continue clubs. West will win * J and East will score a diamond...BUT declarer will score ten tricks via 5 hearts 2 diamonds and 3 clubs! BUT, declarer went on a magical mystery tour! After winning diamond switch with dummy's ◆ J, declarer played ♥ 8 to ♥ Q in hand and continued with a heart to dummy's ♥ A, getting the bad news as West discarded ♣ 3. Declarer next led ♠ O and discarded a club as East won with ♠ K. East continued with a heart declarer winning with dummy's ♥ J as West fatally discarded another club. Declarer continued with ♠ J, discarding a diamond from hand. East won with ♠ A and exited with • 9, declarer winning with • A in hand. At this stage the contract can be made due to West's injudicious club discards. All declarer needs to do is cash ♥ K, drawing East's last trump, and then play a club to dummy's & K, dropping Wests & J thereby promoting declarer's clubs as winners. BUT, declarer took a different road and led a club which East gratefully ruffed for the setting trick! Sinner status awarded to declarer. Sinner status also awarded to West for careless discarding of vital clubs.

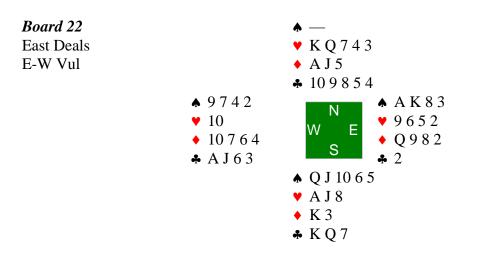
At another table East led singleton club to West's \clubsuit A. West returned a club which East ruffed. East exited with a diamond to declarer's \blacklozenge J. Declarer next cashed three top hearts (drawing all East's remaining trumps) ending in dummy. Declarer now has a straightforward line to ten tricks. Cash dummy's \blacklozenge K, \clubsuit K, and then ruff a spade in hand and lead \clubsuit 10, conceding the trick to West's \clubsuit J...and claim as declarer's hand has nothing but winners... \blacktriangledown K, \blacklozenge A, \clubsuit 9. BUT declarer took a different line...she cashed \blacklozenge K and \clubsuit K and then led \spadesuit Q and discarded \clubsuit 9 from her hand as East won with \spadesuit K. East continued with \blacklozenge Q and eventually declarer had to concede a club to West's \clubsuit J for the setting trick. Sinner status to North.



NS 4♥; N 3N; NS 4♣; S 2N; EW 1♠; EW 1♦; Par +420: NS 4♥

At another table South declared after North transferred to hearts in response to South's 1 NT (15-17) opening. West found the unusual, and potentially very costly, lead of \$\display\$ 3, declarer winning in hand with \$\display\$ 7. Declarer cashed four trumps and then played a diamond to her hand and then continued with \$\display\$ Q, West winning with \$\display\$ A. West now switched to a spade, declarer discarding \$\display\$ I from from dummy as East won with \$\display\$ K. East continued with a diamond to dummy's now stiff \$\display\$ A. Declarer played a club to her \$\display\$ K and then was left with no option but to lead \$\display\$ 10, discarding \$\display\$ 9 from dummy. East won with \$\display\$ A and continued with \$\display\$ A, declarer ruffing in dummy and then having to concede a club to West's \$\display\$ J...One down! Sinner status to South who should have made the contract. After cashing four top trumps declarer should play a club to her \$\display\$ KQ. West can win with \$\display\$ A and continue with a spade on which declarer can discard a diamond from dummy, East winning with \$\display\$ K. But now East can only safely return a diamond which declarer wins in hand with \$\display\$ K and then cashes \$\display\$ Q and continues with a diamond to dummy's \$\display\$ A and then plays \$\display\$ 10 forcing out West's \$\display\$ J. BUT, now declarer has \$\display\$ 98 and \$\display\$ 7 as winners. Declarer thus makes 5 hearts, 2 diamonds, 3 clubs. Declarer playing a diamond to her \$\display\$ K after drawing four trumps was the ultimate cause of her downfall!

