

**KRZYSZTOF MARTENS**

**VIRTUAL  
EUROPEAN CHAMPIONSHIP**  
**part 2**

**Acknowledgements**

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Special thanks also go to Irena and Janek Chodorowski for valuable observations that I have used in this book.

My sincere thanks to the brilliant bridge writer, David Bird, for his insights and profound remarks that have significantly contributed to more accurate and clear presentation of the bidding concepts in this book.

*Krzysztof Martens*

**GARSŲ PASAULIS**

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## DYNAMIC DECLARER PLAY

Dear readers!

The techniques required to play a bridge hand are similar to those for driving a car. A beginner has to concentrate on changing gear, accelerating, braking and signalling at the proper time. An experienced king of the highways performs these actions automatically and can therefore concentrate better on the road. The ability to foresee the response time of other drivers requires further expertise and the same thing applies to playing out the hand. How can you achieve the expertise of a “king of a bridge table”? The best solution is to acquire so much knowledge of good dummy play that you can handle most technical types of hand automatically, without conscious effort.

My book is dedicated to this end. You will find 340 hands covering almost all the problems that you might encounter at the table. I suggest that you tackle no more than ten problems daily. When you have gradually made your way through all the problems, I recommend that you repeat the process. You will remember many of the hands and that is the point. The others will be easier to analyse than during the first encounter.

I have divided the problems on declarer play into four categories:

- clubs ♣.  
The problems do not require long analysis. It is enough to know the main theme.
- diamonds ♦.  
You have to have an idea of the required technique. Once you decide the necessary technique, you will not encounter any problems.
- hearts ♥.  
Knowledge of the required technique and good analytical skill are needed to handle these problems.
- spades ♠.  
Problems marked as spades are difficult, complicated and multi-variant. Solving such a problem will give you a lot of satisfaction.

I would like to make your problem-solving more attractive and all bridge players love the atmosphere of competition. The European Team Championships in Tenerife were held from 17 to 30 June 2001. Some 35 teams took part in the Championships. You will play 10-board matches against each of the teams. The actual hands have been composed by me and do not come from these Championships. You face your opponents in the Open Room and then compare your results with those achieved in the Closed Room. On each hand you may win or lose a lot of IMPs.

The defenders will play natural leads against you:

- a) **fourth best**,
- b) **high** from the doubleton,
- c) **second best** from three and more spot-cards.

The number of IMPs that you win (or... lose) will be calculated into Victory Points.

You are now halfway in the EC. You have played 17 rounds.

Iceland will be your opponents in round 1.

## ROUND 1 – MATCH AGAINST ICELAND

West is a declarer on all boards.

<b>Board 1</b>	♠ K Q J 10 9 2	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 4 3
	N											
W			E									
	S											
♥	♥ –	♥ A 10 4 3										
	♦ 10 5 3 2	♦ A K 4										
	♣ 10 6 5	♣ A K 7										

Contract 6♠. South opened 3♥. Lead ♥8.

<b>Board 2</b>	♠ Q 9 7	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 6 3
	N											
W			E									
	S											
♠	♥ Q	♥ 9 8 4 3										
	♦ A K J 6 5 3	♦ Q 2										
	♣ A K 10	♣ J 9 6 4										

Contract 6♦. North overcalled in hearts. Lead ♥A, ♥K.

<b>Board 3</b>	♠ K 8 4 2	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ Q 10
	N											
W			E									
	S											
♦	♥ A Q J 10 9	♥ 4 2										
	♦ A Q	♦ K 8 7 6 5 4										
	♣ A K	♣ 9 7 3										

Contract 3NT. Lead ♣5.

<b>Board 4</b>	♠ K Q	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 7
	N											
W			E									
	S											
♥	♥ K 9 4	♥ A 6 4 3										
	♦ Q J 10 8 6 4	♦ A 7 3 2										
	♣ 6 5	♣ A 10 9										

Contract 5♦. Lead ♠J.

<b>Board 5</b>	♠ K Q J 10 9 7	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 6 5
	N											
W			E									
	S											
♦	♥ A K Q	♥ J 10 4 2										
	♦ 2	♦ A 9 8										
	♣ A Q 6	♣ 10 9 8										

Contract 6♠. Lead ♦K.

<b>Board 6</b>	♠ A 10		♠ K Q 5						
♦	♥ A K J 6	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ 7 5 3
W	N		E						
S									
	♦ Q J 10 9	♦ A K 5 4 3							
	♣ 9 7 5		♣ A 4						

Contract 6♦. Lead ♣2.

<b>Board 7</b>	♠ K 8		♠ 9 7 4 3						
♥	♥ A K Q 8 7 4	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ J 10 9 2
W	N		E						
S									
	♦ 4 3	♦ 9 8 7 5 2							
	♣ A K J		♣ –						

Contract 4♥. N opened 1NT – 15–17 HCP. Lead ♥6.

<b>Board 8</b>	♠ A 6		♠ 10 9 8 5 3						
♦	♥ A K Q J 9 7 2	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ 6
W	N		E						
S									
	♦ A	♦ K J 9 2							
	♣ 10 5 4		♣ K 7 3						

Contract 4♥. North overcalled in spades. Lead ♠K.

<b>Board 9</b>	♠ A Q 8 7		♠ K 4 3						
♣	♥ K Q 6	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ J 9 8
W	N		E						
S									
	♦ A Q	♦ J 7							
	♣ A 10 9 4		♣ 8 7 5 3 2						

Contract 3NT. Lead ♦3.

<b>Board 10</b>	♠ A K Q		♠ 4 3						
♦	♥ A Q J 4	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ K 6 5
W	N		E						
S									
	♦ –	♦ K Q J 9 8 6 5							
	♣ Q J 7 6 4 3		♣ 5						

Contract 3NT. Lead ♥10.

## Solutions of the play problems from the match with Iceland

### BOARD 1

		♠ 8 7 5									
	♥	♥ 8 6									
		♦ Q J 8 7 6									
		♣ Q 8 3									
♠ K Q J 10 9 2	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td style="padding: 5px;"></td><td style="padding: 5px;">N</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">W</td><td style="padding: 5px;"></td><td style="padding: 5px;">E</td></tr> <tr><td style="padding: 5px;"></td><td style="padding: 5px;">S</td><td style="padding: 5px;"></td></tr> </table>		N		W		E		S		♠ A 4 3
	N										
W		E									
	S										
♥ –			♥ A 10 4 3								
♦ 10 5 3 2			♦ A K 4								
♣ 10 6 5			♣ A K 7								
		♠ 6									
		♥ K Q J 9 7 5 2									
		♦ 9									
		♣ J 9 4 2									

Contract 6♠. South opened 3♥. Lead ♥8.

**The main point** – the chance to play a dummy reversal happens more frequently than you think.

#### Order of play:

- 1-2. Ace of hearts – pitch a club, ruff a heart with ♠9, just in case.
- 3-4. Draw two rounds of trumps with honours from your hand. Unfortunately trumps break 3-1 with North holding three.
- 5-7. Play three rounds of clubs, ruffing with ♠2.
- 8-9. A diamond to the dummy and ruff a heart.
- 9-10. Repeat the operation and your hard work will produce 12 tricks.

In his deal there is also another winning line. Draw one round of trumps and play three rounds of diamonds. However, you will go down in a cold game if South holds singleton diamond and two spades.

Closed room – contract 6♠, +980 for Iceland.

You played a dummy reversal: no swing.

If not: -14 IMP.

**BOARD 2**

♠	♠ K 10 8 2										
	♥ A K J 10 2										
	♦ 10 8										
	♣ Q 2										
♠ Q 9 7	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A 6 3
	N										
W		E									
	S										
♥ Q		♥ 9 8 4 3									
♦ A K J 6 5 3		♦ Q 2									
♣ A K 10		♣ J 9 6 4									
	♠ J 5 4										
	♥ 7 6 5										
	♦ 9 7 4										
	♣ 8 7 5 3										

Contract 6♦. North overcalled in hearts. Lead ♥A, ♥K.

**The main point** – crazy contracts require precise analysis.

A working club finesse and 3-3 club break will produce only 11 tricks. A squeeze will not be possible because of the lack of communication.

Conclusion – we have to find the queen of clubs doubleton!

**Order of play:**

2. Ruff the second heart.

3-5. Draw trumps in three rounds, discarding a spade!! from the dummy.

6-9. Cash four club tricks, pitching a spade from your hand.

10-11. Ruff a heart and the last trump squeezes North.

Closed room – contract 5♦, +420 for EW.

You played for this chance: +920 = +11 IMP.

If not: -10 IMP.

**BOARD 3**

♦	♠ 7 5 3 ♥ K 8 5 ♦ 10 3 ♣ Q 10 8 5 2	♠ Q 10 ♥ 4 2 ♦ K 8 7 6 5 4 ♣ 9 7 3									
♠ K 8 4 2 ♥ A Q J 10 9 ♦ A Q ♣ A K	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
	♠ A J 9 6 ♥ 7 6 3 ♦ J 9 2 ♣ J 6 4										

Contract 3NT. Lead ♣5.

**The main point** – follow the proper order of play.

**Order of play:**

2-3. Cash the ace and queen of diamonds (the suit breaks 3-2).

4. Play the king of spades!! – ducked.

5. Switch to hearts.

If the ace of spades is with the Jack and nine five times, bad luck.

Closed room – contract 4♥, +620 for Iceland.

You played correctly: + 600 = -1 IMP.

If not: -12 IMP.

**BOARD 4**

♥	♠ J 10 9 5	
	♥ J 8 2	
	♦ K 9 5	
	♣ K 7 4	
♠ K Q	N W     E S	♠ A 7
♥ K 9 4		♥ A 6 4 3
♦ Q J 10 8 6 4		♦ A 7 3 2
♣ 6 5		♣ A 10 9
	♠ 8 6 4 3 2	
	♥ Q 10 7	
	♦ –	
	♣ Q J 8 3 2	

Contract 5♦. Lead ♠J.

**The main point** – mathematically correct declarer play is not always the best solution.

Mathematically correct solution:

**Order of play:**

1. Win the trick in your hand.
- 2–4. Play a heart to the ace, a heart to the king (only South may be short in hearts) and a small heart.
- Hearts break 3–3.
5. Opponents played a club.
6. Play the diamond ace and... you will one short because diamonds break 3–0 (22%).

You have to answer this question:

– What do the opponents know about my hand?

If not much, then there is no reason to be active in your play.

Solid clubs in the dummy will not encourage them to open the suit.

In my opinion, a 3–0 diamond break is a greater risk than the chance that South will willingly play a club after possibly winning a trick with the diamond king.

Closed room – contract 3NT, +660 for Iceland.

You finessed the diamond: +620 = -1 IMP.

You followed a mathematical concept: -13 IMP.

**BOARD 5**

♦	♠ 8 4 3 ♥ 9 7 ♦ K Q 10 6 ♣ K J 4 2	♠ A 6 5 ♥ J 10 4 2 ♦ A 9 8 ♣ 10 9 8									
♠ K Q J 10 9 7 ♥ A K Q ♦ 2 ♣ A Q 6	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 2 ♥ 8 6 5 3 ♦ J 7 5 4 3 ♣ 7 5 3
	N										
W		E									
	S										

Contract 6♣. Lead ♦K.

**The main point** – protect yourself against a risk as much as you can.

**Order of play:**

1. Duck the diamond king!

Opponent continues with the suit (any possible switch does not matter).

2. Pitch a heart to the diamond ace.

3–4. Draw two rounds of trumps with the honours in your hand.

5–7. Play two rounds of hearts and cross to the dummy with a third spade.

Ducking the first trick will protect you from three spades with two hearts layout.

Closed room – contract 6NT, +990 for EW. Opponents bid a better contract.

You ducked a diamond: – no swing.

If not: –14 IMP.

**BOARD 6**

♦	♠ 8 6 3 ♥ Q 10 8 4 2 ♦ 7 ♣ K J 6 2										
♠ A 10 ♥ A K J 6 ♦ Q J 10 9 ♣ 9 7 5	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K Q 5 ♥ 7 5 3 ♦ A K 5 4 3 ♣ A 4
	N										
W		E									
	S										
	♠ J 9 7 4 2 ♥ 9 ♦ 8 6 2 ♣ Q 10 8 3										

Contract 6♦. Lead ♣2.

**The main point** – increase your chance, only if by a slight margin, to bring the contract home.

**Order of play:**

2-5. Draw the trumps (they break 3-1), cash the ace of hearts.

6-8. Play three rounds of spades, discarding a club.

9. Play a club from the dummy; maybe South will fall asleep and will not rise with an honour?

You have an additional chance – the hearts break 5-1.

Closed room – contract 3NT, +660 for Iceland.

You played carefully ace of hearts: +1370 = +12 IMP.

If not: -13 IMP.

**BOARD 7**

♥	♠ A Q 10 ♥ 6 3 ♦ A K J 6 ♣ Q 7 5 2										
♠ K 8 ♥ A K Q 8 7 4 ♦ 4 3 ♣ A K J	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 9 7 4 3 ♥ J 10 9 2 ♦ 9 8 7 5 2 ♣ –
	N										
W		E									
	S										
	♠ W 6 5 2 ♥ 5 ♦ Q 10 ♣ 10 9 8 7 4 3										

Contract 4♥. North opened 1NT – 15–17 HCP. Lead ♥6.

**The main point** – no way to make it? Try a virtual chance.

**Order of play:**

1. Take the trick in your hand.
2. Play the jack of clubs, maybe the saying that ‘your hand is faster than the head’ applies to North and he will forget to cover the queen on the jack and you will manage to discard a spade. That is the way Billy Eisenberg played and succeeded.

Closed room – contract 4♥, +620 for **EW**. Your partners defended poorly, they played diamonds twice.

You played the jack of clubs: no swing.

If not: –12 IMP.

**BOARD 8**

♦	♠ K Q J 7 2 ♥ 10 ♦ Q 10 7 5 ♣ Q J 6										
♠ A 6 ♥ A K Q J 9 7 2 ♦ A ♣ 10 5 4	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 10 9 8 5 3 ♥ 6 ♦ K J 9 2 ♣ K 7 3
	N										
W		E									
	S										
	♠ 4 ♥ 8 5 4 3 ♦ 8 6 4 3 ♣ A 9 8 2										

Contract 4♥. North overcalled in spades. Lead ♠K.

**The main point** – you have to make your contribution.

**Order of play:**

1–4. Take the trick with the ace of spades and draw three rounds of trumps (they break 4–1 with South holding four).

5–6. Cash the ace of diamonds and throw in South with a trump.

Closed room – contract 3NT, +400 for Iceland.

You endplayed South with a trump: +420 = +1 IMP.

You played it differently: -10 IMP.

**BOARD 9**

♣	♠ J 6 2										
	♥ A 10 4 3										
	♦ K 10 8 3 2										
	♣ J										
♠ A Q 8 7	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 4 3
	N										
W		E									
	S										
♥ K Q 6		♥ J 9 8									
♦ A Q		♦ J 7									
♣ A 10 9 4		♣ 8 7 5 3 2									
	♠ 10 9 5										
	♥ 7 5 2										
	♦ 9 6 5 4										
	♣ K Q 6										

Contract 3NT. Lead ♠3.

**The main point** – combine all your chances.

**Order of play:**

2-4. Check if spades behave:

- a) if they break 3-3, you have nine tricks by playing hearts;
- b) if spades are 4-2, you have to find clubs 2-2.

Closed room – contract 3 NT, +600 for **EW**.

You checked the spades: no swing.

You played the club suit first: -200 = -13 IMP.

**BOARD 10**

♦	♠ J 9 8 ♥ 10 9 8 2 ♦ 10 7 4 2 ♣ K 8	♠ 4 3 ♥ K 6 5 ♦ K Q J 9 8 6 5 ♣ 5									
♠ A K Q ♥ A Q J 4 ♦ – ♣ Q J 7 6 4 3	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
	♠ 10 7 6 5 2 ♥ 3 2 ♦ A 3 ♣ A 10 9 2										

Contract 3NT. Lead ♥10.

**The main point** – calculate the best chance to establish the club suit.

**Order of play:**

1. Win with the king of hearts in the dummy.
  2. Play a club; maybe South will rise with an honour. If you are not that lucky, play low from your hand.
  - 3-4. After winning the return in your hand, play a low club again.
- This is the best chance to establish the club suit. You can afford to concede three tricks in clubs.

Closed room – contract 5♦ doubled +750 for Iceland.

You played clubs as above: +600 = -4 IMP.

You failed: -13 IMP.

In this difficult match you could gain +18 IMP.

According to the conversion table for 20 boards, this would produce a 19–11 score in VPs.

0-3 = 15-15	17-21 = 19-11	37-41 = 23-7	60-65 = 25-3
4-8 = 16-14	22-26 = 20-10	42-47 = 24-6	66-72 = 25-2
9-12 = 17-13	27-31 = 21-9	48-53 = 25-5	73-79 = 25-1
13-16 = 18-12	32-36 = 22-8	54-59 = 25-4	+80 = 25-0

Your next match will be played against Wales.

## ROUND 2 – MATCH AGAINST WALES

West is a declarer on all boards.

<b>Board 11</b>	♠ A 3 ♥ A K 4 2 ♦ A 3 2 ♣ Q J 3 2	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">         W<sup>N</sup>          S<sub>E</sub> </div>	♠ 8 2 ♥ 3 ♦ Q 10 9 7 6 ♣ A 10 9 8 7
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Contract 3NT. Lead ♠J.

<b>Board 12</b>	♠ 3 ♥ 10 3 ♦ Q J 4 2 ♣ K 10 9 8 4 3	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">         W<sup>N</sup>          S<sub>E</sub> </div>	♠ K 7 6 4 ♥ K 9 5 2 ♦ A ♣ A 7 5 2
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Contract 4♣. Lead ♣Q.

<b>Board 13</b>	♠ A K ♥ Q 9 8 7 6 4 ♦ A 4 3 ♣ 4 3	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">         W<sup>N</sup>          S<sub>E</sub> </div>	♠ 10 9 7 6 4 ♥ 10 ♦ K 8 7 2 ♣ Q 9 8
-----------------	--	---	--

Contract 1♥. Lead ♦5.

<b>Board 14</b>	♠ K Q 6 ♥ K J 9 8 ♦ A 10 ♣ A K 4 2	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">         W<sup>N</sup>          S<sub>E</sub> </div>	♠ 9 ♥ A ♦ K 8 7 6 4 3 2 ♣ Q J 8 7
-----------------	---	---	--

Contract 6♣. Lead ♠A and ♥5.

<b>Board 15</b>	♠ A 7 5 3 2 ♥ Q J 4 ♦ A 2 ♣ A K 6	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;">         W<sup>N</sup>          S<sub>E</sub> </div>	♠ Q J 10 9 ♥ 10 8 6 5 ♦ 8 7 4 ♣ Q 4
-----------------	--	---	--

Contract 4♠. After 1♠ opening North bid 2♣. Lead ♦K. North discards ♣7 on the first spade.

<b>Board 16</b>	♠ A J 5 3	<table border="1"> <tr><td> </td><td>N</td><td> </td></tr> <tr><td>W</td><td> </td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>		N		W		E		S		♠ Q 6
	N											
W			E									
	S											
♦	♥ 9 5	♥ 8 7 4 3										
	♦ A K Q J 10	♦ 5 3 2										
	♣ A 8	♣ 9 6 3 2										

Contract 3♦. Lead ♠9.

<b>Board 17</b>	♠ K 6 4	<table border="1"> <tr><td> </td><td>N</td><td> </td></tr> <tr><td>W</td><td> </td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>		N		W		E		S		♠ A 7 5
	N											
W			E									
	S											
♥	♥ K	♥ A Q 8 7 5 4										
	♦ A 8 5 3	♦ J 7 4										
	♣ A J 7 6 4	♣ 5										

Contract 3NT. Lead ♠J.

<b>Board 18</b>	♠ A Q 4	<table border="1"> <tr><td> </td><td>N</td><td> </td></tr> <tr><td>W</td><td> </td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>		N		W		E		S		♠ K 8 7 6
	N											
W			E									
	S											
♠	♥ A K	♥ 4 3										
	♦ A 8 3 2	♦ K 9 7										
	♣ A K 10 2	♣ 9 8 7 5										

Contract 6♣. South opened 3♥. Lead ♥10.

<b>Board 19</b>	♠ A K 2	<table border="1"> <tr><td> </td><td>N</td><td> </td></tr> <tr><td>W</td><td> </td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>		N		W		E		S		♠ 6 5 3 2
	N											
W			E									
	S											
♦	♥ A	♥ 8 7 5 4										
	♦ A 10 8 7 3 2	♦ K 6										
	♣ A K Q	♣ 10 8 4										

Contract 5♦. Lead ♥Q.

<b>Board 20</b>	♠ A K J 10 9 7	<table border="1"> <tr><td> </td><td>N</td><td> </td></tr> <tr><td>W</td><td> </td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>		N		W		E		S		♠ 4 3 2
	N											
W			E									
	S											
♦	♥ A 4	♥ Q 7										
	♦ Q 8 7 5	♦ A K 4 2										
	♣ A	♣ K 9 7 5										

Contract 6♠. South opened 2♥. Lead ♥10. ♥A, ♠A, ♠K – North plays ♣2.

## Solutions of the play problems from the match with Wales

### BOARD 11

	♥				
			♠ J 10 9 7 6		
			♥ Q J 9		
			♦ 8 5		
			♣ 6 5 4		
♠ A 3		N	W      E		♠ 8 2
♥ A K 4 2			S		♥ 3
♦ A 3 2					♦ Q 10 9 7 6
♣ Q J 3 2					♣ A 10 9 8 7
			♠ K Q 5 4		
			♥ 10 8 7 6 5		
			♦ K J 4		
			♣ K		

Contract 3 NT. Lead ♠J.

