## Notes for Euvid Lesson at the BIL

## **PAB 31**

Board 1. After winning his A, declarer has only 7 top tricks. He can get

three more from hearts but the defenders will surely take enough tricks to set his contract. His only hope is to take 4 club tricks. On the second trick, he leads low to the dummy's ♣J. All is golden.



Again, after declarer wins the 🗚 he has only 7 top tricks. His

only hope is in the club suit. Hes lead the &J. If West holds the &Q he will either cover or smoothly play low. When you see the low club you put up dummy's &K and finesse through East. Here, this action saves the contract.



Board 3: North leads the ♠7. South's play of the ♠Q marks North with

the  $\triangle$ A: otherwise, South would have put up the Ace. This makes South the dangerous hand. Keeping South off lead requires delcarer to ignore "nine never" and finesse the clubs through South. If North holds the  $\triangle$ Q, declarer is safe from a spade attack. If not, he makes an overtrick.



Board 4: AJ742 This is the familiar layout where declarer has 7 top tricks after he wins the A. Knocking out the A will give the defenders the opportunity to set the contract. North must bring the club suit in for no loss. The probability of East holding the Q third is 28%. The probability of the suit breaking 2-2 is 31%; a slight advantage. North should apply "nine never" and play

the clubs from the top.



Board 5: NSO AA7 With a fit opposite a long suit, 3NT is a sensible contract. West

leads the \$\int\_2\$, won in the dummy with the \$\int\_J\$. Dummy leads a low club to declarer's \$\int\_A\$. Declarer reads East's takeout double of clubs to require a finesse of the "known" \$\int\_J\$ in the West hand. This produces an overtrick. Playing the \$\int\_AKQ giving up the 4th club to West's \$\int\_J\$, might allow the defenders to switch to diamonds and hold the declarer to 8 tricks.



Board 6: Boa

and 2 clubs. There are two ways to make the contract. Clubs and be 3-3 or diamonds can be 3-3. Rather than bank everything on the diamond split, he should fist play his 3 clubs. They do break 3-3 so he has the 9th trick. If they didn't, he could try for an even break in diamonds. If he had started with the diamonds, he could not have taken more than 8 tricks.



Board 7: Declarer has 3 top tricks outside the clubs. He therefore, needs all 6 clubs. The club suit becomes blocked in declarer's hand and there is no outside entries back to dummy's clubs. Declarer must thus duck the first two hearts and discard a club on the 3rd heart. Now the suit runs smoothly.



Board 8: Given the heart lead, declarer has 8 top tricks: 2 hearts, 2 diamonds and 4 clubs. He should play the top diamond and come back to his hand in clubs and finesse against the Q. When North shows out, he should abandon that plan. He can't let South get the lead to lead through his remaining hearts. He wins the K in dummy and run the 10. It loses to North, but North can't lead hearts without giving declarer the 9th trick. North will probably lead a club. Declarer then forces out North's last spade and gets 9 total tricks.