At another table South declared 4 ♥ after North transferred over South's Strong 1 NT. West found the testing lead of ♠ 7 (second highest from four small cards), declarer ruffing in dummy. Declarer played a club to his ♣ K, West winning with ♣ A. West continued with another spade and declarer discarded a diamond from dummy as East won with ♠ K. East next placed the ♠ A on the table and unbelievably as it may seem the contract can now make...AS LONG AS DECLARER DOES NOT RUFF IN DUMMY. Yes, that gives the defense three tricks...BUT, declarer can win any return, draw trumps and then cash 2 spades in hand, 2 diamonds, 1 club to go with dummy's 5 hearts. Ten tricks and contract made. BUT, declarer could not resist ruffing the ♠ A, cashed two top hearts ending in hand and then played two rounds of diamonds ending in hand. Declarer then cashed ♥ J, leaving East with ♥ 9. Declarer then cashed ♠ Q and continued with ♠ J as West discarded ◆ 10. East ruffed the spade and then cashed two winning diamonds to defeat the contract by two tricks. Sinner status to declarer.

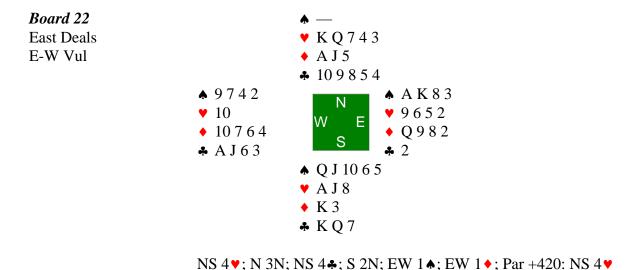


NS 4♥; N 3N; NS 4♣; S 2N; EW 1♠; EW 1♦; Par +420: NS 4♥

Saints & Sinners (continued)

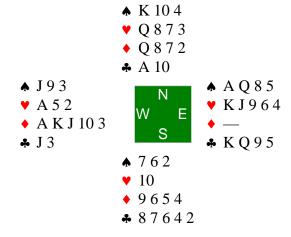
At another table North declared on the lead of A, declarer ruffing in hand. Declarer next played a club to South's * K and West's * A. West continued with a small spade and declarer had reached the crux point... All she needed to do was discard a diamond or club from hand conceding the trick to East's ♠ K leaving her with three winning spades in dummy! Declarer could win any return, draw trumps and cash 3 spades, 2 diamonds, 1 club for eleven tricks. Unfortunately declarer took a different route...she ruffed the spade in hand, reducing herself to three trumps while East held four. Declarer next played a heart to dummy's ♥ A and then a heart to her ♥ O, getting the bad news as West discarded ♦ 6. Declarer next played a diamond to dummy's ♦ K and then led ♠ Q, discarding a club from her hand as East won with ♠ K. East made an unfortunate continuation of ◆ Q into declarer's ◆ AJ... a heart would have been better, taking dummy's and declarer's last trumps in one trick! Anyway, after winning with ◆ A, declarer led 4 10 and East ruffed instead of discarding a spade. East continued with a diamond, declarer discarding a spade from dummy while winning in hand with • J. Declarer now had a second bite of the cherry. She held \vee K, \wedge 98 while dummy held \wedge J (a winner), \vee J, \wedge Q (a winner). East held ♠ 8, ♥ 9, ♦ 9. All she needed to do was cash ♥ K, drawing East's last trump, and then play a club to dummy's • Q and then cash the winning • J. But declarer played a club and East gratefully ruffed for the setting trick. Sinner status to North (declarer) and East.