**The main point** – combine all your chances but do not exaggerate.

The author of the problem recommends cashing the diamond ace before finessing the club king. This is a typical teaching mistake.

- Such declarer play does not pay on the long run. The chance of finding a singleton king of diamonds with South is less than 3%, which means that you will gain 30 IMP playing a hundred of boards like this one. You will gain IMPs only when the ♣K was offside, so perhaps the 30 number should be halved?

Some 97 times you will go down an extra trick (sometimes two). All in all, it will bring you about 200 IMP loss.

The second disadvantage of this approach is disrespect of an opponent. South holding ♦K J bare may easily play the king. He will see five potential club tricks in a dummy. A talented player will also raise with the king when holding K J x.

When you finesse the  $\spadesuit 10$  subsequently, the defenders will cash four spade tricks.

Closed room – contract  $6\clubsuit$  – one off, +50 for NS.

You finessed the club – down one: you stayed level.

You played the ace of diamonds and finessed the club – three down: +150 = -3 IMP.

**BOARD 12**

		♠ Q 9 8 5										
	♦	♥ Q 6 3										
		♦ K 10 8 5										
		♣ Q J										
♠ 3		<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td style="padding: 5px;"></td><td style="padding: 5px;">N</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">W</td><td style="padding: 5px;"></td><td style="padding: 5px;">E</td></tr> <tr><td style="padding: 5px;"></td><td style="padding: 5px;">S</td><td style="padding: 5px;"></td></tr> </table>		N		W		E		S		♠ K 7 6 4
	N											
W		E										
	S											
♥ 10 3			♥ K 9 5 2									
♦ Q J 4 2			♦ A									
♣ K 10 9 8 4 3			♣ A 7 5 2									
		♠ A J 10 2										
		♥ A J 8 7										
		♦ 9 7 6 3										
		♣ 6										

Contract 4♣. Lead ♣Q.

**The main point** – combine all your chances, specifically those that will give you the certainty of making the contract.

**Order of play:**

1–2. Take the trick with the ace of clubs (the suit breaks 2–1) and cash the ace of diamonds.

3. Cross to your hand with a club.

4. Play a small heart to the nine.

See for yourself that however the cards lie, the opponents are powerless.

Closed room – your team mates played 3♠ contract two down, +200 for Wales.

A heart to the nine: +130 = –2 IMP.

You played it differently: –2 IMP because the king of diamonds was onside.

**BOARD 13**

♦	♠ Q 8 3 2 ♥ K J ♦ Q 9 6 5 ♣ K 10 6										
♠ A K ♥ Q 9 8 7 6 4 ♦ A 4 3 ♣ 4 3	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 10 9 7 6 4 ♥ 10 ♦ K 8 7 2 ♣ Q 9 8
	N										
W		E									
	S										
	♠ J 5 ♥ A 5 3 2 ♦ J 10 ♣ A J 7 5 2										

Contract 1♥. Lead ♦5.

**The main point** – take your tricks. Risks are everywhere.

**Order of play:**

1-3. Win the trick with the king of diamonds and play a heart. North wins the trick with the jack and plays another diamond.

4-5. Cash the ace and king of spades. If you continue with trumps before cashing your spade honours the opponents will manage to ruff a spade.

Closed room – contract 2NT (South) – one off, +100 for **EW**.

You played the ace and king of spades: +80 = -1 IMP.

If not: -100 = -5 IMP.

**BOARD 14**

		♠ A 8 4 2	
	♠	♥ 7 5 4 2	
		♦ 9	
		♣ 10 9 6 3	
♠ K Q 6		N W     E S	♠ 9
♥ K J 9 8			♥ A
♦ A 10			♦ K 8 7 6 4 3 2
♣ A K 4 2			♣ Q J 8 7
		♠ J 10 7 5 3	
		♥ Q 10 6 3	
		♦ Q J 5	
		♣ 5	

Contract 6♣. Lead ♠A and ♥5.

**The main point** – the obvious line is not necessarily the best line.

**Order of play:**

3–4. Draw trumps in two rounds with the queen and jack in the dummy!!!!

They break 4–1 with North holding four of them.

5–6. Cross with the ace of diamonds and ruff a heart.

Draw trumps and cash the spade winners. If the queen of hearts is with three diamonds – the squeeze will play itself. This chance is more with the odds than playing for singleton club with a singleton diamond in the same hand. An opponent with 6–5 shape in the majors would surely enter the bidding.

Closed room – contract 3NT, +400 for Wales.

You played it the way I suggested: +920 = +11 IMP.

Differently: -10 IMP.

**BOARD 15**

♥	♠ –	♠ Q J 10 9									
♠ A 7 5 3 2	♥ A 9 3	♥ 10 8 6 5									
♥ Q J 4	♦ K Q J 9	♦ 8 7 4									
♦ A 2	♣ J 10 9 8 7 3	♦ 8 7 4									
♣ A K 6	<table border="1" style="margin: 0 auto; text-align: center; width: 60px; height: 60px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♣ Q 4
	N										
W		E									
	S										
	♠ K 8 6 4										
	♥ K 4 2										
	♦ 10 6 5 3										
	♣ 5 2										

Contract 4♠. After 1♠ opening North overcalled 2♣. Lead ♦K. North discards ♣7 on the first spade.

**The main point** – this is a chess problem. Plan your play right at the start.

**Order of play:**

1. Win the ace of diamonds.
2. Cross to the dummy with the queen of clubs.
3. Play the queen of spades to finesse the king – North follows with a club.

North shape is probably – 0-3-4-6 (South gave a count discard on the first trick).

- 4-5. You have to play exactly two more rounds of trumps.

a) South plays the king.

6. Play the queen of hearts.

7. The defenders will force you with diamonds (if they play a club, a heart or a spade – no problem).

8. Undeterred, you play the jack of hearts.

9. The opponent wins the trick and plays a diamond for the fourth time – ruff in hand and that is the end of your struggle.

b) South does not play the king of spades.

Third diamond ruff in hand and the fourth one in the dummy.

If the opponents defend differently there is no risk.

Closed room – contract 3♦ doubled down one, +200 for Wales.

You played it precisely: +420 = +6 IMP.

You failed: -6 IMP.

**BOARD 16**

♦	♠ 9 4 2 ♥ A Q 10 2 ♦ 8 6 ♣ J 10 7 5										
♠ A J 5 3 ♥ 9 5 ♦ A K Q J 10 ♣ A 8	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ Q 6 ♥ 8 7 4 3 ♦ 5 3 2 ♣ 9 6 3 2
	N										
W		E									
	S										
	♠ K 10 8 7 ♥ K J 6 ♦ 9 7 4 ♣ K Q 4										

Contract 3♦. Lead ♠9.

**The main point** – the key play often has to be made on the first trick.

**Order of play:**

1. Play the queen of spades and duck the king! After crossing to hand, draw two rounds of trumps and ruff the fourth spade.

Closed room – contract 2♦, +90 for Wales.

You played the queen of spades and ducked the king: +110 = +1 IMP.

If not: -5 IMP.

**BOARD 17**

♥	♠ J 10 9 3										
	♥ J 10 6 2										
	♦ K 9 2										
	♣ K 10										
♠ K 6 4	<table style="border-collapse: collapse; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A 7 5
	N										
W		E									
	S										
♥ K		♥ A Q 8 7 5 4									
♦ A 8 5 3		♦ J 7 4									
♣ A J 7 6 4		♣ 5									
	♠ Q 8 2										
	♥ 9 3										
	♦ Q 10 6										
	♣ Q 9 8 3 2										

Contract 3NT. Lead ♠J.

**The main point** – looking for a chance to bring the contract home at any cost does not pay on the long run.

**Order of play:**

1. Duck the spade.
  2. Win the next one with the king in hand.
  - 3–4. Cash the king of hearts and duck a diamond.
  5. The defenders will continue spades.
  - 6–7. Check the distribution of hearts and concede a diamond.
- Result – one down.

Closed room – contract 4♥. Lead ♠2, one off, +50 for NS (bad play).  
 You followed the suggested line: no swing.  
 You overtook the king of hearts: three off, +150 for NS = -3 IMP.

The author of a similar problem suggests overtaking the ♥K, hoping for a doubleton with two honours: J 10, J 9 or 10 9. This is a poor declarer play. We may accept overtaking if North plays a “big” card. A chance of finding South with two high cards in a doubleton is less than 5%, which means that in five boards out of one hundred you will earn 10 IMP each = 50 IMP (in non-vulnerable position).

In 36 boards you will lose 1 IMP (an overtrick) = 36 IMP.

In 54 you will lose 2 IMP (additional setting trick) = 108 IMP

In the remaining five boards North will hold a big card.

At game all, such play is even more pointless.

Let's change the heart suit slightly:

♥ K

♥ A Q 9 8 6 4

Now the chance to find a heart honour in a doubleton is almost 30%.

By overtaking the king with the ace in 30 boards out of hundred you will gain 10 IMP = 300 IMP. In 36 boards you will lose 1 IMP = 36 IMP.

To make things simpler - in the remaining 34 boards you will lose 2 IMP per board, which makes 68 IMP. Now the profit and loss account looks much better.

**BOARD 18**

		♠ J 10 5 3	
	♠	♥ 10 6	
		♦ Q J 6 5 4	
		♣ J 4	
♠ A Q 4		N W     E S	♠ K 8 7 6
♥ A K			♥ 4 3
♦ A 8 3 2			♦ K 9 7
♣ A K 10 2			♣ 9 8 7 5
		♠ 9 2	
		♥ Q J 9 8 7 5 2	
		♦ 10	
		♣ Q 6 3	

Contract 6♣. South opened 3♥. Lead ♥10.

**The main point** – crazy contracts need favourable distributions.

You have to find three clubs with South, who also holds seven hearts.

Does it have to be three clubs with the queen and jack? Not necessarily. Playing for a ruff and discard opens new possibilities. There are possibilities of a spade and diamond squeeze against North. How can you set up the squeeze? You have to eliminate three cards from South.

**Order of play:**

2-4. Draw two rounds of trumps and play the second heart.

5. Play a diamond to the king.

6. Now a diamond to hand.

a) South follows with the second diamond.

7-8. Cash a spade and concede a club.

Here is the final position:

♠ J 10 5											
♥ –											
♦ QJ											
♣ –											
♠ Q 4	<table style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 8 7
	N										
W		E									
	S										
♥ –		♥ –									
♦ 8 3		♦ 9									
♣ 10		♣ 9									
♠ –											
♥ QJ 9 8 7											
♦ –											
♣ –											

9. Ruff South's heart exit in hand, discarding a diamond from the dummy, and the squeeze plays itself – North has to throw a diamond. Establish a diamond trick by ruffing the suit in the dummy.

b) South follows with a heart to the second diamond trick.

The assumed shape is 2-7-1-3.

You need to know the criss-cross squeeze.

7-9. Cash the ace and king of spades and concede a club. This is the final position:

♠ J 10											
♥ –											
♦ QJ											
♣ –											
♠ Q	<table style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 8 7
	N										
W		E									
	S										
♥ –		♥ –									
♦ 8 3		♦ 9									
♣ 10		♣ 9									
♠ –											
♥ QJ 9 8											
♦ –											
♣ –											

10. South plays a heart. Ruff in hand, discarding a diamond from the dummy.

North is powerless.

Closed room – contract 3NT, +430 for Wales.

If you played for a criss-cross squeeze you may be proud of yourself.

Result +920 = +10 IMP.

You failed: -10 IMP.

**BOARD 19**

♦	♠ Q 10 8										
	♥ Q J 8 2										
	♦ Q J 5 4										
	♣ 7 5										
♠ A K 2	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 6 5 3 2
	N										
W		E									
	S										
♥ A		♥ 8 7 5 4									
♦ A 10 8 7 3 2		♦ K 6									
♣ A K Q		♣ 10 8 4									
	♠ J 9 7										
	♥ K 7 6 3										
	♦ 9										
	♣ J 9 6 3 2										

Contract 5♦. Lead ♥Q.

**The main point** – you have to plan your play carefully.

**Order of play:**

1. Take the trick with the ace of hearts.
2. Play ♦10.
  - a) North follows with a small card – duck the ten of diamonds (a chance of singleton 9 with South).
  - b) North plays the diamond nine, jack or queen – rise with the king and finesse on the way back.

Closed room – contract 3NT, +600 for **EW**.

You played ♦10; no swing.

You played it differently: -12 IMP.

**BOARD 20**

♠ 8	♠ 4 3 2									
♥ 10 9 5	♥ Q 7									
♦ J 9 6 3	♦ A K 4 2									
♣ J 8 6 4 2	♣ K 9 7 5									
♠ A K J 10 9 7	<table border="1" style="border-collapse: collapse; text-align: center; width: 60px; height: 60px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S	
	N									
W		E								
	S									
♥ A 4										
♦ Q 8 7 5										
♣ A										
♠ Q 6 5										
♥ K J 8 6 3 2										
♦ 10										
♣ Q 10 3										

Contract 6♠. South opened 2♥. Lead ♥10. ♥A, ♠A, ♠K – North follows with ♣2.

**The main point** – a possible squeeze has to be engineered.

Order of play:

1. Win the trick with the ace of clubs.
- 2-3. Cash the ace and king of spades. North shows out on the second round of trumps and discards ♣2.
- 4-5. Cross to dummy with a diamond and pitch a heart to the king of clubs.
6. Ruff a club!!!

South's most likely shape is 3-6-1-3 and we can catch North in a diamond-club squeeze.

Closed room – contract 6♦, +1370 for Wales.

You managed to engineer the squeeze: +1430 = +2 IMP.

If not: -16 IMP.

The pool of points to win was big: +27 IMP = 21-9 VP.

Round III – you will now fight against Romania.

## ROUND 3 – MATCH AGAINST ROMANIA

West is a declarer on all boards.

<b>Board 21</b>	♠ A Q	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 10 9 5 3
	N											
W			E									
	S											
♣	♥ A K Q 6	♥ 4 3										
	♦ A K 6 5	♦ 4 3 2										
	♣ J 7 6	♣ A K 9 2										

Contract 3NT. Lead ♠Q.

<b>Board 22</b>	♠ Q J 8	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 3 2
	N											
W			E									
	S											
♣	♥ K Q 5	♥ A 10 8										
	♦ Q 5 3 2	♦ K J 4										
	♣ J 6 5	♣ K Q 7 2										

Contract 3NT. North started the bidding and passed. Lead ♠5. South covers with the ♠9.

<b>Board 23</b>	♠ A 10 9 2	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ J 8 4
	N											
W			E									
	S											
♣	♥ K 10	♥ A J 9 8 7										
	♦ A K 6	♦ 8 7 3										
	♣ A K 5 4	♣ 10 8										

Contract 3NT. Lead ♠Q.

<b>Board 24</b>	♠ 10	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K Q 8 4
	N											
W			E									
	S											
♣	♥ A J 7	♥ 4 3										
	♦ A K 10 8 5 3	♦ Q J 9 2										
	♣ A J 4	♣ K Q 6										

Contract 6♣. Lead ♠7.

<b>Board 25</b>	♠ A J 9 2	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K Q 10 4
	N											
W			E									
	S											
♣	♥ Q 10 9 7	♥ –										
	♦ A K	♦ Q 7 6 5 3										
	♣ K 4 3	♣ A J 7 5										

Contract 6♣. Lead ♠8.

<b>Board 26</b>	♠ A K 6 5	N W S E	♠ 10 8 4 2
♦	♥ A 2		♥ 9 8
	♦ K J 10 6 5		♦ Q 7 4
	♣ K 8		♣ A Q 5 4

Contract 4♠. Lead ♥Q.

<b>Board 27</b>	♠ A 3 2	N W S E	♠ K Q 10 8
♠	♥ A 9 7 5 3		♥ 6 4 2
	♦ A 6 5		♦ J 4
	♣ 6 5		♣ A K J 9

Contract 4♥. Lead ♥Q.

<b>Board 28</b>	♠ 4	N W S E	♠ K 8 7
♦	♥ A Q 8 3		♥ J 10 9 4
	♦ K Q J 8 6 5		♦ A 7
	♣ Q 4		♣ K J 10 9

Contract 5♦. Lead ace of spades and a spade.

<b>Board 29</b>	♠ A 8	N W S E	♠ 4 2
♥	♥ A Q 6 3		♥ K 8 4
	♦ J 6 5		♦ A 10 4 2
	♣ A 5 3 2		♣ Q 7 6 4

Contract 3NT. After 1NT opening North jumped to 3♠. Lead ♠K and ♠Q.

<b>Board 30</b>	♠ A 10	N W S E	♠ K 6 5 3 2
♥	♥ A Q 8 7 5 4 2		♥ K J
	♦ A J		♦ 4 3
	♣ A 9		♣ Q 8 7 5

Contract 6♥. North opened 3♦. Lead ♦K.

## Solutions of the play problems from the match with Romania

### BOARD 21

♣	♠ K 7 2										
	♥ 10 7 5 2										
	♦ Q J 10 9										
	♣ 8 3										
♠ A Q	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 10 9 5 3
	N										
W		E									
	S										
♥ A K Q 6		♥ 4 3									
♦ A K 6 5		♦ 4 3 2									
♣ J 7 6		♣ A K 9 2									
	♠ J 8 6 4										
	♥ J 9 8										
	♦ 8 7										
	♣ Q 10 5 4										

Contract 3NT. Lead ♦Q.

**The main point** – it's no use crying over spilt milk.

#### Order of play:

1. Win the trick with the ace of diamonds.

2-3. Play the ace and queen of spades.

You can then establish your ninth trick in spades, reaching it with a club.

Closed room – contract 3NT, +400 for Romania.

Ace and queen of spades: draw.

You played it differently: -10 IMP.

**BOARD 22**

♣	♠ K 10 7 5 4										
	♥ J 9 3										
	♦ A 10 7										
	♣ 9 4										
♠ Q J 8	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A 3 2
	N										
W		E									
	S										
♥ K Q 5		♥ A 10 8									
♦ Q 5 3 2		♦ K J 4									
♣ J 6 5		♣ K Q 7 2									
	♠ 9 6										
	♥ 7 6 4 2										
	♦ 9 8 6										
	♣ A 10 8 3										

Contract 3NT. North started the bidding and passed. Lead ♠5. South covers with the ♠9.

**The main point** – ducking.

Duck the nine of spades! Then you will not have to guess which ace is with North. If you make the mistake of winning the first trick, you will have to guess to play diamonds first (because if North wins, he cannot continue spades effectively).

Closed room – contract 3NT, +600 for Romania.

You ducked: no swing.

If not: -12 IMP.

**BOARD 23**

	♣				
			♠ K 6		
			♥ 5 2		
			♦ Q J 10 9 2		
			♣ Q 7 6 3		
♠ A 10 9 2		N	W      E		♠ J 8 4
♥ K 10					♥ A J 9 8 7
♦ A K 6			S		♦ 8 7 3
♣ A K 5 4					♣ 10 8
			♠ Q 7 5 3		
			♥ Q 6 4 3		
			♦ 5 4		
			♣ J 9 2		

Contract 3 NT. Lead ♦Q.

**The main point** – combine all the chances.

**Order of play:**

1–2. Duck the diamond, take the second diamond trick.

3. Play ♥10 and overtake with the jack in the dummy.

a) If South takes the trick with the queen – you have 9 tricks in the bag.

b) If the jack takes the trick:

4. Play the ♠8 and finesse.

5–6. Win the next diamond with the king and overtake the king of hearts with the ace.

If the queen falls – you have 9 tricks.

If not, play the jack of spades and finesse twice more in the suit, if needed.

Closed room – contract 4♥, +620.

Ten of hearts overtaken with the jack: +600 = -1 IMP.

You played it differently: -12 IMP.

**BOARD 24**

♣	♠ 9 7 5	♥ K 10 8 6 2	♦ 7	♣ 10 8 7 3										
♠ 10	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K Q 8 4	♥ 4 3	♦ Q J 9 2	♣ K Q 6
	N													
W		E												
	S													
♥ A J 7		♠ A J 6 3 2	♥ Q 9 5											
♦ A K 10 8 5 3		♦ 6 4												
♣ A J 4		♣ 9 5 2												

Contract 6♣. Lead ♠7.

**The main point** – try to find a real chance.

You may rise with the queen hoping that the North player is underleading the ace. However, it is more sensible to let the seven of spades go to the ten – it will give you a chance to make two discards if the jack of spades is in the leader's hand or if North holds 9 7 x.

Closed room – contract 3NT, +430 for Romania.

You ducked: +10 IMP.

You covered with an honour: -10 IMP.

**BOARD 25**

♣	♠ 8 7 6 3 ♥ K J 4 2 ♦ 9 8 ♣ Q 6 2				
♠ A J 9 2 ♥ Q 10 9 7 ♦ A K ♣ K 4 3	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W     E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W     E	S	♠ K Q 10 4 ♥ – ♦ Q 7 6 5 3 ♣ A J 7 5
N					
W     E					
S					
	♠ 5 ♥ A 8 6 5 3 ♦ J 10 4 2 ♣ 10 9 8				

Contract 6♣. Lead ♠8.

**The main point** – carefully planned communication leads to success.

**Order of play:**

1. Take the spade in the dummy.
- 2-3. Cross to hand with a diamond and ruff a heart.
- 4-6. Repeat this manoeuvre and play the king of spades.
  - a) spades break 3-2.
7. Ruff a diamond and you may collect an overtrick if the queen of clubs is doubleton.
  - b) spades are 4-1.
7. Cross to your hand with the king of clubs.
- 8-9. Draw trumps, discarding a diamond and a club from the dummy (or two diamonds).
10. Finesse the jack of clubs.

