

Notes for Euvid Lesson at the BIL

PAB 16

D		N North		WES NOR EAST SOUTH	
1		♠A4		1N P 2♣	
		♥AJ98		P 2♥ P 3N	
		♦AK3		P P P	
		♣10987			
W West		E East			
♠K3		♠QJ1097			
♥6532		♥K74			
♦Q1086		♦J952			
♣J64		♣5			
S South					
♠8652					
♥Q10					
♦74					
♣AKQ32					
3NT North					
NS: 0					
EW: 0					

Board 1: The bidding is straightforward. East leads the ♠Q. Declarer applies the Rule of 7 and ducks the first trick. Subtract from 7 the total number of cards in the suit led. The result is the number of times you need to duck. He has 9 tricks if he can use all his clubs. To unblock the clubs, he plays two clubs then leads a spade. East will take 4 spades but North can discard 2 clubs from his hand.

D		N North		WES NOR EAST SOUTH	
2		♠108543		3N P 1N P P	
		♥A2			
		♦A8			
		♣K1086			
W West		E East			
♠AJ2		♠KQ			
♥QJ10		♥K64			
♦K763		♦QJ1094			
♣974		♣AJ5			
S South					
♠976					
♥98753					
♦52					
♣Q32					
3NT East					
NS: 0					
EW: 0					

Board 2: South best lead is the ♥9. Partner can read this as the top of nothing. If it was 4th best, there would be only 2 cards higher in north dummy and his own hand, but he can see 4. Counting points in declarer's and dummy's hand, South can't have much help in high cards. Spades are finessable, hearts are known to be ineffective and diamonds can't produce enough tricks to set the contract. Clubs are the only hope. If partner has the ♣Q, he can lead the ♣10 (the surround play). Declarer must lose 3 clubs eventually.

D		N North		WES NOR EAST SOUTH	
3		♠2		P 2♣ P 2N 1♠	
		♥AKJ4		P 3N P P	
		♦763		P	
		♣AQ542			
W West		E East			
♠K103		♠A985			
♥85		♥9763			
♦QJ108		♦942			
♣10976		♣K8			
S South					
♠QJ764					
♥Q102					
♦AK5					
♣J3					
3NT South					
NS: 0					
EW: 0					

Board 3: The best lead is the ♦Q. Declarer has 7 top tricks. If clubs are 3-3, all is well. If they are 4-2, South has problems. There is no point in leading the ♣J. Whether West

covers or East wins the king, there is only 1 added trick available. The only hope is that East holds the king doubleton. Go to dummy in hearts and lead a low club to the ♣J. Whether East rises with the king or allows the jack to hold, declarer gets 4 club tricks, making the contract with an overtrick.

D 4	N North	WES 1N P 3N P P P
	♠Q85 ♥Q10865 ♦43 ♣K74	
W West		E East
♠KJ3 ♥K72 ♦KQ107 ♣A65		♠A102 ♥943 ♦AJ98 ♣QJ10
	S South	
	♠9764 ♥AJ ♦652 ♣9832	
3NT West NS: 0 EW: 0		

Board 4: North will lead the ♥6, won by South's ♥A. Declarer has 8 top tricks. Another trick can come from a club finesse or a spade finesse. If the club finesse loses and North started with 5 hearts, the contract is set. Better to use the spade finesse. If it loses, and the hearts are 5-2, East will have no more hearts to lead back. Win the 2nd heart and lead up to the spades in dummy.

D 5	N North	WES P P P 1N P 3N P P P
	♠J54 ♥J103 ♦QJ109 ♣AJ2	
W West		E East
♠KQ1098 ♥952 ♦A7 ♣854		♠762 ♥A86 ♦643 ♣10973
	S South	
	♠A3 ♥KQ74 ♦K852 ♣KQ6	
3NT South NS: 0 EW: 0		

Board 5: Given the lead of the ♠K, declarer has 2 spades and 3 clubs. He must take 3 diamonds and 1 heart; or 3 hearts and 1 diamond. Hw must lose the lead twice so the only hope is to steal a trick in one suit. Lead a club to dummy and call for the ♥J. East might think declarer is going to finesse into his partner's queen. If he succeeds, he goes to the diamonds and makes the contract.

D 6	N North	WES 2♦ P 2N P 3N P P P
	♠106 ♥Q10987 ♦ ♣965432	
W West		E East
♠754 ♥632 ♦A532 ♣J87		♠AKJ2 ♥AK4 ♦KQJ6 ♣K10
	S South	
	♠Q983 ♥J5 ♦109874 ♣AQ	
3NT East NS: 0 EW: 0		

Board 6: East almost has enough to rebid 3NT rather than 2NT. That makes it hard for responder who is weak and holds a 4 card major. He won't know if playing in his suit would be better. The initial lead is the ♦10. There are 8 top tricks. There are two finesse possibilities and the chance the spades will break 3-3. A foolproof play is to take the diamond in hand and lead the

club king. Then get back in and lead the club 10. The club jack becomes the 9th winner and the diamond ace is in the dummy to access it.

7 D	N North	WES NOR EAS' SOU
	♠742 ♥Q9854 ♦7 ♣K964	2♣ P 2♦ P 3♣ P 3♦ P 3N P P
W West	E East	
♠K5 ♥A72 ♦AKQJ10 ♣AQ3	♠QJ109 ♥106 ♦653 ♣10752	
3NT West NS: 0 EW: 0	S South	
	♠A863 ♥KJ3 ♦9842 ♣J8	

Board7: Responder uses Stayman to uncover a possible 4-card spade suit. After the lead of the low heart, declarer has 7 top tricks. He must depend on getting 2 spades, requiring the defenders misplay because there are no outside entries to the dummy. South must duck the first spade. Should he duck the second spade as well? North must give count so South can make the right decision. A low spade on the first spade lead shows an odd number of spades so South will know that declarer started with 2 spades and must take the ace on the second lead to set the contract.

8 D	N North	WES NOR EAS' SOU
	♠A964 ♥K52 ♦Q5 ♣J1063	P P P 1♦ P 1♠ P 2♦ P 3N P P P
W West	E East	
♠Q10532 ♥Q1074 ♦K109 ♣2	♠KJ8 ♥98 ♦J87 ♣98754	
3NT North NS: 0 EW: 0	S South	
	♠7 ♥AJ63 ♦A6432 ♣AKQ	

Board:8 South can afford to reverse by bidding 2 hearts over partner 1 spade response. A reverse shows a good 17 points to 20 points. Declarer has 8 top tricks. His 9th can come from hearts or diamonds. In general, develop the suit missing the ace or king before the suit missing the queen. Win the first trick in dummy and lead toward the diamond queen.