Notes for Euvid Lesson at the BIL

PAB 32



Board 1. Ewill Declarer has 8 top tricks. Another one can come from

diamonds if they split 3-2 (likely), but defenders will cash enough spades to set the contract. He should sneak a club by leading the \$9 and ducking in the dummy. If the \$9 holds he gets his 9th trick. If West has the \$1 he will not cover. If he leads the \$10, West will cover if he has the jack. Lead low if you do not want a cover; lead high if you do.



Board 2: NS: 0 AQJ1098 West's rebid of 3 ♦ is the only sane bid. If East has the stoppers

in the unbid suits, he should declare in 3NT. The lead is the \clubsuit Q. North should read the lead: partner doesn't have the \clubsuit K, and the dummy's diamonds are ready to run. If a finesse is needed it will be successful. North should win the \clubsuit A and immediately switch to the \spadesuit Q, hoping partner has the \spadesuit A. Here this works perfectly!



Board 3: North adds one point for the nice club suit to get 10 total points;

raising 1NT to 3NT. West leads the ◆5 and South wins East's ◆10 with his ◆K. South goes to the dummy in spades and finesse the ♣Q into West's ♣K. West shifts to a low heart won by East's ♥A. Because declarer won the first trick with the king, East wasn't sure who held the ace and didn't know if

he should return a heart or go back to the diamonds. If declarer won the ◆A on the first trick, East would know that he also held the king; he would have held up if he had the unsupported ace. East can be prompted by the heart that west leads. If he leads a low heart, he wants the suit continued and heart tricks taken. If he leads a high heart, he want a return to diamonds, capturing declarer's supposed ◆Q. Here East returns the ▼8, top of the remaining doubleton and the contract is set.



Board 4: North will lead the AQ, won by South's A. It should be apparent to South that there are 8 minor suit tricks in the dummy. If a finesse is needed, it will be successful. Declarer must have a spade for his notrump bid. South must immediately switch to a heart. He leads the VJ and they get 4 hearts and 1 spade to defeat the contract.



Board 5:

You are West in this deal. Partner leads the 5 and declarer wins your jack with the K. He leads a club to the A in dummy and leads a low club to his hand. You must discard. Discarding a high diamond is tempting. But wait. The rule of 11 says there are 6 cards higher than the 5 in the South, West and North hands combined. This means that all of partner's spades are high. But he doesn't know that. If he thinks North started with king third, he might lead a diamond, hoping you have the A and can send a spade through declarer's hand. You must tell partner the situation by discarding your Q!



Board 6: South leads the \$3 and North puts up the \$J. Declarer must win with the \$K, not the \$Q. There 6 top tricks and the additional 3 can come from diamonds. A finesse into South's \$K won't hurt. When South wins the •K he doesn't know whether to continue clubs,

hoping his partner has the AQ; or switch to a spade, hoping partner has the A and can send a club through declarer's hand. If declarer played the Q on the first trick, the situation would have been clear.





Board 8: ♣Q1086 North leads the ♦Q. Declarer has 5 top tricks and needs 2

more. He must get lucky and have spades split 3-3 and have the ♥K on his right. Even so the problem is in the timing. Declarer should win the first trick, guarding against a club shift, and lead a low spade to the dummy, ducking. The defenders will take 3 more diamonds and lead a club. Declarer wins the club and plays 3 rounds of spades, starting with the ♠K, the high card from the short side. After the 4th spade trick he leads a heart to his ♥Q for the 7th trick. Note that South should overtake his partner's ♠Q with the ♠K; this prevents blockage of the suit.