Closed room – contract 6♣, +1430 for EW.

You carefully planned your play: no swing.

If not: -17 IMP.

**BOARD 26**

♦	♠ 7 ♥ QJ 10 6 3 ♦ 9 3 2 ♣ 10 7 3 2	♠ 10 8 4 2 ♥ 9 8 ♦ Q 7 4 ♣ A Q 5 4									
♠ A K 6 5 ♥ A 2 ♦ K J 10 6 5 ♣ K 8	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ QJ 9 3 ♥ K 7 5 4 ♦ A 8 ♣ J 9 6
	N										
W		E									
	S										

Contract 4♠. Lead ♥Q.

**The main point** – do not lose control of the board.

**Order of play:**

1. Win the trick with the ace of hearts.
2. Draw one round of trumps with the ace.
- 3-5. Duty first – discard a heart to a club honour.
6. Concede a diamond.

The opponents are helpless. The loss of an overtrick (i spades 3-2) is justified by cool reasoning.

Closed room – contract 3♥ doubled (N), 2 off, +500 for Rumania.

You followed the above line: +620 = +3 IMP.

If not: -12 IMP.

**BOARD 27**

♠	♠ 9 7 5 4 ♥ K Q J 10 ♦ Q 9 3 ♣ Q 2	♠ K Q 10 8 ♥ 6 4 2 ♦ J 4 ♣ A K J 9						
♠ A 3 2 ♥ A 9 7 5 3 ♦ A 6 5 ♣ 6 5	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr> <td style="text-align: center; padding: 5px;">N</td> <td></td> </tr> <tr> <td style="text-align: center; padding: 5px;">W</td> <td style="text-align: center; padding: 5px;">E</td> </tr> <tr> <td></td> <td style="text-align: center; padding: 5px;">S</td> </tr> </table>	N		W	E		S	
N								
W	E							
	S							
	♠ J 6 ♥ 8 ♦ K 10 8 7 2 ♣ 10 8 7 4 3							

Contract 4♥. Lead ♥Q.

**The main point** – do not play for all chances if there is a line that guarantees the contract (with trumps breaking favourably).

Duck the first heart. After winning the diamond switch, cash the ace of hearts. If hearts behave, ruff two clubs and a spade in your hand and after conceding two trumps and a diamond you are home. What can you do if hearts break 4-1? After the queen of hearts lead, it should not be the case but I strongly recommend articles about misleading play by opponents. In case when the trumps do not behave, the contract is not cold. As a matter of fact there is only a slim chance to make it. You have to discard two diamonds from your hand.

This is possible if you find N with one of the following shapes:

- 1) Q 10 x in clubs;
- 2) four spades (practically without jack) and at least the queen of clubs doubleton;
- 3) three spades and at least queen of clubs third.

An opponent may force you to guess if after the club finesse he plays the queen (and not the ten). In such a situation play three rounds of spades and you will only lose if you find North with ♣Q 10 x and two spades. If he shows four spades, discard a diamond on the fourth spade and then play a third club.

Closed room – contract 3NT, +400 for Romania.

You handled properly all subtleties in this deal: +1 IMP.

You failed: -10 IMP.

**BOARD 28**

♠ 4	♦	♠ A 10 9 5				
♥ A Q 8 3		♥ K 7 5				
♦ K Q J 8 6 5		♦ 10 9 4 2				
♣ Q 4		♣ 8 6				
	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W   E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W   E	S	♠ K 8 7	
N						
W   E						
S						
		♥ J 10 9 4				
		♦ A 7				
		♣ K J 10 9				
		♠ Q J 6 3 2				
		♥ 6 2				
		♦ 3				
		♣ A 7 5 3 2				

Contract 5♦. Lead – ace of spades and a spade.

**The main point** – there is more than one way to skin a cat.

**Order of play:**

2. Ruff a spade in your hand.
- 3-5. Draw trumps, discarding two hearts from the dummy.
6. Play a club to the nine:
  - a) ace of clubs holds the trick – you have three discards,
  - b) opponents duck a club – you may win an overtrick.

Closed room – contract 3♠ doubled (S), lead ♠4, down one +200 for EW.

You played as above: +400 = +5 IMP.

Otherwise: -6 IMP.

**BOARD 29**

♥	♠ K Q J 10 9 6 5	
	♥ J 10 9	
	♦ Q 3	
	♣ 9	
♠ A 8	N W     E S	♠ 4 2
♥ A Q 6 3		♥ K 8 4
♦ J 6 5		♦ A 10 4 2
♣ A 5 3 2		♣ Q 7 6 4
	♠ 7 3	
	♥ 7 5 2	
	♦ K 9 8 7	
	♣ K J 10 8	

Contract 3NT. After 1NT opening North jumped to 3♠. Lead ♠K and ♠Q.

**The main point** – if you play a demanding game assume favourable distributions.

You have six tricks on top and a 3-3 heart break may produce a seventh trick. You will get the eighth one if North holds a diamond honour doubleton. Maybe you will manage to “conjure” the ninth trick.

**Order of play:**

3-5. Play a diamond to the ten. South wins with the king and plays a diamond back. Following your plan, play a small card from your hand and the queen pops out from the North. Win with the ace and play a diamond to the jack.

6-8. Now play three rounds of hearts, winning with the king in the dummy. Phew, they break 3-3.

9. Throw South in with a diamond and this way you have turned a potential defeat into a happy victory.

Closed room – contract 3♠ doubled two off, +500 to **EW**.

You played it skilfully: +600 = +3 IMP.

You failed: -12 IMP.

**BOARD 30**

	♥											
		♠ J 8										
		♥ 6										
		♦ K Q 10 8 7 6 5										
		♣ K J 6										
♠ A 10		<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 6 5 3 2
	N											
W		E										
	S											
♥ A Q 8 7 5 4 2			♥ K J									
♦ A J			♦ 4 3									
♣ A 9			♣ Q 8 7 5									
		♠ Q 10 9 4										
		♥ 10 9 3										
		♦ 9 2										
		♣ 10 4 3 2										

Contract 6♥. North opened 3♦. Lead ♦K.

**The main point** – the analysis of the first lead is a source of abundant information about the distribution.

**Order of play:**

1. Win the trick with the ace of diamonds – South will show even number of diamonds.

The diamond suit breaks 7-2, something you could expect.

2-4. Play the ace and king of spades and ruff a spade with the ace of hearts.

a) Spades break 3-3.

Enter the dummy with a heart and pitch a diamond to the established spade. The opponent ruffs and you, after crossing to your hand, cross to the dummy with a heart, drawing the outstanding trump and pitch a losing club to a spade.

b) Spades break 4-2.

We have two sensible options, unfortunately excluding each other:

- Playing for 2-2 heart break.

5-8. Cross with a heart to the dummy, ruff a spade with the queen and cross again with a heart, drawing trumps.

- Playing for a stepping stone squeeze assuming that North holds the king of clubs with the diamonds.

5-7. Draw two trump honours and ruff a spade with a small trump.

Now reel off all your trumps. But be careful. North may bare the king of clubs. You have to watch his discards very carefully. The choice depends on the opponents' style of play. If openings at the level of three invite 3NT then we may expect the king of clubs with North. If they play aggressive pre-empts then the suggested hand in this example is too strong to open 3♦ and you have to play for hearts breaking 2-2.

Closed room – contract 4♥, +450 to EW.

If you considered all subtleties: +11 IMP.

You failed: -11 IMP.

**brak rezultatu meczu**

## ROUND 4 – MATCH AGAINST THE NETHERLANDS

West is a declarer on all boards.

<b>Board 31</b>	♠ J 7 6 4 2	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ Q 5 3
	N											
W			E									
	S											
♦	♥ A K J	♥ 8 6 2										
	♦ K 6	♦ J 6 5 3										
	♣ A K Q	♣ J 9 8										

Contract 4♠. Lead ♥3.

<b>Board 32</b>	♠ A K Q 8	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ J 7 6 3
	N											
W			E									
	S											
♥	♥ A K 4	♥ Q J 6 2										
	♦ J 6 5 3	♦ A										
	♣ K 10	♣ J 6 5 3										

Contract 6♠. North opened 1♦. Lead ♦K.

<b>Board 33</b>	♠ J 8 2	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 10 9 7
	N											
W			E									
	S											
♥	♥ J 6	♥ K 10 9 2										
	♦ K 2	♦ A 9 8 7										
	♣ A K Q 9 6 4	♣ 10 8										

Contract 3♣. South opened 1♦. Lead ♠K, ♠Q and ♠3. South returned ♣5.

<b>Board 34</b>	♠ A 4	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 10 9
	N											
W			E									
	S											
♠	♥ A K 6	♥ 7 2										
	♦ 9 7 4 2	♦ A J 6 5 3										
	♣ K Q 5 2	♣ A 8 7										

Contract 6♦. Lead ♥Q.

<b>Board 35</b>	♠ A Q J 8 6 5	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 4 2
	N											
W			E									
	S											
♠	♥ A Q	♥ 4 2										
	♦ 5	♦ J 4 3										
	♣ A J 10 8	♣ K Q 9 6 4 2										

Contract 6♣. North opened 1♦ and bid 5♦. Lead ♦A, ♦K.

**Board 36**  
 ♣ ♠ A K 4 2  
 ♥ A 10 8  
 ♦ 3 2  
 ♣ A Q 4 2

	N	
W		E
	S	

♠ Q J 9 7 5 3  
 ♥ 7  
 ♦ A K J 8 7  
 ♣ J

Contract 7♠. Lead ♥Q.

**Board 37**  
 ♣ ♠ K J 4  
 ♥ J 8 7 4  
 ♦ K 5  
 ♣ J 10 6 4

	N	
W		E
	S	

♠ A Q 8  
 ♥ A K 10 2  
 ♦ Q J 10  
 ♣ A 5 3

Contract 4♥. Lead ♠6.

**Board 38**  
 ♦ ♠ A Q 4  
 ♥ 7 5  
 ♦ A Q J 5  
 ♣ A 10 9 2

	N	
W		E
	S	

♠ 8 2  
 ♥ 8 6 4  
 ♦ K 6 3  
 ♣ Q J 7 5 3

Contract 3NT. Lead ♠3. South covers with the jack.

**Board 39**  
 ♣ ♠ 8 7 5  
 ♥ K J 6 5 2  
 ♦ A Q 10 3  
 ♣ A

	N	
W		E
	S	

♠ A 4 2  
 ♥ Q 4 3  
 ♦ K J 9 8 5  
 ♣ 5 2

Contract 4♥. South opened 1♠. Lead ♠10.

**Board 40**  
 ♥ ♠ K 4  
 ♥ 10  
 ♦ A K 10 8 6 5  
 ♣ A 9 6 2

	N	
W		E
	S	

♠ 10 9 3  
 ♥ J 8 4 2  
 ♦ Q 7 4 2  
 ♣ K 5

Contract 5♦. South opened 1♠ and jumped with hearts. Lead ♠J. South rises with the ace and plays ♠8.

## Solutions of the play problems from the match with the Netherlands

### BOARD 31

♦	♠ A 10 8										
	♥ Q 10 7 3										
	♦ Q 10 7										
	♣ 10 4 2										
♠ J 7 6 4 2	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="padding: 2px 5px;">N</td><td></td></tr> <tr><td style="padding: 2px 5px;">W</td><td></td><td style="padding: 2px 5px;">E</td></tr> <tr><td></td><td style="padding: 2px 5px;">S</td><td></td></tr> </table>		N		W		E		S		♠ Q 5 3
	N										
W		E									
	S										
♥ A K J		♥ 8 6 2									
♦ K 6		♦ J 6 5 3									
♣ A K Q		♣ J 9 8									
	♠ K 9										
	♥ 9 5 4										
	♦ A 9 8 2										
	♣ 7 6 5 3										

Contract 4♠. Lead ♥3.

**The main point** – calculate which combinations you can handle successfully.

The task is simple. You have to cross to the dummy to play towards the king of diamonds, conceding only two spade tricks.

#### Order of play:

2. Play the jack of spades.

Playing such suit you have to find out which of the opponents holds an honour doubleton. It would be more comfortable to play North for the honour doubleton. At the same time you play for the chance of ace and king with North. This however, will not drive the contract home. After winning the second spade trick (after eliminating hearts and clubs) the opponent will play a heart for a ruff and discard. South will overruff. Making the contract will be possible

if you find South with a doubleton trump honour or ace and king with North (preferably bare honours). With ♠A K x an opponent may always duck the jack or play a small card on the second spade trick. However, you always have to count on the opponents' errors in your plan of play. South holding trump honour doubleton may defend himself by ducking the jack. Then you cash clubs and throw him in with a trump.

Closed room – contract 2♠, +140 for the Netherlands.

You played ♠J: +420 = +7 IMP.

You played it differently: -5 IMP.

**BOARD 32**

♥	♠ 9 2 ♥ 10 8 ♦ K Q 10 9 2 ♣ A Q 9 7										
♠ A K Q 8 ♥ A K 4 ♦ J 6 5 3 ♣ K 10	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ J 7 6 3 ♥ Q J 6 2 ♦ A ♣ J 6 5 3
	N										
W		E									
	S										
	♠ 10 5 4 ♥ 9 7 5 3 ♦ 8 7 4 ♣ 8 4 2										

Contract 6♣. North opened 1♦. Lead ♦K.

**The main point** – crazy contracts require favourable distributions.

The plan of ruffing three diamonds in the dummy has no chance to succeed since there is no communication. The ace and queen of clubs are most certainly with North. Only if North's shape is 2-2-5-4, will you bring the contract home.

**Order of play:**

2-3. Play the ace and king of spades.

4-7. Play four rounds of hearts, discarding a club from your hand.

8. Concede a club trick and here comes the final position:

	♠ – ♥ – ♦ Q 10 9 ♣ Q 9										
♠ Q 8 ♥ – ♦ J 6 5 ♣ –	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ J 7 ♥ – ♦ – ♣ J 6 5
	N										
W		E									
	S										

The opponent is endplayed. You will collect four trump tricks and score one of the jacks.

Closed room – contract 6♠, +1430 for the Dutch.

You made it: no swing.

You lost: -17 IMP.

**BOARD 33**

♥	♠ K Q 3	
	♥ 8 7 5 4 3	
	♦ 10 4	
	♣ J 3 2	
♠ J 8 2	N W     E S	♠ 10 9 7
♥ J 6		♥ K 10 9 2
♦ K 2		♦ A 9 8 7
♣ A K Q 9 6 4		♣ 10 8
	♠ A 6 5 4	
	♥ A Q	
	♦ Q J 6 5 3	
	♣ 7 5	

Contract 3♣. South opened 1♦. Lead ♠K, ♠Q and ♠3. South returned ♣5.

**The main point** – play for real chances.

The queen of hearts outside is an optimistic idea. To make the contract, it is enough to assume that South has five diamonds (or Q J 10 x) and the ace and queen of hearts. Reel off all your clubs and you will reach this final position:

♠ –	♠ –
♥ J 6	♥ K 10
♦ K 2	♦ A 9 8
♣ 4	♣ –
	N W     E S
	♠ –
	♥ A Q
	♦ Q J 6
	♣ –

Play the last trump, discarding a heart, and South is squeezed.

Closed room – contract 1NT (East), lead 5♦, +120 for EW.

You set up the squeeze: +110 – no swing.

You failed: -6 IMP.

**BOARD 34**

♠	♠ J 8 5										
	♥ Q J 9										
	♦ K Q 8										
	♣ J 10 4 3										
♠ A 4	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 10 9
	N										
W		E									
	S										
♥ A K 6		♥ 7 2									
♦ 9 7 4 2		♦ A J 6 5 3									
♣ K Q 5 2		♣ A 8 7									
	♠ Q 7 6 3 2										
	♥ 10 8 5 4 3										
	♦ 10										
	♣ 9 6										

Contract 6♦. Lead ♥Q.

**The main point** – great ideas cost a penny. People who can carry them out are priceless.

You are missing K Q 10 8 in the trump suit. A 2-2 break will not be a problem. A good theoretician will drive towards a 3-1 break of trumps with North holding three trumps. The odds for a single honour offside or a single small card are the same. You have to guess and this is something an expert definitely does not like and always tries to find additional premises. Play ♦9 from your hand. What will the North do?

1. K Q 10 – he will play the 10.
2. K Q 8 – he will play the 8.
3. K 10 8 – he will spontaneously cover with 10.
4. Q 10 8 – he will spontaneously cover with 10.

And what will be your reaction? After playing the eight, play the jack. After playing the ten, play the ace.

Closed room – contract 6♦, +920 for EW.

You played the nine: – no swing.

You played it differently: –14 IMP.

**BOARD 35**

	♠ –		
	♥ K J 10 3		
	♦ A K Q 10 9 7 6		
	♣ 10 7		
♠		N	♠ 4 2
♠ A Q J 8 6 5	W	E	♥ 4 2
♥ A Q	S		♦ J 4 3
♦ 5			♣ K Q 9 6 4 2
♣ A J 10 8			
	♠ K 10 9 7 3		
	♥ 9 8 7 6 5		
	♦ 8 2		
	♣ 5		

Contract 6♣. North opened 1♦ and bid 5♦. Lead ♦A, ♦K.

**The main point** – this is a chess problem.

In a vugraph room I often can hear comments made by kibitzers. What is he thinking about?

All suits behave and honours are favourably located. I know how it feels. Complete analysis of declarer’s play is meticulous and tiring. It is also a very unrewarding task because it is of no use at all. I am deeply convinced that most of declarers would not take the trouble to make the analysis and crossing with a trump would finesse the king of spades. It turned out that North ruffed the first spade. Declarer may draw trumps in two rounds. A 5-0 spade break will not break the contract. A double spade and heart squeeze with South and diamond and heart squeeze with North is set up automatically.

**Order of play:**

2. Ruff.

3-5. Ace of clubs and a club to the dummy and finesse the spade.

a) North follows suit.

6-9. Ace of spades and spade ruff, diamond ruff and spade ruff.

Ace of hearts is an entry to the established suit.

b) North shows out on the first round of spades.

6–9. A club to the dummy, spade finesse, ace of spades (pitch a heart), ruff a spade.

10. Play a club discarding a spade from your hand.

This is the final position:

	♠ –										
	♥ ? ?										
	♦ Q										
	♣ –										
♠ 8	<table style="margin: auto; border-collapse: collapse;"> <tr> <td></td> <td style="text-align: center;">N</td> <td></td> </tr> <tr> <td style="text-align: center;">W</td> <td style="text-align: center;">E</td> <td></td> </tr> <tr> <td></td> <td style="text-align: center;">S</td> <td></td> </tr> </table>		N		W	E			S		♠ –
	N										
W	E										
	S										
♥ A Q		♥ 4									
♦ –		♦ J									
♣ –		♣ 6									
	♠ K										
	♥ ? ?										
	♦ –										
	♣ –										

The last trump will execute classical double squeeze.

You may say that protecting against a 5–0 spade break requires a lot of effort. An unusual auction indicates unusual distributions. This is not a 1NT contract without opponents' intervention, in which a 5–0 break of a suit is something unusual.

Closed room – contract 6♣, +1370 for the Dutch team.

You calculated all your chances: no swing.

You were too lazy: -16 IMP.

**BOARD 36**

	♣		♠ 10 8 6		
			♥ Q J 9 3		
			♦ 9 4		
			♣ K 10 8 6		
♠ A K 4 2		N W     E S			♠ Q J 9 7 5 3
♥ A 10 8					♥ 7
♦ 3 2					♦ A K J 8 7
♣ A Q 4 2					♣ J
			♠ –		
			♥ K 6 5 4 2		
			♦ Q 10 6 5		
			♣ 9 7 5 3		

Contract 7♠. Lead ♥Q.

**The main point** – an error is something one may benefit from, at least as a warning to others.

Play a spade to the queen in the second trick, you may need spade honours for ruffing the diamonds.

Closed room – contract 6♠, +1460 for the Dutch.

You played a spade to the queen: +13 IMP

Ace of spades: -17 IMP.

**BOARD 37**

♣	♠ 9 6 5 2 ♥ 6 5 ♦ 9 8 4 3 ♣ Q 9 7	♠ A Q 8 ♥ A K 10 2 ♦ Q J 10 ♣ A 5 3									
♠ K J 4 ♥ J 8 7 4 ♦ K 5 ♣ J 10 6 4	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
	♠ 10 7 3 ♥ Q 9 3 ♦ A 7 6 2 ♣ K 8 2										

Contract 4♥. Lead ♠6.

**The main point** – being generous, as declarer, does not consist in giving tricks away but in conceding the right tricks.

Cash the ace of hearts and concede the ace of diamonds. Then play the king of hearts, eliminate diamonds and spades and concede a heart. It is the opponents that should play the club suit, not you.

Closed room – contract 3NT, +400 for **EW**.

You executed the endplay: +420 = +1 IMP.

You played it differently: -10 IMP.

**BOARD 38**

	♦		♠ K 10 6 3 ♥ K Q 3 ♦ 10 7 4 2 ♣ K 8					
♠ A Q 4 ♥ 7 5 ♦ A Q J 5 ♣ A 10 9 2	<table style="width: 100%; height: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">N</td> <td></td> <td style="text-align: center;">E</td> </tr> <tr> <td style="text-align: center;">W</td> <td style="width: 20px; height: 20px;"></td> <td style="text-align: center;">S</td> </tr> </table>	N		E	W		S	♠ 8 2 ♥ 8 6 4 ♦ K 6 3 ♣ Q J 7 5 3
N		E						
W		S						
			♠ J 9 7 5 ♥ A J 10 9 2 ♦ 9 8 ♣ 6 4					

Contract 3NT. Lead ♠3. South covers with the jack.