At another table North declared 4 \vee on the lead of \wedge A. Declarer ruffed the opening lead and then played a heart to dummy's H \vee A. Declarer continued with \vee 8 (playing \vee J would be better), winning in hand with \vee K, leaving the heart suit blocked...singleton \vee J in dummy and \vee Q74 in hand and with East holding \vee 95! A potential problem! Declarer continued with a club to dummy's \wedge K and West's \wedge A. West continued with \wedge 9, and at this stage the contract can be made. All declarer needs to do is discard a club from hand and let East win her \wedge K, promoting dummy's \wedge QJ10 as winners. BUT, declarer ruffed with \vee 7 leaving North with \vee Q and South with \vee J and East with \vee 96. Declarer next played three rounds of diamonds, ruffing the third round with dummy's \vee J. Declarer then played \wedge Q, East ruffing with \vee 6. East made the excellent continuation of playing \vee 9, drawing declarer's last trump. Declarer was forced to play a club which West won with \wedge J and the defense then scored \wedge K and \wedge 10 for two down. Sinner status to **declarer**.



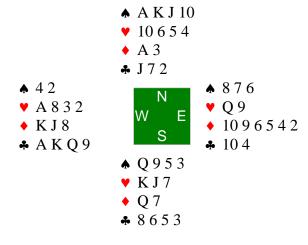
At the eighth table South declared 4 ♥ after a transfer bid by North. West led ♠ 4, declarer discarding a club from dummy as East won with A K. East switched to her singleton club, West beating declarer's * K with * A. West continued with a club which East ruffed thus giving E/W three tricks. Declarer could not afford to lose another trick! East continued with a trump and not a fatal (for the defense!) diamond into North's • AJ5. In fact, at this stage the contract cannot be made. Declarer has an inescapable club loser. There is the less likely possibility that West has SA in which case a ruffing finesse (leading \(\infty \) Q and letting it run unless West covers) would work. But thinking about the lead, is it likely that West UNDERLED A at trick one? Not likely. Declarer won heart switch with ♥ J, cashed ♥ A and got the bad news. Declarer next cashed ♦ K and then finessed ◆ J losing to East's ◆ Q. East returned her last trump killing declarer's ♥ 8. Declarer cashed out eventually losing a trick to East's A and finished two down. So, how could it have made? Declarer must ruff the opening lead. Next declarer plays a club to CQ, West winning with • A. Now it all depends on what West does next... 1) If West gives partner a club ruff then it's a case of what East does after ruffing the club return. a) If East continues with a small spade, declarer rises with ♠ Q and scores a soft trick. Declarer can then cash ♦ A, ruff a diamond in hand, draw trumps and score the tenth trick with • Q. b) If East plays a top spade, declarer ruffs, draws trumps and then plays a diamond to ♦ K and leads ♠ O, establishing three spade winners with ♣ K as an entry. c) If East returns a trump then declarer cashes ♦ A, ruffs ♦ J and then draws East's trumps while discarding * K on the third trump and then plays on clubs, conceding a trick to West's & J but with winning clubs and a trump in dummy. d) If East returns a diamond then declarer wins with ♦ J, plays a diamond to ♦ K, ruffs a spade, cashes • A, discarding • K from hand, ruffs a club, ruffs a spade and then cross ruffs spades and clubs with dummy holding ♥ KQ and declarer holding ♥ AJ. 2) If West wins ♣ A and does not give partner a club ruff and a) continues with a spade, then declarer discards a club from dummy. East wins with ♠ K. On any return, declarer wins, draws trumps, plays a diamond to ♦ K and leads ♠ Q, establishing three spade winners, with ♣ K as an entry. b) If West plays a diamond, declarer wins in hand with ♦ K, plays ♠ Q and lets it run to East who will win with ♠ K. A spade or diamond return gives the same result as outlined above. On a trump return, declarer wins in hand with ♥ J and continues with ♠ J, establishing ♠ 10 as a tenth trick, i.e. 5 trumps in dummy, 1 spade, 2 diamonds and 1 diamond ruff in hand, and & K. Phew...it took some time to work all that out.

Board 23South Deals Both Vul



EW 6N; EW 5♠; EW 5♥; W 4♠; EW 4♣; E 3♠; Par −1440: EW 6N

Board 24West Deals None Vul



EW 4♦; S 2N; NS 2♠; Par −130: EW 4♦