

Notes for Euvid Lesson at the BIL

PAB 10

Board 1: North is in 3NT and East leads the ♠4. Declarer calls for the ♠8. What does West play? The normal play is the ♠10, keeping the ♠K to take the dummy's ♠Q. However, if West counts the hand, he will know not to play this way. West led from his 4 card suit. Therefore, declarer has only 2 spades. If he held the ♠A, he would have played the ♠Q from dummy, hoping west led away from the ♠K. Because he didn't, West must hold the ♠A. West must play the ♠K on the first trick and lead back the ♠3, his original 4th highest. The defenders should take the first 5 tricks in spades.

Board 2: After South opens 1♦ and rebids 1NT, North can use New Minor Forcing (2♣) to look for a 5-3 spade fit. South will rebid his diamonds, denying 3 spades and 4 hearts, and North will raise to 3NT. If not using this convention, North will rebid 3♦ over South's 1NT. Then, South will raise to 3NT. West will lead the ♥2, 4th from his longest suit. Declarer has 8 top tricks. The defender's hearts are breaking 4-4 so declarer loses only 3 hearts. He can afford one more loser. He can get the extra trick from either a spade finesse or a club finesse. Which should he try first? The general rule is to try the one where you must lose one trick to establish one (here, clubs). Keep the later suit where you may gain an extra trick without having to lose one (spades).

Board 3: This deal is the same as the last one, except the defender holds 5 hearts. Now North leads the ♥5. Declarer must duck twice (Rule of 7) and take the spade finesse first, into the hand that is presumably out of hearts. He can't afford to lose the club to North who will defeat him with 2 more hearts.

Board 4: West starts with 2♣ and rebids 2NT. East should raise to 6NT based on points. After the ♥J, declarer counts 9 top tricks. He must get the additional tricks from diamonds. He needs 3 trips to the dummy to finesse diamonds twice and run the diamonds after unblocking the ♦A. He plays the ♣K first, then leads ♣J to the ♣A; the ♣10 to the ♣Q; and the ♣3 to the ♣4.

Board 5: After East's overcall of 1♠, South will make a negative double to show 4 hearts and a willingness to compete. North can do nothing more than rebid his diamonds. South, holding a double stopper in their spade suit, goes to 3NT. Declarer has 6 top tricks, given the lead of the low spade. He can get 2 more hearts by forcing out the ♥A, but needs one additional trick. Playing on diamonds first lead to defeat. The opponents will win the 3rd diamond and eliminate declarer last spade stopper. He must lose the lead again in setting up the hearts. He should go to dummy and lead a low heart. If East goes up with the ♥A, declarer can take three heart tricks. If he plays low, declarer wins and switches to diamonds for the extra 2 tricks.

Board 6: East will open 1♠ which is passed around to North. North should balance with 2NT. This is a strong bid. There is no such thing as a weak jump bid in the balancing seat. South will raise to 3NT. East will lead the ♠Q. Declarer has 7 top tricks, assuming the diamonds break no worse than 3-2. It will be easy to get an additional heart, but where will the 9th trick come from? Since that are only 12 points

outstanding, East needs all of them for his bid. He must have the missing honors. Declarer should lead a low heart to the dummy's ♥J at trick 2. If South goes up with the ♥K, declarer will regain the spade return and have his 2 additional heart tricks. If he ducked this trick, declarer would win in the dummy and play a low club for his 9th trick.

Board 7: South opens 1♥ which is passed around to East. East has 15 points and a heart stopper. He should balance with 1NT. This is weaker than a 1NT opener. This should be passed out. The lead is the ♥Q. Declarer has 4 top tricks. The additional tricks can come from diamonds. He can place most of the outstanding points with South. He leads a low diamond to the dummy's ♦Q and returns a diamond, ducking in his hand. When South luckily must win with his ♦A, declarer has the 3 additional diamonds needed to make the contract.

Board 8: West opens 1♥ and East responds 2♦. If playing 2 over 1 game force, West can bid 2♠ without showing extra values. In Standard American, West will probably bid 2NT to show a minimum without diamonds. The pair will get to 3NT. The opening lead will probably be a club. The normal lead in the suit is the ♣10, although some would select the ♣5. That would be won in hand, the ♦A unblocked and then a spade to the dummy to guess the diamonds. The best lead is the ♦Q. Here it would fell the ♦K and ♦J at the same time. Then the diamonds run. A better lead would have been the ♥6, even though West opened that suit. With the heart lead, the defense takes the first 5 heart tricks and eventually gets a diamond.