**The main point** – an unsuccessful attempt at deception may be costly.

**Order of play:**

1. Win the jack with the ace.
  - 2-3. Cross to the dummy with a diamond and finesse the club king.
- If the opponents read the position, you will be three tricks shorter. However you have a fat chance that North will believe in the queen of spades with his partner.

Closed room – contract 3♣, +110 for the Dutch.

A psychic play failed. You crossed to the dummy with the diamond king. Eight of diamonds, although a relatively high card, was the youngest in the suit and sent a message about the values in a minor. The opponents cashed five hearts, three spades and a club.

Result: five down, +250 for EW = -8 IMP.

You took the first trick with the queen: two off = -5 IMP.

**BOARD 39**

♣	♠ 10 9	
	♥ 10 9 7	
	♦ 6 4	
	♣ Q 9 8 6 4 3	
♠ 8 7 5	N	♠ A 4 2
♥ K J 6 5 2	W     E	♥ Q 4 3
♦ A Q 10 3	S	♦ K J 9 8 5
♣ A		♣ 5 2
	♠ K Q J 6 3	
	♥ A 8	
	♦ 7 2	
	♣ K J 10 7	

Contract 4♥. South opened 1♠. Lead ♠10.

**The main point** – we often forget simple techniques.

**Order of play:**

1. Win the trick with the ace – South may have six spades.
- 2-3. Play a heart to the king and ... the jack of hearts.

No other play will succeed.

For example:

1. A diamond to the jack and a heart. North discards a diamond on a third spade and ruffs.
2. A heart to the queen sets up a promotion with spades.

Closed room – contract 4♥, +620 for **EW**.

You played it correctly: – no swing.

Otherwise: –12 IMP.

**BOARD 40**

♥	♠ J 6										
	♥ 7 6 3										
	♦ J 9 3										
	♣ Q 10 8 4 3										
♠ K 4	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="padding: 2px 5px;">N</td><td></td></tr> <tr><td style="padding: 2px 5px;">W</td><td style="padding: 2px 5px;">E</td><td></td></tr> <tr><td></td><td style="padding: 2px 5px;">S</td><td></td></tr> </table>		N		W	E			S		♠ 10 9 3
	N										
W	E										
	S										
♥ 10		♥ J 8 4 2									
♦ A K 10 8 6 5		♦ Q 7 4 2									
♣ A 9 6 2		♣ K 5									
	♠ A Q 8 7 5 2										
	♥ A K Q 9 5										
	♦ –										
	♣ J 7										

Contract 5♦. South opened 1♠ and jumped in hearts. Lead ♠J. South takes the trick with the ace and returns ♠8.

**The main point** – chess problem, you have to foresee trump promotion and to prevent it.

**Order of play:**

3. Play the ace of diamonds – South shows out and discards a spade.

4–6. Now, the king of clubs, ace of clubs and a club ruff.

7. Pitch a heart on the third spade.

You have avoided a trump promotion. Crossing to dummy with the king of clubs on the fourth trick and discarding a heart on a spade would be a mistake (North would also pitch a heart). Check it, you will set up auto-promotion.

Closed room – contract 5♦, +400 for the Netherlands.

Precise play: no swing.

You played inaccurately: -10 IMP.

After excellent play you can win +13IMP = 18-12 VP.

In round V you will play against Slovenia.

## ROUND 5 – MATCH AGAINST SLOVENIA

West is a declarer on all boards.

<b>Board 41</b>	♠ Q											
♦	♥ AK864	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ J 10 9
	N											
W		E										
	S											
	♦ AK 5		♥ 9 5 3									
	♣ 8653		♦ J 8 7 2									
			♣ AK 2									

Contract 4♥. Lead ♠7. South takes the trick with the king and plays the ♥J.

<b>Board 42</b>	♠ Q 6											
♠	♥ K 6 4	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 9 3
	N											
W		E										
	S											
	♦ AKJ 6 5		♥ J 8 5									
	♣ Q 6 5		♦ 10 4 3									
			♣ AK 8 7									

Contract 3NT. Lead ♠J. South covers with the ace and plays Q♥.

<b>Board 43</b>	♠ A 8 7 2											
♣	♥ K 6	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ Q
	N											
W		E										
	S											
	♦ J		♥ Q 8									
	♣ J109642		♦ A 10 9 8 4 3									
			♣ KQ 5 3									

Contract 5♣. Lead the ace of clubs and a club. Clubs break 2-1.

<b>Board 44</b>	♠ Q 4											
♣	♥ A10865	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ AK 6 5
	N											
W		E										
	S											
	♦ AQ 6 2		♥ 4 3 2									
	♣ J 6		♦ K 4 3									
			♣ Q 5 3									

Contract 4♥. Lead ♠8.

<b>Board 45</b>	♠ K 9											
♥	♥ A102	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ AJ 5
	N											
W		E										
	S											
	♦ K 9 8 5		♥ Q 8 7									
	♣ A1062		♦ J 4									
			♣ QJ 9 7 5									

Contract 3NT. South opened 1♥. Lead ♥6.

<b>Board 46</b>	♠ K 8 7 4 2		♠ A Q J						
♥	♥ Q 4	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ 10 8 5
W	N		E						
S									
	♦ A K 6 4	♦ Q 7 3							
	♣ A J	♣ 10 5 3 2							

Contract 4♠. Lead ♥3, South covers with the ace and plays ♥9. North wins the trick and plays ♥J.

<b>Board 47</b>	♠ 4 3 2		♠ A K 5						
♣	♥ Q J 10 9 3	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ K 8 7 2
W	N		E						
S									
	♦ A 8	♦ 9 7 5 3							
	♣ K Q 2	♣ 10 9							

Contract 4♥. Lead ♠Q.

<b>Board 48</b>	♠ K 8 7 5 4 2		♠ J 10 9						
♦	♥ 4	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ K Q 4
W	N		E						
S									
	♦ A Q 4	♦ 9 6 5 3 2							
	♣ K J 5	♣ A 8							

Contract 4♠. Lead ♥J.

<b>Board 49</b>	♠ J 9		♠ A 6						
♥	♥ A K 8 4 2	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ 9 7 5 3
W	N		E						
S									
	♦ K 7 5	♦ A J 10 4 3							
	♣ J 10 7	♣ A 9							

Contract 4♥. Lead ♣2.

<b>Board 50</b>	♠ K J 10		♠ A 3 2						
♣	♥ K 10 7 5 3	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ J 9 8 4
W	N		E						
S									
	♦ A J 5 2	♦ K Q 4 2							
	♣ 9	♣ Q 5							

Contract 4♥. Lead ♠Q.

## Solutions of problems from the match with Slovenia

### BOARD 41

♦	♠ 8 7 5 3 ♥ Q 7 2 ♦ 9 4 ♣ J 10 7 4	♠ J 10 9 ♥ 9 5 3 ♦ J 8 7 2 ♣ A K 2			
♠ Q ♥ A K 8 6 4 ♦ A K 5 ♣ 8 6 5 3	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W   E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W   E	S	♠ A K 6 4 2 ♥ J 10 ♦ Q 10 6 3 ♣ Q 9
N					
W   E					
S					

Contract 4♥. Lead ♠7. South wins the trick with the king and plays ♥J.

**The main point** – plan the correct order of play.

#### Order of play:

3. Concede a club trick.
4. Win the heart return with the king.
5. Cross to the dummy with the club honour and establish a spade trick.

Now nothing will prevent you from driving the contract safely home. You discard a diamond on the established spade and ruff the fourth club.

Closed room, contract 4♥, +620 for Slovenia.

You succeeded: no swing.

You failed: -12 IMP.

**BOARD 42**

	♠		♠ J 10 8 7 5 4 ♥ 4 3 2 ♦ Q 9 8 ♣ 9								
♠ Q 6 ♥ K 6 4 ♦ A K J 6 5 ♣ Q 6 5	<table border="1" style="border-collapse: collapse; width: 100px; height: 100px; margin: auto;"> <tr> <td></td> <td style="text-align: center;">N</td> <td></td> </tr> <tr> <td style="text-align: center;">W</td> <td></td> <td style="text-align: center;">E</td> </tr> <tr> <td></td> <td style="text-align: center;">S</td> <td></td> </tr> </table>		N		W		E		S		♠ K 9 3 ♥ J 8 5 ♦ 10 4 3 ♣ A K 8 7
	N										
W		E									
	S										
			♠ A 2 ♥ A Q 10 9 ♦ 7 2 ♣ J 10 4 3 2								

Contract 3NT. Lead ♠J. South covers with the ace and plays the queen of hearts.

**The main point** – look for more refined solutions.

**Order of play:**

2. Win the king.
- 3-5. Play the queen of spades, ace and king of diamonds.
6. Cross to the dummy with the ace of clubs.
- 7-9. Play the king of spades and play to the queen of clubs and a club to the ace.

If it turns out that four or five clubs are with South, throw him in with a club.

If the club length is with North, throw him in with the queen of diamonds.

You could have ducked the queen of hearts on the second trick, playing for the 5-2 heart break. The situation would have been complicated and I do not recommend this line.

Closed room – contract 3NT (W), lead ♥3, one off, +100 for NS.

You made 3NT: +600 = +12 IMP.

You ducked the queen of hearts: you stayed level.

**BOARD 43**

♣	♠ J 9 6 ♥ A 9 7 5 ♦ Q 7 6 5 ♣ A 8	♠ Q ♥ Q 8 ♦ A 10 9 8 4 3 ♣ K Q 5 3									
♠ A 8 7 2 ♥ K 6 ♦ J ♣ J 10 9 6 4 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 10 5 4 3 ♥ J 10 4 3 2 ♦ K 2 ♣ 7
	N										
W		E									
	S										

Contract 5♣. Lead ace of clubs and a club. Clubs break 2-1.

**The main point** – it is six of one and half a dozen of the other.

**Order of play:**

3-4. Play the ace of diamonds and ruff a small diamond. Assume that a diamond honour falls on either side.

5. Play the king of hearts and the opponents face a difficult choice;
- a) they win the ace of hearts – you will have an extra entry for establishing the diamonds,
  - b) they duck – you will enter the dummy with a ruff and discard a heart on the ♦10.

Closed room – your partners were in 4♥ doubled.

Result – down three, +500 for EW.

You made it: +400 = -3 IMP.

You failed: -11 IMP.

**BOARD 44**

♣	♠ 9 8 2										
	♥ J 9										
	♦ J 9 7 5										
	♣ A 10 7 4										
♠ Q 4	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A K 6 5
	N										
W		E									
	S										
♥ A 10 8 6 5		♥ 4 3 2									
♦ A Q 6 2		♦ K 4 3									
♣ J 6		♣ Q 5 3									
	♠ J 10 7 3										
	♥ K Q 7										
	♦ 10 8										
	♣ K 9 8 2										

Contract 4♥. Lead ♠8.

**The main point** – protect yourself against a trump promotion.

**Order of play:**

1–4. Play four rounds of spades, pitching two clubs.

5–6. After ruffing a club, concede a heart and everything will work fine. After any return, cash the ace of hearts and ruff the fourth round of diamonds.

Closed room – contract 4♥, +420 for Slovenia.

You played it correctly: no swing.

You failed: -10 IMP.

**BOARD 45**

	♥			♠ 10 8 7 4 3 ♥ 6 3 ♦ 10 7 6 3 ♣ K 4								
♠ K 9 ♥ A 10 2 ♦ K 9 8 5 ♣ A 10 6 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A J 5 ♥ Q 8 7 ♦ J 4 ♣ Q J 9 7 5	♠ Q 6 2 ♥ K J 9 5 4 ♦ A Q 2 ♣ 8 3
	N											
W		E										
	S											

Contract 3NT. South opened 1♥. Lead ♥6.

**The main point** – do it yourself.

1. Play the queen of hearts from the dummy;
  - a) if South plays low:
2. Play a diamond to the king. If the ace is with North then the king of clubs will be onside.  
Rising with the ace of diamonds will not help;
  - b) if South covers the queen of hearts with the king:
2. Duck it.

Closed room – contract 3NT, one off: after a heart lead the declarer did not play the queen and South covered with the ♥9. Result: +100 for NS.

You played the queen of hearts: +600 = +12 IMP.

You played it differently: no swing.

**BOARD 46**

♥	♠ 10 6 5 ♥ K J 7 3 2 ♦ 9 8 ♣ Q 8 6				
♠ K 8 7 4 2 ♥ Q 4 ♦ A K 6 4 ♣ A J	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W     E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W     E	S	♠ A Q J ♥ 10 8 5 ♦ Q 7 3 ♣ 10 5 3 2
N					
W     E					
S					
	♠ 9 3 ♥ A 9 6 ♦ J 10 5 2 ♣ K 9 7 4				

Contract 4♠. Lead ♥3, South wins the ace and plays ♥9. North wins the trick and plays ♥J.

**The main point** – hard work brings credit to a player.

You have two options.

- 1) Two rounds of trumps and try to ruff a fourth diamond.
- 2) Take your chance with the club suit:
  - a) the king and queen of clubs are onside,
  - b) the king and queen of clubs are offside but not longer than third,
  - c) not longer than a third honour of clubs onside,
  - d) four clubs together with four diamonds – squeeze.

**Order of play:**

4. Cross to the dummy with a spade and play a club to the jack.
5. After winning a club trick, the opponent plays a spade back.
- 6–8. Cash the ace of clubs, a spade to the dummy (and squeeze is set up if four clubs and four diamonds are in the same hand) and ruff a club. The club line is the proper one.

Closed room – contract 4♠, +420 for EW.

You played clubs: no swing.

You tried to ruff a diamond: -10 IMP.

**BOARD 47**

♣	♠ Q J 10 8 ♥ 6 4 ♦ Q 10 4 ♣ A 7 5 4	♠ A K 5 ♥ K 8 7 2 ♦ 9 7 5 3 ♣ 10 9									
♠ 4 3 2 ♥ Q J 10 9 3 ♦ A 8 ♣ K Q 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 9 7 6 ♥ A 5 ♦ K J 6 2 ♣ J 8 6 3
	N										
W		E									
	S										

Contract 4♥. Lead ♠Q.

**The main point** – Take the bull by the horns.

You want to discard a spade on a club but communication problems prevent you from playing twice towards the king and queen of clubs. You have no option but to finesse against the jack of clubs on the second round.

Closed room, contract 4♥, +420 for Slovenia.

You finessed against the jack of clubs: no swing.

You played it differently: -10 IMP.

**BOARD 48**

♦	♠ A Q 3 ♥ J 10 9 7 5 ♦ J 7 ♣ Q 6 4	♠ J 10 9 ♥ K Q 4 ♦ 9 6 5 3 2 ♣ A 8									
♠ K 8 7 5 4 2 ♥ 4 ♦ A Q 4 ♣ K J 5	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr> <td></td> <td style="text-align: center;">N</td> <td></td> </tr> <tr> <td style="text-align: center;">W</td> <td></td> <td style="text-align: center;">E</td> </tr> <tr> <td></td> <td style="text-align: center;">S</td> <td></td> </tr> </table>		N		W		E		S		
	N										
W		E									
	S										
	♠ 6 ♥ A 8 6 3 ♦ K 10 8 ♣ 10 9 7 3 2										

Contract 4♠. Lead ♥J.

**The main point** – dangerous opponent.

Duck the jack of hearts.

Why? Imagine how it will proceed if you unconcernedly cover with an honour. South wins with the ace and plays a spade back through your king. North draws trumps in three rounds.

Closed room – contract 4♠, +620 for **EW**.

You ducked the jack of hearts: no swing.

You played it differently: -12 IMP.

**BOARD 49**

♥	♠ K 10 5 4	
	♥ J	
	♦ Q 9 6 2	
	♣ K 8 4 2	
♠ J 9	N W     E S	♠ A 6
♥ A K 8 4 2		♥ 9 7 5 3
♦ K 7 5		♦ A J 10 4 3
♣ J 10 7		♣ A 9
	♠ Q 8 7 3 2	
	♥ Q 10 6	
	♦ 8	
	♣ Q 6 5 3	

Contract 4♥. Lead ♣2.

**The main point** – Adapt your play to the existing distribution.

**Order of play:**

1. Rise with the ace.
- 2-3. Cash the ace and king of hearts – the trumps break 3-1.
  - a) Three hearts were with North.
- 4-6. King of diamonds, a diamond to the ace and jack of diamonds.
  - b) Three hearts were with South.
- 4-6. A diamond to the ace, a diamond to the king and to the jack.

You protected yourself against three hearts with the singleton diamond.

Closed room – contract 4♥, +450 for **EW**.

You played diamonds correctly: no swing.

You did not find the proper solution: -11 IMP.

**BOARD 50**

♣	♠ Q 8 ♥ A Q 6 ♦ 8 7 6 ♣ K 10 7 6 3	♠ A 3 2 ♥ J 9 8 4 ♦ K Q 4 2 ♣ Q 5									
♠ K J 10 ♥ K 10 7 5 3 ♦ A J 5 2 ♣ 9	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 9 7 6 5 4 ♥ 2 ♦ 10 9 ♣ A J 8 4 2
	N										
W		E									
	S										

Contract 4♥. Lead ♠Q.

**The main point** – cut the communication between the opponents.

Playing a trump leads to a spade ruff, so you should play a club on the second trick.

Closed room – contract 4♥, +420 for EW.

A club: no swing.

A trump: -10 IMP.

In this match you had to deal with easier problems.

The amount of points to gain was not so large: +21 IMP = 19-11 VP.

Seven boards required correct play to stay level.

The next team of opponents needs all your attention. Norway was one of the favourites during the European Championships in Tenerife.

## ROUND 6 – MATCH AGAINST NORWAY

West is a declarer on all boards.

**Board 51**

♠ K 7 5  
♥ Q 4  
♦ A 10 6 5  
♣ J 7 5 2



♠ A 8  
♥ J 7 6 5 3  
♦ K J  
♣ K Q 10 9

Contract 3NT. Lead ♠10.

**Board 52**

♠ K Q J 10 4  
♥ 10 4 2  
♦ A 6 5  
♣ J 9



♠ A 8 2  
♥ A K J 9 5 3  
♦ 9  
♣ A 4 2

Contract 6♣. Lead ♦Q.

**Board 53**

♠ A J 4  
♥ K 6 5  
♦ A K 6  
♣ J 4 3 2



♠ Q 10 5  
♥ Q 10 4  
♦ Q 10 5  
♣ A Q 10 6

Contract 3NT. South bid hearts. Lead ♥8.

**Board 54**

♠ 6  
♥ A 9 7 2  
♦ 10 9  
♣ A K Q 10 9 4



♠ A 9 7 5  
♥ 8 6 4  
♦ A K 5  
♣ J 3 2

Contract 5♣. Lead ♠8.

**Board 55**

♠ J 9 5 2  
♥ A J 9 8 7 5 4  
♦ A  
♣ J



♠ 10 6  
♥ Q 10  
♦ Q 8 7 5 2  
♣ A 10 8 7

Contract 3♥. Lead ♦J.

<b>Board 56</b>	♠ A		♠ K 7									
♥	♥ J 4	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♥ A K 8 7 5 3
	N											
W			E									
	S											
	♦ J 8 7 6 4 2	♦ K										
	♣ K Q 10 3	♣ A J 9 2										

Contract 6♣. Lead ♦A and ♣6.

<b>Board 57</b>	♠ K Q J 7 5 2		♠ 10 9									
♦	♥ 9 8	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♥ A 7 5 3 2
	N											
W			E									
	S											
	♦ J	♦ Q 8										
	♣ 9 7 4 2	♣ A K Q J										

Contract 4♠. Lead ♣4. Nine of spades holds a trick.

<b>Board 58</b>	♠ A 9 4		♠ K J									
♥	♥ 10 8 6 5 3	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♥ A K 7
	N											
W			E									
	S											
	♦ J 6 5	♦ A Q 4 3										
	♣ 9 8	♣ A K 4 3										

Contract 6♥. Lead ♠2.

<b>Board 59</b>	♠ K Q 10 6 4		♠ A J 7 2									
♠	♥ A K	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♥ Q 10 8 7
	N											
W			E									
	S											
	♦ 10 9 8	♦ Q 6 5										
	♣ Q 10 8	♣ A 7										

Contract 4♠. South opened 1♦. Lead ♦2 (third best). South cashed three diamonds and played a spade back.

<b>Board 60</b>	♠ K 10 4		♠ A 9 8 5 3									
♥	♥ A Q J	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♥ K 8 4
	N											
W			E									
	S											
	♦ A J	♦ K 8 2										
	♣ A Q 10 9 4	♣ J 3										

Contract 6NT. Lead ♥10.

## Solutions of the play problems from the match with Norway

### BOARD 51

	♣													
			♠ Q 10 9 6 3											
			♥ A 2											
			♦ Q 9 2											
			♣ 8 6 3											
♠ K 7 5		<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S			♠ A 8	
	N													
W		E												
	S													
♥ Q 4				♥ J 7 6 5 3										
♦ A 10 6 5				♦ K J										
♣ J 7 5 2				♣ K Q 10 9										
			♠ J 4 2											
			♥ K 10 9 8											
			♦ 8 7 4 3											
			♣ A 4											

Contract 3NT. Lead ♠10.

**The main point** – Take the bull by the horns.

You are in a demanding contract. You have to find North with no more than three diamonds to the queen.

#### Order of play:

- 1-2. Win the king of spades and finesse the jack of diamonds.
3. Cash the king of diamonds.
- 4-6. Play the clubs, establishing the jack as an entry to the diamond tricks.

Closed room – contract 3NT, +600 for Norway.

Correct play: – no swing.

You did not find the winning line: -12 IMP.

**BOARD 52**

♣	♠ 5 ♥ Q 8 6 ♦ Q J 10 7 4 ♣ K 8 6 3	♠ A 8 2 ♥ A K J 9 5 3 ♦ 9 ♣ A 4 2									
♠ K Q J 10 4 ♥ 10 4 2 ♦ A 6 5 ♣ J 9	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
	♠ 9 7 6 3 ♥ 7 ♦ K 8 3 2 ♣ Q 10 7 5										

Contract 6♣. Lead ♦Q.

**The main point** – calculate which combinations you can handle successfully.

**Order of play:**

1. Ace of diamonds.
2. A heart to the ace.
3. A spade to the king.
4. A heart to the dummy.
  - a) North follows the suit – finesse the queen.
  - b) North discards a club – cover with the king and concede a heart.

You will lose only if North holds a singleton heart and four trumps, provided that the opponents do not err.

Closed room – contract 6♥, +1430 for Norway.

Correct play: +1430 , no swing.

Poor play: -17 IMP.

**BOARD 53**

♣	♠ 9 8 6 2										
	♥ 8 2										
	♦ J 9 7 4										
	♣ 8 7 5										
♠ A J 4	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ Q 10 5
	N										
W		E									
	S										
♥ K 6 5		♥ Q 10 4									
♦ A K 6		♦ Q 10 5									
♣ J 4 3 2		♣ A Q 10 6									
	♠ K 7 3										
	♥ A J 9 7 3										
	♦ 8 3 2										
	♣ K 9										

Contract 3NT. South bid hearts. Lead ♥8.

**The main point** – A dangerous opponent.

**Order of play:**

1. Play the queen of hearts. South wins with the ace.
2. South plays a spade – rise with the ace.
3. Finesse the king of clubs.

King of spades was onside. What would have happened if the king of spades had been with North, who would have played through your heart honour again?

Closed room – contract 3NT (E), +400 for EW.

You rose with the spade ace: +400 no swing

You ducked: +430, +1 IMP

This clever play earned 1 IMP for the Norwegian team. Those who pay no attention to such wins should remember that more and more matches finish with a slim advantage to the winning side.

**BOARD 54**

♥	♠ K 10 8 3 2										
	♥ 5 3										
	♦ Q 8 6 4 2										
	♣ 8										
♠ 6	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A 9 7 5
	N										
W		E									
	S										
♥ A 9 7 2		♥ 8 6 4									
♦ 10 9		♦ A K 5									
♣ A K Q 10 9 4		♣ J 3 2									
	♠ Q J 4										
	♥ K Q J 10										
	♦ J 7 3										
	♣ 7 6 5										

Contract 5♣. Lead ♣8.

**The main point** – Hard work brings credit to a player.

The entire board is based on forcing.

What does that mean?

Everything that declarer does is forced by the opponents' play. The declarer's problem will crop up only if four hearts are with three trumps. Opponents will have to play trumps all the time.

**Order of play:**

2-3. Heart ace and a heart.

4. Opponents continue with trumps.

5-7. Spade ace, spade ruff and a heart.

7-8. South wins a heart trick and plays trumps for a third time.

8-9. After winning with the jack of club in the dummy, ruff a spade and you will arrive at the following end position:

	♠ K										
	♥ –										
	♦ Q 8 6										
	♣ –										
♠ –	<table style="margin: auto; border-collapse: collapse;"> <tr> <td></td> <td style="text-align: center;">N</td> <td></td> </tr> <tr> <td style="text-align: center;">W</td> <td></td> <td style="text-align: center;">E</td> </tr> <tr> <td></td> <td style="text-align: center;">S</td> <td></td> </tr> </table>		N		W		E		S		♠ 9
	N										
W		E									
	S										
♥ 9		♥ –									
♦ 10 9		♦ A K 5									
♣ 9		♣ –									
	♠ –										
	♥ K										
	♦ J 7 3										
	♣ –										

in which double squeeze is set up automatically.

Closed room – contract 3NT, +630 for Norway.  
 You executed a double squeeze: +600 = -1 IMP.  
 You failed: -12 IMP.

**BOARD 55**

♥	♠ A 8 4										
	♥ K 6 3										
	♦ J 10 9 6										
	♣ Q 9 2										
♠ J 9 5 2	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 10 6
	N										
W		E									
	S										
♥ A J 9 8 7 5 4		♥ Q 10									
♦ A		♦ Q 8 7 5 2									
♣ J		♣ A 10 8 7									
	♠ K Q 7 3										
	♥ 2										
	♦ K 4 3										
	♣ K 6 5 4 3										

Contract 3♥. Lead ♦J.

**The main point** – the defenders’ plan will consist of playing trumps – take advantage of it.

**Order of play:**

2-3. Enter with the ace of clubs and play ♠6. South must rise with an honour to play a heart. You will concede three spade tricks and possibly a heart. Finesse a heart, of course. Rising with the ace is wrong. Opponents may take a spade ruff.

Closed room – contract 2♥, +110 for EW.

You were clever in playing spades: +140 = +1 IMP.

You played a spade to the ten: -100 = -5 IMP.

**BOARD 56**

♥	♠ Q 10 8 4 3										
	♥ 10 9 6 4										
	♦ A 3										
	♣ 6 4										
♠ A	<table border="1" style="border-collapse: collapse; text-align: center; width: 60px; height: 60px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 7
	N										
W		E									
	S										
♥ J 4		♥ A K 8 7 5 3									
♦ J 8 7 6 4 2		♦ K									
♣ K Q 10 3		♣ A J 9 2									
	♠ J 9 6 5 2										
	♥ Q										
	♦ Q 10 9 5										
	♣ 8 7 5										

Contract 6♣. Lead ♦A and ♣6.

**The main point** – safety measures will cost you nothing.

**Order of play:**

1. Win the trick in the dummy.
- 2-3. A spade to the ace and a heart to the ace. The falling singleton queen will not change anything.
- 4-5. Discard the jack of hearts on the king of spades and ruff a heart. If hearts are 4-1 then clubs must be 3-2.
- 6-7. Cross to the dummy with a diamond ruff and ruff a heart.
- 8-9. Draw the outstanding trumps in the dummy.

Closed room – contract 6♣, +920 for Norway.

You played correctly: No swing.

You failed: -14 IMP.

**BOARD 57**

♦	♠ 4 3 ♥ K J 10 ♦ A 9 7 5 ♣ 10 8 6 5										
♠ K Q J 7 5 2 ♥ 9 8 ♦ J ♣ 9 7 4 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 10 9 ♥ A 7 5 3 2 ♦ Q 8 ♣ A K Q J
	N										
W		E									
	S										
	♠ A 8 6 ♥ Q 6 4 ♦ K 10 6 4 3 2 ♣ 3										

Contract 4♠. Lead ♠4. Nine from the dummy held the trick.

**The main point** – Cut the communication between the opponents, preventing a possible club ruff.

Only South may have a singleton club. Ducking with the ace of spades should alert you.

**Order of play:**

2. Play a diamond. If the opponents return a diamond – discard a heart. Now you are safe. After any other return there is no risk.

Closed room – contract 4♠, +620 for EW.

You made it: No swing.

If not: -12 IMP.

**BOARD 58**

♥	♠ Q 7 6 2										
	♥ J 9 4										
	♦ K 8 2										
	♣ Q 7 5										
♠ A 9 4	<table style="border-collapse: collapse; width: 100%; height: 100%;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K J
	N										
W		E									
	S										
♥ 10 8 6 5 3		♥ A K 7									
♦ J 6 5		♦ A Q 4 3									
♣ 9 8		♣ A K 4 3									
	♠ 10 8 5 3										
	♥ Q 2										
	♦ 10 9 7										
	♣ J 10 6 2										

Contract 6♥. Lead ♠2.

**The main point** – Do not lose touch with reality.

A crazy contract. Declarer mumbled a curse about his partner's bidding.

**Order of play:**

1. The jack of spades wins a trick.
- 2–4. Play the king of spades, the ace and king of hearts.
- 5–8. Play the ace and king of clubs and ruff a club. Discard a diamond on the ace of spades.
9. Finesse the diamond.

You will reach this final position:

	♠ Q										
	♥ J										
	♦ K 8										
	♣ –										
♠ –	<table style="border-collapse: collapse; width: 100%; height: 100%;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ –
	N										
W		E									
	S										
♥ 10 8		♥ 7									
♦ J 6		♦ A 4									
♣ –		♣ 4									

Ruff a club. North is subjected to a strange sort of squeeze. Overruffing will not help so he discards a spade. After getting squeezed North is endplayed. The board seems to be very complicated but in fact it is not. It plays itself automatically. All declarer's movements were obvious and the situation was clarified in the course of events.

Closed room – contract 3NT, +630 for **EW**.  
You did not get lost: +1430 = +13 IMP.  
You did not manage: -12 IMP.

**BOARD 59**

		♠ 9 8 3	
	♠	♥ 5 3 2	
		♦ 7 3 2	
		♣ 6 5 3 2	
♠ K Q 10 6 4	N W     E S	♠ A J 7 2	
♥ A K		♥ Q 10 8 7	
♦ 10 9 8		♦ Q 6 5	
♣ Q 10 8		♣ A 7	
		♠ 5	
		♥ J 9 6 4	
		♦ A K J 4	
		♣ K J 9 4	

Contract 4♠. South opened 1♦. Lead ♦2 (third best). South cashed three rounds of diamonds and played a spade back.

**The main point** – Again the solution of the problem will emerge in the course of events.

After playing a spade on the fourth trick, draw trumps. It turns out that South had only one trump. His shape is 1-4-4-4. If you check their convention card you will see that with 4♦-5♣ they always open 1♣. The simplest plan is to rely on the jack of hearts falling.

However, did not it trouble you that the opponent had made this unusual return of a singleton trump? With four low hearts South would most likely play a heart back. So we can now use one of the more sophisticated playing techniques, the criss-cross squeeze. To execute this unusual squeeze South must also hold the jack of clubs. You have arrived at this final position:

♠ 6	N	♠ –
♥ A K	W      E	♥ Q 10 8 7
♦ –	S	♦ –
♣ Q 10 8		♣ A 7
	♠ –	
	♥ J 9 6 4	
	♦ –	
	♣ K J	

Discard a club to the last spade and South is helpless.

Closed room – contract 3NT, +430 for **EW**.

You played for this complicated squeeze: +420 – no swing.

You underestimated a spade return: -10 IMP.

**BOARD 60**

	♥				
			♠ J 6		
			♥ 10 9 7		
			♦ 10 7 5 3		
			♣ K 8 7 5		
♠ K 10 4		♠ A 9 8 5 3	N	♥ K 8 4	
♥ A Q J		♦ K 8 2	W     E	♦ K 8 2	
♦ A J		♣ J 3	S		
♣ A Q 10 9 4					
			♠ Q 7 2		
			♥ 7 6 3 2		
			♦ Q 9 6 3		
			♣ 6 2		

Contract 6NT. Lead ♥10.

**The main point** – routine is not always a good advisor.

An experienced player will start with the right play in the spade suit. He will concede a spade and the club finesse will crown the work. A funny thing is that during the training I had, this declarer's play was very much favoured. The basic analysis will tell you that there is a much better option. A diamond finesse on the second trick is the proper move. If this succeeds, concede a club and you are home. If not, you still may finesse the club – the king of clubs may be fourth as long as it is with three spades (squeeze). More accurate analysis will combine the diamond finesse with a slim spade chance (QJ bare), but this is a complicated plan since you have to remember about the squeeze. I shall not tire you with all such subtleties.

Closed room – contract 6NT, +990 for **EW**.

You played for a diamond finesse: no swing.

You played spades: -14 IMP.

This accurate play produced 13 IMP.

Result 18-12 VP.

## ROUND 7 – MATCH AGAINST SWITZERLAND

West is a declarer on all boards.

<b>Board 61</b>	♠ –		♠ A K J 4 2
♦	♥ 6 4 2	W   N S   E	♥ Q 8
	♦ K Q J		♦ A 9 6 4 2
	♣ A K J 10 7 5 2		♣ 9

Contract 5♣. Lead ♥3. South wins with the jack, plays ♥A and returns ♦8.

<b>Board 62</b>	♠ A J 10 9 6		♠ Q 5 3 2
♦	♥ A Q 6	W   N S   E	♥ 7 3
	♦ K 2		♦ J 4 3
	♣ 10 5 2		♣ A Q 9 3

Contract 4♠. Lead ♥J.

<b>Board 63</b>	♠ Q 8 5 4 2		♠ K 6
♥	♥ A 8 7	W   N S   E	♥ 10 6 2
	♦ A K Q		♦ J 5 4 2
	♣ A 7		♣ K Q 4 3

Contract 3NT. North opened 1♥. Lead ♥K.

<b>Board 64</b>	♠ A 10 8 6 4 2		♠ Q 5 3
♠	♥ A	W   N S   E	♥ K Q 6 4 2
	♦ Q 10 5		♦ 8 6 3
	♣ A 9 7		♣ Q J

Contract 4♠. South opened 1NT 15-17 HCP. Lead ♦2. South wins the ♦K, plays ♦A and ♦4.

<b>Board 65</b>	♠ A 4 2		♠ K 8 5						
♠	♥ J 6	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ A 7
W	N		E						
S									
	♦ A 2	♦ K 9 5 3							
	♣ A K Q J 9 8		♣ 10 6 5 2						

Contract 6♣. Lead ♠J. South opened 2♠ = 5♠ +4 in a minor.

<b>Board 66</b>	♠ 3		♠ A 10 9 5						
♣	♥ K J 6 5 4 2	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ A 10 8
W	N		E						
S									
	♦ J 4 2	♦ A K 10							
	♣ A J 5		♣ 8 7 2						

Contract 4♥. North opened 1♠. Lead ♠K.

<b>Board 67</b>	♠ A K J 8 7		♠ Q 10 9 2						
♦	♥ A K 5	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ 4 3
W	N		E						
S									
	♦ A Q	♦ 8 7							
	♣ A 5 4		♣ J 9 7 6 3						

Contract 5♠. Lead ♣10.

<b>Board 68</b>	♠ 10 5		♠ K 8 2						
♣	♥ A K Q 8 7 4	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ 10 5 2
W	N		E						
S									
	♦ A K Q 4	♦ 8 7 5							
	♣ 6		♣ J 9 8 3						

Contract 4♥. Lead ♠Q.

<b>Board 69</b>	♠ K Q 10 6 5		♠ J 8 3						
♥	♥ 9	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ A J 4 3
W	N		E						
S									
	♦ J 7 5 3	♦ A K Q 4							
	♣ 9 7 3		♣ J 4						

Contract 4♠. Lead ♠A and a spade. South follows suit twice.

<b>Board 70</b>	♠ A		♠ Q 7						
♦	♥ A K J 5	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ Q 9 8
W	N		E						
S									
	♦ A K Q 10 9 6	♦ J 8 4 2							
	♣ 4 2		♣ K J 9 5						

Contract 6♦. Lead ♠2.

## Solutions of the play problems from the match with Switzerland

### BOARD 61

♦	♠ Q 10 6 5 ♥ K 10 7 3 ♦ 10 7 3 ♣ Q 6										
♠ – ♥ 6 4 2 ♦ K Q J ♣ A K J 10 7 5 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A K J 4 2 ♥ Q 8 ♦ A 9 6 4 2 ♣ 8
	N										
W		E									
	S										
	♠ 9 8 7 3 ♥ A J 9 5 ♦ 8 5 ♣ 8 4 2										

Contract 5♣. Lead ♥3. South wins the jack, plays ♥A and returns ♦8.

**The main point** – Beware of Greeks bearing gifts.

Playing against strong opponents the conclusion is obvious – play clubs hoping to drop the queen. If South had ♣Qxx he would have prevented you from finessing by playing a third round of hearts.

Closed room – contract 5♣, lead ♠5, +640 for Switzerland.

You believed your opponents know what they are doing: +600 = -1 IMP.

You did not: -12 IMP.

**BOARD 62**

	♦						
			♠ 8 4				
			♥ J 10 9 5				
			♦ A Q 10 5				
			♣ 8 6 4				
♠ A J 10 9 6		<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W   E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W   E	S		♠ Q 5 3 2
N							
W   E							
S							
♥ A Q 6				♥ 7 3			
♦ K 2				♦ J 4 3			
♣ 10 5 2				♣ A Q 9 3			
			♠ K 7				
			♥ K 8 4 2				
			♦ 9 8 7 6				
			♣ K J 7				

Contract 4♠. Lead ♥J.

**The main point** – is known but somewhat knotty.

Cross to the dummy by ruffing a heart and play the spade queen. The trumps break 2-2. Now the contract is cold – play the king of diamonds!

Closed room – contract 4♠, +420 for Switzerland.

You made it: no swing.

You failed: -10 IMP.

**BOARD 63**

♥	♠ A J 10										
	♥ K Q J 9 5										
	♦ 9										
	♣ J 8 6 2										
♠ Q 8 5 4 2	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 6
	N										
W		E									
	S										
♥ A 8 7		♥ 10 6 2									
♦ A K Q		♦ J 5 4 2									
♣ A 7		♣ K Q 4 3									
	♠ 9 7 3										
	♥ 4 3										
	♦ 10 8 7 6 3										
	♣ 10 9 5										

Contract 3NT. N opened 1♥. Lead ♥K.

**The main point** – the solution will appear in course of the play.

A good declarer is capable of assessing what layout he must find to make the contract. North must have five hearts and four + clubs, he must also hold the spade ace in the nature of things.

A less experienced player would simply take his tricks. Squeezes usually are set up without a player being aware of it.

**Order of play:**

1-2. Duck the heart, win the second heart.

3-7. Play three rounds of diamonds, the ace of clubs and a club to the queen.

8. Play the fourth diamond.

To your surprise North gets rid of a heart trick so you can easily establish a spade trick.

Closed room – contract 3NT, +400 for EW.

You made it: no swing.

If not: -10 IMP.

**BOARD 64**

♠	♠ 9				
♥	♥ 10 8 7				
♦	♦ J 9 7 2				
♣	♣ 8 6 5 3 2				
♠ A 10 8 6 4 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W   E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W   E	S	♠ Q 5 3
N					
W   E					
S					
♥ A		♥ K Q 6 4 2			
♦ Q 10 5		♦ 8 6 3			
♣ A 9 7		♣ Q J			
	♠ K J 7				
	♥ J 9 5 3				
	♦ A K 4				
	♣ K 10 7				

Contract 4♠. South opened 1NT 15–17 HCP. Lead ♦2. South wins the ♦K, plays ♦A and ♦4.

**The main point** – do not stick to clichéd solutions.

The opponent led from four diamonds to the jack. The opening hand should hold the remaining 15 HCP. Of course a 2–2 spade break would guarantee the contract. An additional chance is the ♠9 singleton with North.

**Order of play:**

4. Play the ace, unblocking the hearts.
5. Play the ♠10 from your hand and a small one from the dummy.

Note that if South holds K J 9 in spades you have no chance to make the contract.

Closed room – contract 2♠, +140 for Switzerland.

You played ♠10: +620 = +10 IMP.

If not: –6 IMP.

**BOARD 65**

♠	♠ J 7										
	♥ Q 10 8 4 3 2										
	♦ Q 8 6										
	♣ 7 3										
♠ A 4 2	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 8 5
	N										
W		E									
	S										
♥ J 6		♥ A 7									
♦ A 2		♦ K 9 5 3									
♣ A K Q J 9 8		♣ 10 6 5 2									
	♠ Q 10 9 6 3										
	♥ K 9 5										
	♦ J 10 7 4										
	♣ 4										

Contract 6♣. Lead ♠J. South opened 2♠ = 5♠ +4 in a minor.

**The main point** – look for more refined solutions.

The majority of tested players solve this problem instantaneously.

A spade–diamond squeeze, they say in a dismissive tone. True, if South holds 5 spades and 5 diamonds (or Q J 10 x in diamonds) playing the squeeze is a piece of cake. But is this a comprehensive analysis? Bridge University obliges us to do more than that. To make the contract it is enough that South holds four diamonds with two out of three key values (J 10 x x, Q 10 x x or Q J x x). Take the first trick with the ace of spades and reel off all your clubs arriving at this end position:

♠ 4 2	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K
	N										
W		E									
	S										
♥ J 6		♥ A									
♦ A 2		♦ K 9 5 3									
♣ –		♣ –									
	♠ Q 10										
	♥ –										
	♦ J 10 7 4										
	♣ –										

Cross to the dummy with the ace of hearts. South must discard a diamond. Now the ace of diamonds and a diamond to the nine crowns the work. Covering the queen by North will not change anything.

Closed room – contract 3NT, +460 for **EW**.

A clever and difficult squeeze: +920 = +10 IMP.

You played it routinely: -11 IMP.

**BOARD 66**

♣	♠ K Q J 7 2										
	♥ 3										
	♦ 8 7 5										
	♣ K Q 9 4										
♠ 3	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A 10 9 5
	N										
W		E									
	S										
♥ K J 6 5 4 2		♥ A 10 8									
♦ J 4 2		♦ A K 10									
♣ A J 5		♣ 8 7 2									
	♠ 8 6 4										
	♥ Q 9 7										
	♦ Q 9 6 3										
	♣ 10 6 3										

Contract 4♥. North opened 1♠. Lead ♠K.

**The main point** – Simple methods also allow you to reach the destination.

It is enough to ruff spades three times, crossing with the ace and king of diamonds, and let the opponents play. After conceding two clubs and a diamond, the queen of trumps will be found automatically.

Closed room – contract 3NT, +430 for **EW**.

You ruffed the spades: +420 – no swing.

If not: -10 IMP.

**BOARD 67**

♦	♠ 6 5 ♥ J 9 8 7 2 ♦ K 10 9 5 ♣ 10 2										
♠ A K J 8 7 ♥ A K 5 ♦ A Q ♣ A 5 4	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ Q 10 9 2 ♥ 4 3 ♦ 8 7 ♣ J 9 7 6 3
	N										
W		E									
	S										
	♠ 4 3 ♥ Q 10 6 ♦ J 6 4 3 2 ♣ K Q 8										

Contract 5♣. Lead ♣10.

**The main point** – A dangerous opponent.

Duck the ten of clubs in both hands. If clubs are 4-1 you need to find a 2-2 spade break. Of course, all the time there is the diamond finesse in reserve.

Closed room, contract 3NT, +630 for Switzerland.

You ducked the ♣10 – no swing.

You covered with the jack: -12 IMP.

**BOARD 68**

♣	♠ QJ9 ♥ J93 ♦ J962 ♣ A Q2										
♠ 105 ♥ A K Q 8 7 4 ♦ A K Q 4 ♣ 6	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 8 2 ♥ 10 5 2 ♦ 8 7 5 ♣ J 9 8 3
	N										
W		E									
	S										
	♠ A 7 6 4 3 ♥ 6 ♦ 10 3 ♣ K 10 7 5 4										

Contract 4♥. Lead ♠Q.

The main point – protect yourself from a possible trump promotion.

**Order of play:**

1–2. Queen of spades covered with the king and ace. A spade return taken with the jack.

3. The opponents play the nine of spades.

a) If North wins the trick, pitch a club.

4–6. Ruff a club return and draw two rounds of trumps.

7–10. Try to ruff a diamond. Ruffing a third spade will kill the contract.

b) If South holds the ♠9, then:

3. Ruff.

4. Cash the ace of trumps (maybe a singleton jack of hearts will drop).

5. Play a club.

Closed room – contract 4♥, +620 for EW.

You pitched a club: – no swing.

You ruffed: –12 IMP.

**BOARD 69**

♥	♠ A 7	
	♥ K Q 5	
	♦ 10 8 6	
	♣ Q 10 6 5 3	
♠ K Q 10 6 5	N W     E S	♠ J 8 3
♥ 9		♥ A J 4 3
♦ J 7 5 3		♦ A K Q 4
♣ 9 7 3		♣ J 4
	♠ 9 4 2	
	♥ 10 8 7 6 2	
	♦ 9 2	
	♣ A K 8	

Contract 4♣. Lead ♠A and a spade. South follows twice.

**The main point** – dummy reversal combined with some reservations.

**Order of play:**

3–4. Play the ace of hearts and ruff a heart with the queen of spades.

5–6. Cross to the dummy with a diamond and ruff a heart with the king of spades.

a) If the K Q of hearts is third, cross to the dummy with the jack of spades and the jack of hearts is established.

b) If the jack of hearts is not good:

7. Cross with a diamond and ruff the last heart.

8. Try to enter the dummy with a third round of diamonds to draw the remaining trump. You have to find one of the opponents with 3–4–3–3 shape (or something similar).

Closed room – contract 4♥, +420 for EW.

You ruffed the hearts – no swing.

If not: –10 IMP.

**BOARD 70**

♦	♠ J 8 4 2										
	♥ 6 4 3										
	♦ 7 5										
	♣ A 10 8 6										
♠ A	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ Q 7
	N										
W		E									
	S										
♥ A K J 5		♥ Q 9 8									
♦ A K Q 10 9 6		♦ J 8 4 2									
♣ 4 2		♣ K J 9 5									
	♠ K 10 9 6 5 3										
	♥ 10 7 2										
	♦ 3										
	♣ Q 7 3										

Contract 6♦. Lead ♠2.

**The main point** – psychological move.

Play the queen from the dummy and pray that the opponent covers it with the king.

Phew, it worked!

Play a club on the second trick. North will most likely rise with the ace to collect a spade trick. If he plays low, play the jack.

Closed room – contract 6♦, +1370 for Switzerland.

You followed the above plan: – no swing.

If not: –16 IMP.

The number of points to win in this match +19 IMP = 19–11 VP.

In the 8<sup>th</sup> round of the Championships you will play against Hungary.

## ROUND 8 – MATCH AGAINST Hungary

West is a declarer on all boards.

<b>Board 71</b>	♠ Q 6 3 ♥ Q J 10 6 ♦ 5 3 ♣ A K 7 4	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td style="padding: 0 5px;"></td><td style="padding: 0 5px;"></td></tr> </table>	W	N	E	S			♠ A J 7 4 ♥ A 3 ♦ A K Q J 9 ♣ 10 2
W	N	E							
S									

Contract 6 NT. Lead ♥2.

<b>Board 72</b>	♠ Q J 10 9 8 ♥ A ♦ A K 5 ♣ A 9 6 4	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td style="padding: 0 5px;"></td><td style="padding: 0 5px;"></td></tr> </table>	W	N	E	S			♠ A K 7 6 ♥ 9 8 4 3 2 ♦ 10 2 ♣ 5 3
W	N	E							
S									

Contract 6♣. Lead ♠5.

<b>Board 73</b>	♠ A J 5 4 3 ♥ J 9 6 ♦ 8 6 4 3 2 ♣ –	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td style="padding: 0 5px;"></td><td style="padding: 0 5px;"></td></tr> </table>	W	N	E	S			♠ K 10 9 6 ♥ Q 7 5 ♦ A K ♣ K Q 7 5
W	N	E							
S									

Contract 4♠. S opened 2NT 5♣–5♦; 7–11 HCP. Lead ♥A, ♥K and a ruff.

<b>Board 74</b>	♠ K 8 7 ♥ J 6 ♦ 4 2 ♣ A K 10 6 5 2	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td style="padding: 0 5px;"></td><td style="padding: 0 5px;"></td></tr> </table>	W	N	E	S			♠ J 10 2 ♥ A Q 7 2 ♦ A K 9 8 6 5 ♣ –
W	N	E							
S									

Contract 3NT. South opened 1♠. Lead ♠6, South covers the jack with the queen.

<b>Board 75</b>	♠ A ♥ 10 8 6 3 ♦ A K 9 7 4 2 ♣ 5 3	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td style="padding: 0 5px;"></td><td style="padding: 0 5px;"></td></tr> </table>	W	N	E	S			♠ 9 8 6 4 2 ♥ A ♦ Q J 10 8 ♣ A 9 6
W	N	E							
S									

Contract 7♦. Lead ♦6.

<b>Board 76</b>	♠ A 10		♠ 8 4 2
♥	♥ K 6 5	N W S E	♥ A
	♦ A K 2		♦ 7 5 4 3
	♣ A K Q 6 5		♣ J 10 8 7 2

Contract 6♣. South opened 3♠. Lead ♠9.

<b>Board 77</b>	♠ A Q J 7 4		♠ K 10
♣	♥ A J 9 7 6 5	N W S E	♥ Q 8 4 2
	♦ K 9		♦ Q 6 5 2
	♣ –		♣ K Q 6

Contract 6♥. Lead ♣10. South started the bidding and passed.

<b>Board 78</b>	♠ A K Q J 6 3		♠ 10 9 5 2
♣	♥ A 8 5 3	N W S E	♥ 10 4 2
	♦ Q		♦ 10 8
	♣ J 4		♣ A Q 9 5

Contract 4♠. North opened 2♥ = 5♥+4 in a minor. Lead ♥K.

<b>Board 79</b>	♠ Q 10 5		♠ 4
♠	♥ A 6 5	N W S E	♥ K 4 3
	♦ A K Q		♦ J 7 5
	♣ A K 9 3		♣ Q 10 8 6 5 2

Contract 6♣. Lead ♠2. South wins with the ace and plays the ♦8.

<b>Board 80</b>	♠ A K Q J		♠ 6 4 3 2
♦	♥ 10	N W S E	♥ A J 8 4
	♦ A J 5 3		♦ 10
	♣ 10 9 4 2		♣ K Q J 5

Contract 4♠. Lead ♥2.

## Solutions of the play problems from the match with Hungary

### BOARD 71

	♥		♠ 10 5									
			♥ K 9 7 2									
			♦ 8 7 2									
			♣ J 8 6 3									
♠ Q 6 3		<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A J 7 4
	N											
W		E										
	S											
♥ Q J 10 6			♥ A 3									
♦ 5 3			♦ A K Q J 9									
♣ A K 7 4			♣ 10 2									
			♠ K 9 8 2									
			♥ 8 5 4									
			♦ 10 6 4									
			♣ Q 9 5									

Contract 6 NT. Lead ♥2.

**The main point** – analysis of the opening lead will show the right way.

#### Order of play:

1. Duck the heart opening lead.

a) If South wins with the king:

2-4. After any return, cross to your hand and finesse the spade.

5. Cash the ace of spades.

6-... Play the remaining tricks in hearts and clubs. You will set up a spade and diamond squeeze against North if he holds five diamonds with the ten.

b) Win the trick with the ♥10 (North underled the king).

2-3. Cross to dummy with a diamond and play a spade to the queen. If South withholds his king, switch to hearts. The analysis of the opening lead shows that the king of spades is with South.

Why?

An aggressive lead is not recommended when you cannot count on your partner. If North holding two kings he should make a passive lead, for instance, a diamond.

Closed room – contract 6NT, +1440 for Hungary.

You played a spade to the queen: no swing.

You finessed a spade: -17 IMP.

**BOARD 72**

♦	♠ 5 4 3 ♥ Q 8 7 ♦ J 7 6 4 ♣ Q 10 7	♠ A K 7 6 ♥ 9 8 4 3 2 ♦ 10 2 ♣ 5 3									
♠ Q J 10 9 8 ♥ A ♦ A K 5 ♣ A 9 6 4	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 2 ♥ K J 10 5 ♦ Q 9 8 3 ♣ K J 8 2
	N										
W		E									
	S										

Contract 6♣. Lead ♠5.

**The main point** – A dangerous opponent.

The well-aimed trump lead puts you in an uncomfortable position. You may assume that the opponent on lead has two or three trumps. Why?

An experienced player very rarely makes the first lead with a singleton trump. If spades break 2-2 there is nothing you can do. You have to find North with the remaining two spades.

How can you concede a club trick to prevent North from being on lead? Practically, no way. Try to concede a diamond trick then. Win the trick with the ace of spades and play the ♦10. If South covers with the queen ... duck it.

Closed room – contract 6♠ (lead ♦4), +980 for EW.

You played ♦10: no swing.

If not: -14 IMP.

**BOARD 73**

♠	♠ Q 8 7										
♠	♥ A K 10 4 3 2										
♠	♦ J										
♠	♣ 10 4 2										
♠ A J 5 4 3	<table border="1" style="border-collapse: collapse; text-align: center; width: 60px; height: 60px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 10 9 6
	N										
W		E									
	S										
♥ J 9 6		♥ Q 7 5									
♦ 8 6 4 3 2		♦ A K									
♣ –		♣ K Q 7 5									
	♠ 2										
	♥ 8										
	♦ Q 10 9 7 5										
	♣ A J 9 8 6 3										

Contract 4♠. South opened 2NT 5♣–5♦; 7–11 HCP. Lead ♥A, ♥K and a ruff.

**The main point** – criss-cross squeeze.

After any return draw the trumps, finessing the queen of spades on the way, and you will arrive at this final position:

♠ J 4 3	<table border="1" style="border-collapse: collapse; text-align: center; width: 60px; height: 60px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 10
	N										
W		E									
	S										
♥ –		♥ –									
♦ 8 6 4 3		♦ K									
♣ –		♣ K Q 7 5									
	♠ –										
	♥ –										
	♦ Q 10 7										
	♣ A J 9 8										

The king of spades sets a criss-cross trump squeeze against South.

If South discards a diamond, play the king of diamonds and establish the diamond suit with a ruff. If instead South discards a club, establish this suit with two ruffs (playing for the ruffing finesse against the ace of clubs), entering the dummy with the king of diamonds and a ruff.

Closed room - contract 5♣ doubled two off, +300 for the Hungarians.

You performed the criss-cross squeeze: +620 = +8 IMP.

If not: -9 IMP.

**BOARD 74**

♥	♠ 6 5	♥ K 10 8 5 3	♦ 10 3	♣ 9 8 4 3
♠ K 8 7	♥ J 6	♦ 4 2	♣ A K 10 6 5 2	♠ J 10 2
	N W     E S	♥ A Q 7 2	♦ A K 9 8 6 5	♣ –
	♠ A Q 9 4 3	♥ 9 4	♦ Q J 5	♣ Q J 7

Contract 3NT. South opened 1♠. Lead ♠6, South covers the jack of spades with the queen.

**The main point** – Make an assumption, which will drive the contract home.

**Order of play:**

1. Take the trick with the king.
2. Cash the club ace pitching a heart from the dummy.
3. Play a diamond.

If North does not cover with an honour it seems that you may play the eight. After all, it is North, who is a dangerous opponent. You will are not going to make it by playing the ♦8 if the king of hearts is with North. South will lock you in a dummy with a diamond and you will soon have to play a heart to the jack. It is better to play the ace, king and concede a third diamond trick. If you find three diamonds with South, you will bring the contract home.

Closed room – contract 3NT, +600 for EW.

You played the diamond ace and the king and conceded a third trick to South: no swing.

You played ♦8: one off, -12 IMP.

**BOARD 75**

♣	♠ J 10 7 ♥ Q 9 5 2 ♦ 6 ♣ K J 8 7 2	♠ 9 8 6 4 2 ♥ A ♦ Q J 10 8 ♣ A 9 6									
♠ A ♥ 10 8 6 3 ♦ A K 9 7 4 2 ♣ 5 3	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K Q 5 3 ♥ K J 7 4 ♦ 5 3 ♣ Q 10 4
	N										
W		E									
	S										

Contract 7♦. Lead ♦6.

**The main point** – this is a chess problem. A precise analysis taking into consideration most of the moves is essential.

Of course the task is clear: you should ruff three hearts and establish a fifth spade.

**Order of play:**

2–4. Cash the spade ace, play a heart to the ace and ruff a spade.

5–6. Ruff a heart, ruff a spade.

7–8. A second heart ruff and a third spade ruff.

9. Third heart ruff and... you are in a wrong hand.

You should make a plan before you start playing.

So now you know. The order of play must be different:

2–3. A heart to the ace and a spade to the ace, followed by 4–9 – three heart ruffs in the dummy and three spade ruffs in your hand.

The last ruff will put you to your hand and you can draw the remaining trumps.

Closed room, contract 7♦, +1440 for EW.

You planned the order of play correctly: no swing.

If not: -16 IMP.

**BOARD 76**

♥	♠ 9		♥ J 10 8 7 4 3 2					
	♠ A 10		♦ Q 10 6					
	♥ K 6 5	<table style="border-collapse: collapse; width: 100%; height: 100%;"> <tr><td style="padding: 2px;">N</td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">S</td></tr> </table>	N	E	W	S	♣ 9 4	♠ 8 4 2
N	E							
W	S							
	♦ A K 2		♥ A	♦ 7 5 4 3				
	♣ A K Q 6 5		♠ K Q J 7 6 5 3	♣ J 10 8 7 2				
			♥ Q 9					
			♦ J 9 8					
			♣ 3					

Contract 6♣. South opened 3♠. Lead ♠9.

**The main point** – Adapt your play to the existing distribution.

**Order of play:**

- 2-3. Play ace of diamonds and ace of hearts
- 4-5. Draw trumps in two rounds – South had a singleton.
- 6-7. The king of hearts (pitch a spade) and ruff a heart.

a) South will follow to the third heart. Next, king of diamonds and throw him in with a spade.

b) South discards a spade to a third heart trick – play a diamond and duck the nine followed by South.

Of course, North may start unblocking by discarding the ten of diamonds in the second trick. You have done everything to make his life more difficult.

Closed room – contract 3NT, +430 for **EW**.

You played it precisely: +920 = +11 IMP.

You forgot to play the ace of hearts first: -10 IMP.

**BOARD 77**

♣	♠ 9 5 3										
	♥ K										
	♦ 10 8 7										
	♣ 10 9 8 4 3 2										
♠ A Q J 7 4	<table style="border-collapse: collapse; width: 100%; height: 100%;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 10
	N										
W		E									
	S										
♥ A J 9 7 6 5		♥ Q 8 4 2									
♦ K 9		♦ Q 6 5 2									
♣ –		♣ K Q 6									
	♠ 8 6 2										
	♥ 10 3										
	♦ A J 4 3										
	♣ A J 7 5										

Contract 6♥. Lead ♣10.

**The main point** – Make a reconnaissance play.

Cover with an honour, ruff the ace and play a diamond to the queen. South will take the trick with the ace and will play a diamond back. It is high time to check who opened the bidding in this deal. South started the bidding and passed

Play the hearts from the top. Just for your own psychological comfort you may reach dummy with a spade and play the ♥Q.

Closed room – contract 4♥, +650 for Hungary.

You have made a reconnaissance play: +1430 = +13 IMP.

If not: -13 IMP.

**BOARD 78**

♣	♠ 7	♥ K Q J 9 6	♠ 10 9 5 2
♠ A K Q J 6 3	♦ K 9 7 5	♣ 7 6 3	♥ 10 4 2
♥ A 8 5 3	♠	♠	♦ 10 8
♦ Q	N	E	♣ A Q 9 5
♣ J 4	W	S	
	♠ 8 4		
	♥ 7		
	♦ A J 6 4 3 2		
	♣ K 10 8 2		

Contract 4♠. North opened 2♥ = 5♥+4 in a minor. Lead ♥K.

**The main point** – even clichéd solutions may drive you to success.

Draw trumps in two rounds and play a diamond. You may now hope for South to play the ace. He did and then played a diamond. Ruff the diamond and the jack of clubs will endplay South.

Closed room – contract 5♣ doubled (NS), two off, +300 for EW.  
 You played a diamond to the queen: +420 = +3 IMP.  
 If not: -8 IMP.

**BOARD 79**

♠	♠ K 7 6 2	
	♥ Q 10 7	
	♦ 10 9 4 3 2	
	♣ 7	
♠ Q 10 5	N W     E S	♠ 4
♥ A 6 5		♥ K 4 3
♦ A K Q		♦ J 7 5
♣ A K 9 3		♣ Q 10 8 6 5 2
	♠ A J 9 8 3	
	♥ J 9 8 2	
	♦ 8 6	
	♣ J 4	

Contract 6♣. Lead ♠2. South takes the trick with the ace and plays the ♦8.

**The main point** – untypical squeeze.

Play five rounds of clubs. Cross to your hand with a diamond and the following ending will be produced:

♥	♠ K 7	
	♥ Q 10 7	
	♦ –	
	♣ –	
♠ Q 10	N W     E S	♠ –
♥ A 6		♥ K 4 3
♦ A		♦ J
♣ –		♣ 6
	♠ J 9	
	♥ J 9 8	
	♦ –	
	♣ –	

Play the ace of diamonds and both opponents are successively squeezed.

Closed room – contract 5♣, +400 for EW.

You have engineered this squeeze: +920 = +11 IMP.

If not: -10 IMP.

**BOARD 80**

♦	♠ 8 ♥ Q 7 3 2 ♦ K Q 7 4 ♣ 8 7 6 3										
♠ A K Q J ♥ 10 ♦ A J 5 3 ♣ 10 9 4 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 6 4 3 2 ♥ A J 8 4 ♦ 10 ♣ K Q J 5
	N										
W		E									
	S										
	♠ 10 9 7 5 ♥ K 9 6 5 ♦ 9 8 6 2 ♣ A										

Contract 4♠. Lead ♥2.

**The main point** – be generous if this is reasonable.

Duck the heart. This will protect you against a 4-1 spade break.

Forcing the West hand will produce an additional trick for four spade holder. Forcing three times will beat the contract, which looks cold.

Closed room – contract 4♠, +620 for EW.

You ducked a heart: no swing.

You played the ace: -12 IMP.

The pool of points to win was quite substantial +46 IMP= 24-6 VP.

Turkey is your next opponent.

## ROUND 9 – MATCH AGAINST TURKEY

West is a declarer on all boards.

<b>Board 81</b>	♠ 6 5											
♥	♥ A K Q J 3 2	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 9 8
	N											
W		E										
	S											
	♦ 8 5 3		♥ 10 9 7									
	♣ A 5		♦ K 9 4 2									
			♣ Q 8 4									

Contract 4♥. North overcalled 1♠, South supported him by bidding 2♠. Lead ♠K.

<b>Board 82</b>	♠ J 10 9 8											
♦	♥ A Q 6	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ Q 7 6 3 2
	N											
W		E										
	S											
	♦ K Q 5 2		♥ K 8 5 2									
	♣ K 5		♦ A 9 4									
			♣ 8									

Contract 4♠. South opened 1♥. Lead ♥4.

<b>Board 83</b>	♠ A K Q											
♥	♥ –	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ J 10 9 7
	N											
W		E										
	S											
	♦ A 10 9 8 5 2		♥ K 8 7 4									
	♣ A K J 5		♦ K 7									
			♣ 4 3 2									

Contract 6♦. Lead ♥A.

<b>Board 84</b>	♠ A K 5 4											
♥	♥ A K 5 4 2	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ Q J 6
	N											
W		E										
	S											
	♦ 6 5 2		♥ 9 8 3									
	♣ 9		♦ K 8 3									
			♣ A J 8 7									

Contract 4♥. Lead ♥J.

<b>Board 85</b>	♠ J 10 9 6 5		♠ K 8 7						
♣	♥ K 8	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td>S</td><td></td><td></td></tr></table>	W	N	E	S			♥ A 10 7 4
W	N	E							
S									
	♦ A Q		♦ K J 6 2						
	♣ Q 8 7 2		♣ 5 3						

Contract 4♣. Lead ♣A, ♣K, ♣10. South plays ♣4 and 6♣ (natural count signals).

<b>Board 86</b>	♠ A Q 9 8 7		♠ K 2						
♥	♥ Q 6	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td>S</td><td></td><td></td></tr></table>	W	N	E	S			♥ K 5 3 2
W	N	E							
S									
	♦ A K		♦ 10 8 7 5						
	♣ A J 3 2		♣ Q 7 6						

Contract 3NT. Lead ♥10.

<b>Board 87</b>	♠ A K Q 6		♠ 4 3						
♦	♥ J 3	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td>S</td><td></td><td></td></tr></table>	W	N	E	S			♥ 7 6 4 2
W	N	E							
S									
	♦ A Q 8 6 5		♦ K J 2						
	♣ A 10		♣ Q J 4 2						

Contract 5♦. North opened 2♥. Lead ♥A, ♥K and ♥10. South pitched ♠5 and ♠2.

<b>Board 88</b>	♠ K 9 8		♠ A 6						
♠	♥ A K 9 7	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td>S</td><td></td><td></td></tr></table>	W	N	E	S			♥ 4 2
W	N	E							
S									
	♦ 10 3 2		♦ A K 7 5 4						
	♣ A J 5		♣ 7 6 4 2						

Contract 3NT. Lead ♠4.

<b>Board 89</b>	♠ A K Q 6 5 3		♠ J 9 8						
♥	♥ 8 6 5	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td>S</td><td></td><td></td></tr></table>	W	N	E	S			♥ A 10 4 2
W	N	E							
S									
	♦ Q		♦ J 9 5						
	♣ A 8 7		♣ K 4 2						

Contract 4♣. South opened 1♥. Lead ♥J. Spades break 2-2.

<b>Board 90</b>	♠ A K 10 7 3		♠ Q 9 3						
♥	♥ A 5	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td>S</td><td></td><td></td></tr></table>	W	N	E	S			♥ K Q 10 8 4 2
W	N	E							
S									
	♦ A K J		♦ 6 4 2						
	♣ K 9 6		♣ 5						

Contract 6♣. Lead ♦8.

## Solutions of the play problems from the match with Turkey

### BOARD 81

	♥			
				♠ K Q 10 4 3
				♥ 6 5
				♦ A J 7
				♣ J 9 3
♠ 6 5			N W     E S	♠ A 9 8
♥ A K Q J 3 2				♥ 10 9 7
♦ 8 5 3				♦ K 9 4 2
♣ A 5				♣ Q 8 4
				♠ J 7 2
				♥ 8 4
				♦ Q 10 6
				♣ K 10 7 6 2

Contract 4♥. North overcalled 1♠, South supported him by bidding 2♠. Lead ♠K.

**The main point** – draw conclusions from the bidding.

One of the key honours is with South. If this is the ace of diamonds then you cannot make it. You have to assume that the ace of diamonds is with North and king of clubs with South. The opponents' restrained bidding inspires with some hope...

#### Order of play:

1. Duck the king of spades.
2. Win the next spade with the ace.
- 3–4. Play a heart to the ace and a diamond.

If North follows the suit with a small card, play the ♦9. A 3–3 diamond break will bring this demanding contract home.

Closed room – contract 2♥, +140 for Turkey.

You played it cleverly: +420 = +7 IMP.

You did not think of it: -5 IMP.

**BOARD 82**

♦	♠ 5 4 ♥ 4 ♦ 10 6 3 ♣ Q 10 9 7 6 3 2										
♠ J 10 9 8 ♥ A Q 6 ♦ K Q 5 2 ♣ K 5	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ Q 7 6 3 2 ♥ K 8 5 2 ♦ A 9 4 ♣ 8
	N										
W		E									
	S										
	♠ A K ♥ J 10 9 7 3 ♦ J 8 7 ♣ A J 4										

Contract 4♠. South opened 1♥. Lead ♥4.

**The main point** – evident defeat may be converted into a victory.

Play four rounds of diamonds and pitch a club. The opponents are helpless.

Closed room – contract 4♣ doubled (NS), two down, +500 for Turkey.

You played four rounds of diamonds: +420 = -2 IMP.

If not: -11 IMP.

**BOARD 83**

♥	♠ 8 4										
	♥ A J 9 5 2										
	♦ Q 6 3										
	♣ Q 10 8										
♠ A K Q	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ J 10 9 7
	N										
W		E									
	S										
♥ –		♥ K 8 7 4									
♦ A 10 9 8 5 2		♦ K 7									
♣ A K J 5		♣ 4 3 2									
	♠ 6 5 3 2										
	♥ Q 10 6 3										
	♦ J 4										
	♣ 9 7 6										

Contract 6♦. Lead ♥A.

**The main point** – play accurately.

I have often encountered a superficial analysis of this problem:

**Order of play:**

2–3. Play two rounds of spades.

4–5. Now, the ace of diamonds and a diamond to the king

6–8. Pitch a spade to the king of hearts and play spades.

You will make the contract if three trumps are with at least three two spades.

However, this is the better way:

2. Cash the ace of diamonds.

a) if a diamond honour falls, then:

3. Play a diamond to the king.

4. Pitch a club to the king of hearts

5. Finesse the queen of clubs.

b) If both opponents followed with a low trump, then:

3–5. Play three rounds of spades!

The odds are higher for three trumps being with two spades.

Closed room – contract 6♦, lead ♣8, +1370 for EW.

You played it correctly: no swing.

You played it differently: -16 IMP.

**BOARD 84**

♥	♠ 9 7 3 2										
	♥ J 10										
	♦ A J 9 7 4										
	♣ Q 4										
♠ A K 5 4	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ Q J 6
	N										
W		E									
	S										
♥ A K 5 4 2		♥ 9 8 3									
♦ 6 5 2		♦ K 8 3									
♣ 9		♣ A J 8 7									
	♠ 10 8										
	♥ Q 7 6										
	♦ Q 10										
	♣ K 10 6 5 3 2										

Contract 4♥. Lead ♥J.

**The main point** – dummy reversal, accurate play.

It seems that the favourable location of the ace of diamonds and a 3–2 heart break will bring the contract home. An ambitious player will raise the standard.

Let’s consider various distributions:

a) A 3–2 heart break with South holding three hearts.

Accurate play will drive the contract safely home even with an adverse location of the ace of diamonds.

**Order of play:**

1–2. Draw trumps in two rounds.

3–4. A club to the ace and a club ruff.

5–6. A spade to the queen and a club ruff.

If South has six clubs then...

7–8. The ace of spades!!! and a spade to the jack.

This is a very important move. If you cross to the dummy with the second spade and ruff a club, then South will ruff a third round of spade and will force you (with a club) to ruff in the dummy and underlead the king of diamonds. If South holds five clubs, there is no such risk.

b) 3-2 with North holding three hearts.

If the last trump is with North then you have to play North for three spades and four clubs to make the contract if the ace of diamonds is unfavourably located.

c) A 4-1 heart break.

If on the second trick you find that trumps are 4-1, then to make the contract you need a favourable distribution of black suits.

Closed room: contract 3NT (E), lead ♣6, +630 for **EW**.

Accurate play: no swing.

Unconcerned declarer's play: -12 IMP.

**BOARD 85**

♣	♠ A Q 4 ♥ 9 5 3 ♦ 10 9 3 ♣ A K 10 9										
♠ J 10 9 6 5 ♥ K 8 ♦ A Q ♣ Q 8 7 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 8 7 ♥ A 10 7 4 ♦ K J 6 2 ♣ 5 3
	N										
W		E									
	S										
	♠ 3 2 ♥ Q J 6 2 ♦ 8 7 5 4 ♣ J 6 4										

Contract 4♠. Lead ♣A, ♣K, ♣10. South follows with ♣4 and 6♣ (natural count signals).

**The main point** – work out the opponent’s plan.

You cannot protect yourself from the queen of trumps being promoted with South. The queen must be onside. There is still another risk; promoting the third queen of trumps by ruffing a fourth club in the dummy. It is easy to avoid the risk:

**Order of play:**

- 4–6. Play three rounds of diamonds – pitching a club.
- 7–8. Now play the ace of hearts and a heart to the king.
- 9. And the jack of spades.

Closed room – contract 4♠, +420 for EW.

You played it accordingly: no swing.

You failed to guess the opponents’ intentions: -10 IMP.

**BOARD 86**

♥	♠ 10 6 4 3	
	♥ 10 9 7	
	♦ Q 6 3 2	
	♣ K 4	
♠ A Q 9 8 7	N W     E S	♠ K 2
♥ Q 6		♥ K 5 3 2
♦ A K 5		♦ 10 8 7
♣ A J 3 2		♣ Q 7 6
	♠ J 5	
	♥ A J 8 4	
	♦ J 9 4	
	♣ 10 9 8 5	

Contract 3NT. Lead ♥10.

**The main point** – accurate play may bring you another victory.

You have to be aware that the opponents may cash only three heart tricks so the club suit will provide a source of tricks for you.

**Order of play:**

1. Win the heart lead with the queen.
2. Play a club to the queen.
  - a) The club queen wins.
- 3–4. Safe play of a spade suit consists in playing the king and a small spade ducked. This is protection against 5–1 spade break with South.
  - b) South covered the club queen with the king and played a diamond back.
3. Funny, that this time the safety play is a spade from your hand and ducking in the dummy. Now it is South who is a dangerous opponent.
  - c) North rises with the king of clubs – you have 9 tricks in the bag.

Closed room – contract 3NT, +600 for Turkey.

You played a club to the queen: no swing.

You finessed a club: –12 IMP.

**BOARD 87**

♦	♠ 9										
	♥ A K 10 9 8 5										
	♦ 10 7 3										
	♣ 8 7 6										
♠ A K Q 6	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 4 3
	N										
W		E									
	S										
♥ J 3		♥ 7 6 4 2									
♦ A Q 8 6 5		♦ K J 2									
♣ A 10		♣ Q J 4 2									
	♠ J 10 8 7 5 2										
	♥ Q										
	♦ 9 4										
	♣ K 9 5 3										

Contract 5♦. North opened 2♥. Lead ♥A, ♥K and ♥10. South pitched ♠5 and ♠2.

**The main point** – opponent’s discards are a source of information about the shape of his hand.

Judging according to discards, it is obvious that the plan of ruffing a spade in the dummy has no chance to succeed. You have to try another option.

**Order of play:**

3. Ruff the third heart.
- 4–6. Play the ace of diamonds, a diamond to the jack and the queen of clubs.
7. After winning the queen of clubs, ruff the last heart.
8. Cash the ace of clubs.
9. Crossing with the third trump to the dummy you will set up a spade-club squeeze against South.

Closed room – contract 3♥ doubled down three, +500 for Turkey.

You made it: +600 = +3 IMP.

If not: -12 IMP.

**BOARD 88**

	♠ J 10 5 4										
	♥ Q 8 3										
	♦ Q J 8 6										
	♣ Q 10										
	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td style="padding: 5px;"></td><td style="padding: 5px;">N</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">W</td><td style="padding: 5px;"></td><td style="padding: 5px;">E</td></tr> <tr><td style="padding: 5px;"></td><td style="padding: 5px;">S</td><td style="padding: 5px;"></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
♠ K 9 8		♠ A 6									
♥ A K 9 7		♥ 4 2									
♦ 10 3 2		♦ A K 7 5 4									
♣ A J 5		♣ 7 6 4 2									
	♠ Q 7 3 2										
	♥ J 10 6 5										
	♦ 9										
	♣ K 9 8 3										

Contract 3NT. Lead ♠4.

**The main point** – appreciate the power of small cards.

Successful play of the diamond suit will bring you to the conclusion that a single diamond honour with North will not help because there are problems with communication.

But what may interest you is a singleton eight or nine with South.

**Order of play:**

1. Win the first trick with the king of spades.
2. Play the ten of diamond. Win an honour covering the ten with the ace.
3. Return to your hand with a heart.
4. Play diamonds through the North hand.

An additional chance is a mistake by North and a diamond distribution like Q 9 8 6 or J 9 8 6. North may cover the ♦10 and this will also drive the contract home.

Closed room – contract 3NT, +400 for **EW**.

You played the ♦10: you stayed level.

You missed that chance: -10 IMP.

**BOARD 89**

♥	♠ 7 4										
	♥ J										
	♦ 10 8 7 6 2										
	♣ Q J 9 6 3										
♠ A K Q 6 5 3	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ J 9 8
	N										
W		E									
	S										
♥ 8 6 5		♥ A 10 4 2									
♦ Q		♦ J 9 5									
♣ A 8 7		♣ K 4 2									
	♠ 10 2										
	♥ K Q 9 7 3										
	♦ A K 4 3										
	♣ 10 5										

Contract 4♠. South opened 1♥. Lead ♥J.

**The main point** – you have to work hard to design an endplay.

1. Win the trick with the ace of hearts.
- 2-3. Draw trumps in two rounds – they break 2-2.
4. Concede a diamond trick – South wins the trick with the king.
- 5-6. He cashes one heart and plays a club back.
- 7-8. North wins the third round of club and is endplayed.

Closed room – contract 3NT (E), +600 for EW.

You executed the endplay: +620 = +1 IMP.

If not: -12 IMP.

**BOARD 90**

♥	♠ 5	♠ Q 9 3									
♠ A K 10 7 3	♥ J 9 7 3	♥ K Q 10 8 4 2									
♥ A 5	♦ 9 8 7 5	♦ 6 4 2									
♦ A K J	♣ A J 8 3	♣ 5									
♣ K 9 6	<table border="1" style="border-collapse: collapse; text-align: center; width: 60px; height: 60px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ J 8 6 2
	N										
W		E									
	S										
	♥ 6										
	♦ Q 10 3										
	♣ Q 10 7 4 2										

Contract 6♠. Lead ♦8.

**The main point** – maintain all the chances until the end.

Ruffing a club seems too complicated. It may result in a diamond ruff or prevent you from finding South with four trumps to the jack. So start drawing the trumps.

2-3. The ace of spades and a spade to the queen – North discards a club. Luckily, your careful play is rewarded.

4-7. Finesse the jack of spades and play trumps followed by diamonds. You should discard two hearts from the dummy without regret, keeping a small club.

8-9. Now it is time to handle hearts. If they are 4-1 with North you still have a chance to find North with the ace of clubs and to throw him on lead in the three-card ending.

Closed room – contract 6♥, one off, +100 for NS.

You managed the endplay: +1430 = +17 IMP.

You played it differently: you stay level.

You could earn in this tough match +26 IMP = 20-10 VP.

Now the Greeks are waiting you.

## ROUND 10 – MATCH AGAINST GREECE

West is a declarer on all boards.

<b>Board 91</b>	♠ Q 10 5 ♥ A 5 2 ♦ QJ 10 9 2 ♣ Q 4	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A J 6 ♥ Q 4 ♦ K 5 ♣ K J 8 6 3 2
	N											
W		E										
	S											

Contract 3NT. North opened 1♥. Lead ♥K.

<b>Board 92</b>	♠ 10 6 4 ♥ A 6 5 ♦ A Q 5 4 ♣ 10 9 7	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 5 3 ♥ Q 4 ♦ K 8 3 ♣ K Q J 8 2
	N											
W		E										
	S											

Contract 3NT. Lead ♠2.

<b>Board 93</b>	♠ Q ♥ K 8 ♦ A 6 5 ♣ A J 8 6 5 3 2	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 10 9 ♥ A Q 4 3 ♦ J 4 2 ♣ K Q 10
	N											
W		E										
	S											

Contract 6NT. Lead ♦8.

<b>Board 94</b>	♠ A ♥ A Q 10 9 ♦ A K 10 5 ♣ A 9 7 4	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ J 8 2 ♥ J 5 4 3 ♦ Q 6 4 3 2 ♣ K
	N											
W		E										
	S											

Contract 6♥. Lead ♠10.

<b>Board 95</b>	♠ A Q 10 6 ♥ A 7 ♦ K J 7 6 ♣ Q J 2	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K J 9 7 2 ♥ 2 ♦ 5 3 2 ♣ A 10 9 8
	N											
W		E										
	S											

Contract 4♠. Lead ♥J. Spades break 2-2.

<b>Board 96</b>	♠ 10 4		♠ A Q 6 5 2						
♥	♥ A K 10 6 4	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>	W	N	E		S		♥ Q J 9
W	N	E							
	S								
	♦ A J 7		♦ 6 5 3						
	♣ A 5 2		♣ J 8						

Contract 4♥. Lead ♣K.

<b>Board 97</b>	♠ A		♠ K 4						
♣	♥ 4 3	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>	W	N	E		S		♥ A K 9 8 2
W	N	E							
	S								
	♦ K Q J 10 7 5		♦ A 4 3						
	♣ A J 6 2		♣ 8 7 4						

Contract 6♦. Lead ♦8. South follows with a trump.

<b>Board 98</b>	♠ A K J 10 8		♠ Q 9 2						
♥	♥ J	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>	W	N	E		S		♥ A 10 4 3
W	N	E							
	S								
	♦ A K 10 6		♦ Q 5 2						
	♣ A 8 7		♣ 6 4 2						

Contract 6♣. Lead ♣Q.

<b>Board 99</b>	♠ K Q J 10 8 5		♠ A 3 2						
♦	♥ K 8 7	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>	W	N	E		S		♥ 10 6 4 3 2
W	N	E							
	S								
	♦ Q 4		♦ A 7 5						
	♣ A 7		♣ K 6						

Contract 4♠. Lead ♥5. South wins the ace and plays ♥J.

<b>Board 100</b>	♠ Q 7 4		♠ K J						
♠	♥ A 7	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>	W	N	E		S		♥ K J 10 8 4
W	N	E							
	S								
	♦ Q 9 6 5 4		♦ J 2						
	♣ A K 4		♣ Q 8 7 2						

Contract 3NT. Lead ♣J.

## Solutions of the play problems from the match with Greece

### BOARD 91

♣	♠ K 7	
	♥ K J 10 9 8	
	♦ A 8	
	♣ A 10 9 5	
♠ Q 10 5	N W     E S	♠ A J 6
♥ A 5 2		♥ Q 4
♦ Q J 10 9 2		♦ K 5
♣ Q 4		♣ K J 8 6 3 2
	♠ 9 8 4 3 2	
	♥ 7 6 3	
	♦ 7 6 4 3	
	♣ 7	

Contract 3NT. North opened 1♥. Lead ♥K.

**The main point** – count your tricks (to nine).

It seems that the best option is to play clubs. Count your tricks. You cannot make it without the spade finesse. In that case, it is better to start with the diamonds. What about the communication? It is enough to duck the king of hearts. The heart ace will be used as an entry to the establish diamond suit.

Closed room – contract 3NT, +400 for Greece.

You ducked the king of hearts and played on diamonds: you stayed level.

You won the king of hearts: -10 IMP.

**BOARD 92**

♦	♠ A J 8 2 ♥ J 10 8 2 ♦ J 10 ♣ A 6 4	♠ K 5 3 ♥ Q 4 ♦ K 8 3 ♣ K Q J 8 2									
♠ 10 6 4 ♥ A 6 5 ♦ A Q 5 4 ♣ 10 9 7	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
	♠ Q 9 7 ♥ K 9 7 3 ♦ 9 7 6 2 ♣ 5 3										

Contract 3NT. Lead ♠2.

**The main point** – routine is not everything.

The routine move is to let the spade lead run to the ten. Maybe the opening lead was from the queen and jack. However there is one critical point. It is hearts. Imagine several possible scenarios.

1) South wins the ace of spades and plays a heart. You have to duck it. After winning the king of hearts, North, holding the ace of clubs, will clear the spades.

2) South wins the queen or jack and plays a heart. Duck it. After winning the heart trick, North does not have the club ace and will play a spade again, underleading the ace to maintain communication.

3) South will win with the queen or jack and will play a spade back. North will take the ace and play a heart through your queen.

To avoid all these scenarios, you have to rise with the spade king on the first trick. Poor opponents are not likely to find the best possible defence such as ducking.

Closed room – contract 3NT (E): +400 for EW.

You played the king: no swing.

You ducked: -10 IMP.

**BOARD 93**

♥	♠ A J 4 2										
	♥ 10 9 6 5										
	♦ 9 8 7 3										
	♣ 7										
♠ Q	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="padding: 0 5px;">N</td><td></td></tr> <tr><td style="padding: 0 5px;">W</td><td></td><td style="padding: 0 5px;">E</td></tr> <tr><td></td><td style="padding: 0 5px;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 10 9
	N										
W		E									
	S										
♥ K 8		♥ A Q 4 3									
♦ A 6 5		♦ J 4 2									
♣ A J 8 6 5 3 2		♣ K Q 10									
	♠ 8 7 6 5 3										
	♥ J 7 2										
	♦ K Q 10										
	♣ 9 4										

Contract 6NT. Lead ♦8.

**The main point** – concentrate on your play instead of nagging.

To make this contract, you will have to find North with the ace of spades and four hearts.

After playing six rounds of clubs, you will arrive at this end position:

	♠ A										
	♥ 10 9 6 5										
	♦ 7										
	♣ –										
♠ Q	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="padding: 0 5px;">N</td><td></td></tr> <tr><td style="padding: 0 5px;">W</td><td></td><td style="padding: 0 5px;">E</td></tr> <tr><td></td><td style="padding: 0 5px;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 10
	N										
W		E									
	S										
♥ K 8		♥ A Q 4 3									
♦ 6 5		♦ –									
♣ 5		♣ –									

The last club will force North to discard a diamond. You will pitch a heart from the dummy and concede a spade.

Closed room – contract 6♣, lead ♥10, +1370 for Greece.

You executed the squeeze: +1440 = +2 IMP.

If not: -16 IMP.

**BOARD 94**

		♠ 10 9 7 5										
		♥ K 9 8 2										
		♦ 9										
	♣	♣ Q 8 6 3										
♠ A		<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td style="padding: 2px;"></td><td style="padding: 2px;">N</td><td style="padding: 2px;"></td></tr> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;"></td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;"></td><td style="padding: 2px;">S</td><td style="padding: 2px;"></td></tr> </table>		N		W		E		S		♠ J 8 2
	N											
W		E										
	S											
♥ A Q 10 9			♥ J 5 4 3									
♦ A K 10 5			♦ Q 6 4 3 2									
♣ A 9 7 4			♣ K									
		♠ K Q 6 4 3										
		♥ 7										
		♦ J 8 7										
		♣ J 10 5 2										

Contract 6♥. Lead ♠10.

**The main point** – keep the trumps under control.

A 4-1 heart break may obstruct the contract. The manoeuvre of finessing the king of hearts may lead to defeat. A similar risk is to play the ace of hearts. Playing the queen of hearts and possibly the ♥10 on the next trick will keep your trumps under control.

Closed room – contract 6♥, +980 for EW.

You controlled your trumps: no swing.

If not: -14 IMP.

**BOARD 95**

♣	♠ 5 4 ♥ J 10 9 6 3 ♦ A Q 9 4 ♣ 6 4	♠ K J 9 7 2 ♥ 2 ♦ 5 3 2 ♣ A 10 9 8			
♠ A Q 10 6 ♥ A 7 ♦ K J 7 6 ♣ Q J 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W     E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W     E	S	♠ 8 3 ♥ K Q 8 5 4 ♦ 10 8 ♣ K 7 5 3
N					
W     E					
S					

Contract 4♠. Lead ♥J. Spades break 2-2.

**The main point** – yet another opportunity to make a safety play.

**Order of play:**

1-2. Draw trumps in two rounds.

3-5. Ruff a heart and play the ace of clubs and ♣10.

a) If two clubs are with North – you will always make it.

b) A 3-3 club break with South holding the king – South does not have to rise with the king.

**Alternative play:**

4-5. Play the queen of clubs from your hand – if North follows with a small card then win with the ace and play a club back. This way, you may score an overtrick but you will lose the chance for b) variant.

Closed room – contract 4♠, +420 for EW.

You made a safety play: no swing.

If not: -10 IMP.

**BOARD 96**

♥	♠ J 9 7 3 ♥ 7 2 ♦ 10 8 2 ♣ K Q 10 4				
♠ 10 4 ♥ A K 10 6 4 ♦ A J 7 ♣ A 5 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W     E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W     E	S	♠ A Q 6 5 2 ♥ Q J 9 ♦ 6 5 3 ♣ J 8
N					
W     E					
S					
	♠ K 8 ♥ 8 5 3 ♦ K Q 9 4 ♣ 9 7 6 3				

Contract 4♥. Lead ♣K.

**The main point** – the analysis is complicated; the course of events at the table will guide your moves.

You may consider a few possible scenarios.

- The king of spades onside – then it is enough to ruff a club.

**Order of play:**

1. Win the king of clubs. Ducking the first trick would be a mistake – the opponents might switch to a diamond.

2. Finesse the spade queen.

3–4. Should the spade finesse work, play the ace of spades and ruff a spade with a high trump.

a) If spades break 3–3, you have a safe line for a possible overtrick: play hearts twice – if they break 4–1, play a spade pitching a club.

3.            b) If spades break 4–2, you may return to club ruff line.

- If the king of spades is with South – you have to find hearts 3–2 and spades 3–3.

How can you combine this option with a chance of finding the king and queen of diamonds favourably located? If after an unsuccessful

spade finesse South returns a heart, you may combine a chance of 3-3 spade break and a favourable location of the king and queen of diamonds.

4-5. Play the ace of spades and ruff a spade.

a) If the suit is established then you will only need a 3-2 trump break.

b) If spades are 4-2 – concede a club. You have two entries to the dummy to play the diamonds through (ruffing a club and with a trump).

After an unsuccessful finesse of the king of spades, the best defence is to play two rounds of clubs. This will destroy one entry to the dummy. You have to make up your mind whether to play for a 3-3 spade (and a 3-2 heart) break – you will make it by discarding a diamond on a third club, or to play for the diamond chance (in that case, the heart break is irrelevant).

Closed room – contract 3NT (E), ♦K lead, +600 for **EW**.

You used the diamond option: +620 = +1 IMP.

If not: -12 IMP.

**BOARD 97**

♣	♠ J 10 6 5 2										
	♥ Q 5										
	♦ 8 6 2										
	♣ Q 10 5										
♠ A	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 4
	N										
W		E									
	S										
♥ 4 3		♥ A K 9 8 2									
♦ K Q J 10 7 5		♦ A 4 3									
♣ A J 6 2		♣ 8 7 4									
	♠ Q 9 8 7 3										
	♥ J 10 7 6										
	♦ 9										
	♣ K 9 3										

Contract 6♦. Lead ♦8. South follows with a trump.

**The main point** – do not make it too complicated.

**Order of play:**

2. Concede a heart!

3–4. After any return, cash the ace of spades.

5–6. Play the ace of hearts and establish hearts by ruffing.

7–8. Third round of trumps will leave you in the dummy.

“Safe” draw of a trump would be a mistake. After conceding a heart, the opponents will play a trump for the third time removing the entry to the established heart suit.

Closed room – contract 3NT = 460 for **EW**.

You played it correctly: +920= +10 IMP.

If not: -11 IMP.

**BOARD 98**

♥	♠ 7 4										
	♥ Q 9 8 6 5										
	♦ 8 4										
	♣ Q J 10 5										
♠ A K J 10 8	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ Q 9 2
	N										
W		E									
	S										
♥ J		♥ A 10 4 3									
♦ A K 10 6		♦ Q 5 2									
♣ A 8 7		♣ 6 4 2									
	♠ 6 5 3										
	♥ K 7 2										
	♦ J 9 7 3										
	♣ K 9 3										

Contract 6♣. Lead ♣Q.

**The main point** – look for all possible chances to make the contract.

Playing the dummy reversal by ruffing three hearts is not possible due to the lack of communication. You can make three attempts to make this contract:

- The first attempt – king and queen of hearts third.

**Order of play:**

1. Duck the queen of clubs – this is a key move, which will allow you to combine the diamond and the spade chances.

2-4. Win a second club and check the heart position. It does not work.

- The second attempt – jack of diamonds doubleton with two trumps.

5-8. Draw two rounds of trumps, play the ace of diamonds and a diamond to the queen (jack falls). Play the next two diamonds and discard a club – it worked; finally ruff a club.

- The third attempt – unfortunately the jack did not appear on the second round of diamonds.

You have your last chance, which is the fourth jack of diamonds with South together with three trumps.

9-11. Finesse the jack of diamonds, discard a club on the fourth diamond and ruff a club.

Closed room – contract 4♠, +450 to EW.

You combined all the chances: +980= +11 IMP.

If not: -11 IMP.

**BOARD 99**

	♦		♠ 9 7 ♥ 5 ♦ J 10 6 3 2 ♣ Q J 9 5 3
♠ K Q J 10 8 5 ♥ K 8 7 ♦ Q 4 ♣ A 7	<div style="margin-bottom: 5px;">N</div> <div style="margin-bottom: 5px;">W     E</div> <div style="margin-bottom: 5px;">S</div>	♠ A 3 2 ♥ 10 6 4 3 2 ♦ A 7 5 ♣ K 6	
			♠ 6 4 ♥ A Q J 9 ♦ K 9 8 ♣ 10 8 4 2

Contract 4♠. Lead ♥5. South wins the ace and plays ♥J.

**The main point** – too often the hand is faster than the brain.

Duck the jack of hearts – true, South was very clever to play the jack from A Q J 9 in hearts but you do not have to be fooled by simple tricks.

Closed room – contract 3NT, +630 for **EW**.  
 You ducked the jack of hearts: you stayed level.  
 You rose with the king: -12 IMP.

**BOARD 100**

		♠ 9 6 3	
	♠	♥ Q 9 5 3	
		♦ A 8	
		♣ J 10 9 3	
♠ Q 7 4		N W     E S	♠ K J
♥ A 7			♥ K J 10 8 4
♦ Q 9 6 5 4			♦ J 2
♣ A K 4			♣ Q 8 7 2
		♠ A 10 8 5 2	
		♥ 6 2	
		♦ K 10 7 3	
		♣ 6 5	

Contract 3NT. Lead ♣J.

**The main point** – even a seemingly clichéd solution may have an interesting point.

It is not easy to spot a problem in this hand. Win the ace of clubs and play the heart ace, heart finesse, king of hearts – the queen is fourth outside. Playing the fourth heart, you become aware that by discarding another diamond you will weaken your stopper in this suit. Opponents may defeat the contract by establishing a diamond. An interesting move, which in my opinion is better, is to concede a heart trick on the third round while playing this suit. This is much less risky. A club continuation from North is not a problem. However crossing to the partner with a diamond and playing by South through your club holding is a problem.

Closed room – contract 3NT (E), ♠5 lead, +600 for Greece.

You conceded a heart on the third trick: no swing.

You cashed the king of hearts: -12 IMP.

A pool of points to win in this match +24 IMP= 20-10 VP.

In XXI round – Luxemburg.

## ROUND 11 – MATCH WITH LUXEMBURG

West is a declarer on all boards.

<b>Board 101</b>	♠ A Q 7 6 ♥ A K J 9 ♦ A J 8 ♣ A 6	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">N</td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">S</td><td style="padding: 2px;"></td><td style="padding: 2px;"></td></tr> </table>	W	N	E	S			♠ 9 4 3 ♥ 4 3 ♦ K Q 10 5 ♣ K Q J 9
W	N	E							
S									

Contract 6NT. Lead ♦6.

<b>Board 102</b>	♠ A 5 ♥ Q 9 5 4 ♦ 7 5 4 ♣ A K 6 5	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">N</td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">S</td><td style="padding: 2px;"></td><td style="padding: 2px;"></td></tr> </table>	W	N	E	S			♠ K 10 4 3 ♥ – ♦ A K Q 8 2 ♣ Q J 7 4
W	N	E							
S									

Contract 6♣. Lead ♥A.

<b>Board 103</b>	♠ A 2 ♥ K Q 9 5 4 ♦ 7 5 4 ♣ A K 6	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">N</td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">S</td><td style="padding: 2px;"></td><td style="padding: 2px;"></td></tr> </table>	W	N	E	S			♠ K 10 4 3 ♥ A 10 8 3 ♦ Q 8 2 ♣ 7 5
W	N	E							
S									

Contract 4♥. Lead ♠J.

<b>Board 104</b>	♠ A Q 10 6 ♥ 4 ♦ A Q 4 3 ♣ A K Q 2	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">N</td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">S</td><td style="padding: 2px;"></td><td style="padding: 2px;"></td></tr> </table>	W	N	E	S			♠ 7 5 3 ♥ A 9 ♦ K J 10 9 ♣ 8 7 6 4
W	N	E							
S									

Contract 6♦. South opened 4♥. Lead ♥6.

<b>Board 105</b>	♠ Q 10 ♥ 6 ♦ A K Q 10 9 6 3 ♣ A K 4	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">N</td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">S</td><td style="padding: 2px;"></td><td style="padding: 2px;"></td></tr> </table>	W	N	E	S			♠ J 6 ♥ 3 2 ♦ 7 5 4 2 ♣ 9 8 7 6 5
W	N	E							
S									

Contract 5♦. North opened 4♥. Lead heart ace and heart king.

<b>Board 106</b>	♠ K Q 9 7		♠ 10 2						
♦	♥ A K Q	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>	W	N	E		S		♥ 7 5 3
W	N	E							
	S								
	♦ 7 5 2		♦ A 8 3						
	♣ K 6 4		♣ 10 7 5 3 2						

Contract 2NT. Lead ♠6. South wins the ace and plays ♠J back.

<b>Board 107</b>	♠ K Q 7		♠ A 9 6 5 3						
♣	♥ A Q 10	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>	W	N	E		S		♥ J 4 3
W	N	E							
	S								
	♦ A K Q 5 3 2		♦ 9 4						
	♣ 2		♣ A 8 6						

Contract 6♦. Lead Q♣.

<b>Board 108</b>	♠ A K Q J 8 6 4		♠ 10 5						
♣	♥ K 10 9 3	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>	W	N	E		S		♥ 4 2
W	N	E							
	S								
	♦ –		♦ J 9 7 4 2						
	♣ K 2		♣ Q 9 8 5						

Contract 4♠. Lead ♦A.

<b>Board 109</b>	♠ A 6 4 2		♠ K Q 10						
♣	♥ K 10 5	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>	W	N	E		S		♥ Q 9 4
W	N	E							
	S								
	♦ A J 10		♦ 6 5 4 3						
	♣ A 8 7		♣ K 4 2						

Contract 3NT. Lead ♦8. South follows with ♣3.

<b>Board 110</b>	♠ A K J 7 4		♠ 3 2						
♣	♥ A K 8	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>	W	N	E		S		♥ 7 5 4 2
W	N	E							
	S								
	♦ K Q		♦ 6 4						
	♣ 8 3 2		♣ A K J 6 5						

Contract 3NT. Lead ♦2. South wins the ace and returns ♦5.

## Solutions of the play problems from the match with Luxemburg

### BOARD 101

♣	♠ K 5 2										
	♥ Q 10 6										
	♦ 9 6 2										
	♣ 10 8 4 2										
♠ A Q 7 6	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 9 4 3
	N										
W		E									
	S										
♥ A K J 9		♥ 4 3									
♦ A J 8		♦ K Q 10 5									
♣ A 6		♣ K Q J 9									
	♠ J 10 8										
	♥ 8 7 5 2										
	♦ 7 4 3										
	♣ 7 5 3										

Contract 6NT. Lead ♦6.

**The main point** – no pain no gain.

There are two options

- To play for a throw-in.

#### 4. Order of play:

5. 2-5. Play four rounds of clubs (if North does not hold five cards in this suit) pitching two small spades from your hand.  
6-7. Draw the second diamond and play a heart to the nine. If only two diamonds were with North, you would be home. Unfortunately if North holds a third diamond, you will not have a chance to finesse the third queen of hearts. A count discard in diamonds may be helpful but in such a suit a discard is rarely a true card. Even from the opening lead it is difficult to draw a conclusion. After ♦6 lead North may play the two on the second trick and not the ♦9, according to the discard count system.

- Do not bother about the endplay. Try all the options.

**Order of play:**

2. Play a heart to the nine.

3-5. After any return play the ace and king of hearts. The queen did not fall? Try a spade finesse.

Which line is the best? Against 6NT contract, players do not like to lead from two small cards – it is easy to finesse your own partner. I opt for the second line.

Closed room – contract 6NT, +990 for **EW**.

You played it according to b) variant: – no swing.

If not: –14 IMP.

**BOARD 102**

♠	♠ J 8 7										
	♥ A 8 4 2										
	♦ J 9 6 3										
	♣ 10 3										
♠ A 5	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 10 4 3
	N										
W		E									
	S										
♥ Q 9 5 4		♥ –									
♦ 7 5 4		♦ A K Q 8 2									
♣ A K 6 5		♣ Q J 7 4									
	♠ Q 9 6 2										
	♥ K J 10 7 3										
	♦ 10										
	♣ 9 8 2										

Contract 6♣. Lead ♥A.

**The main point** – protect yourself from unfavourable distributions.

**Order of play:**

1-3. Ruff the ace of hearts, play the queen of clubs and a club to the king.

a) Trumps break 4-1.

4-7. Play a club to the jack, a spade to the ace and draw the last trump. Diamonds have to be 3-2.

b) Trumps break 3-2.

4-6. Ruff the next heart. A spade to the ace and draw the last trump.

7-... Play the diamonds, which you may establish with a ruff if they break 4-1.

Closed room – contract 6♦, +920 for Luxemburg.

You played it accordingly: no swing.

If not: -14 IMP.

**BOARD 103**

♥	♠ J 6										
	♥ J 7 6 2										
	♦ K J 9										
	♣ J 9 4 2										
♠ A 2	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 10 4 3
	N										
W		E									
	S										
♥ K Q 9 5 4		♥ A 10 8 3									
♦ 7 5 4		♦ Q 8 2									
♣ A K 6		♣ 7 5									
	♠ Q 9 8 7 5										
	♥ –										
	♦ A 10 6 3										
	♣ Q 10 8 3										

Contract 4♥. Lead ♠J.

**The main point** – remember to maintain communication.

Only a 4-0 trump break creates a problem. Lead of a singleton or a doubleton suggests that North has long trumps. This is a chess problem. You have to plan your play right at the start to foresee the 12<sup>th</sup> trick.

This is the lazy way to tackle the play problem:

1. Spade ace.
2. The king of hearts (South discards a spade).
3. Finesse the ten of hearts.
- 4-6. Three rounds of clubs with a ruff.
7. The ace of hearts and ... you are locked in the dummy.

On the 12<sup>th</sup> trick the jack of trump will be promoted. How can you handle this problem?

Win the first trick with the king of spades in the dummy.

Closed room – contract 3NT, +600 for **EW**.

You won the first trick with the king of spades: +620= +1 IMP.

If with the ace: -12 IMP.

**BOARD 104**

	♠		♠ J 9 8 2										
			♥ 6 2										
			♦ 8 7 6										
			♣ J 10 5 3										
♠ A Q 10 6		<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 7 5 3	
	N												
W		E											
	S												
♥ 4			♥ A 9										
♦ A Q 4 3			♦ K J 10 9										
♣ A K Q 2			♣ 8 7 6 4										
			♠ K 4										
			♥ K Q J 10 8 7 5 3										
			♦ 5 2										
			♣ 9										

Contract 6♦. South opened 4♥. Lead ♥6.

**The main point** – communication is a key element in difficult hands.

You have two options:

- The first line is based on the assumption that one of spade honours is inside.

**Order of play:**

- 1–2. Win with the ace of hearts and ruff a heart with the trump ace.
- 3–4. Cross to dummy with a trump and finesse the ♠10.
5. After any return, for instance, a trump (South follows suit) – South’s shape is clear (2–8–2–1).
- 6–8. Play three top clubs (they break 4–1).
9. Now cross the dummy with the third trump.
10. Drawing the last diamond will perform a spade-club squeeze against North.

- The play line assuming a 8–2 heart shape and a 3–2 club shape.

**Order of play:**

- 1–4. After ruffing a heart, draw trumps.

5–8. Play four rounds of clubs.

9. And finally a spade to the ten.

North is endplayed.

In this case, North's shape is as follows:

♠ K J 9 8 2

♥ 6 2

♦ 8 7 6

♣ J 10 5

Closed room – contract 5♥ doubled, four down, +1100 for **EW**.

You have chosen the first option: +1370 = +7 IMP.

The second option produced: -16 IMP.

**BOARD 105**

♦	♠ K 4		♠ J 6								
	♥ A K Q 10 9 7 5 4		♥ 3 2								
	♦ 8		♦ 7 5 4 2								
	♣ Q 2		♣ 9 8 7 6 5								
♠ Q 10	<table border="1" style="border-collapse: collapse; text-align: center; width: 60px; height: 60px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 9 8 7 5 3 2
	N										
W		E									
	S										
♥ 6			♥ J 8								
♦ A K Q 10 9 6 3			♦ J								
♣ A K 4			♣ J 10 3								

Contract 5♦. North opened 4♥. Lead the heart ace and the heart king.

**The main point** – opponents really do not know everything.

Pitch a club on the king of hearts. You have two entries to the dummy to establish the club suit with a ruff and to use the established clubs.

And what if the opponents become aware and draw spades?  
Nothing is lost, you did not risk anything.

Closed room – contract 5♦, two off, +100 for NS.

You discarded a club: +400 = +11 IMP.

If not: you stay level.

**BOARD 106**

		♠ 8 6 5 4 3										
	♦	♥ J 9										
		♦ K J 9 6 4										
		♣ Q										
♠ K Q 9 7		<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td style="padding: 5px;"></td><td style="padding: 5px;">N</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">W</td><td style="padding: 5px;"></td><td style="padding: 5px;">E</td></tr> <tr><td style="padding: 5px;"></td><td style="padding: 5px;">S</td><td style="padding: 5px;"></td></tr> </table>		N		W		E		S		♠ 10 2
	N											
W		E										
	S											
♥ A K Q			♥ 7 5 3									
♦ 7 5 2			♦ A 8 3									
♣ K 6 4			♣ 10 7 5 3 2									
		♠ A J										
		♥ 10 8 6 4 2										
		♦ Q 10										
		♣ A J 9 8										

Contract 2NT. Lead ♠6. South wins the ace and plays ♠J back.

**The main point** – accurate play is an asset of a champion.

Before you cross to dummy with a diamond to play on the club suit, concede a diamond trick. It costs you nothing. This way, you protect yourself from 5-2 shape with North. After all, the ace of clubs may be with South.

Closed room – contract 1NT, +90 for Luxemburg.

You conceded a diamond trick before playing to the king of clubs:  
+120= +1 IMP.

If not: -5 IMP.

**BOARD 107**

		♠ J 10 8 2	
	♣	♥ 9 7 6 5	
		♦ 8	
		♣ Q J 9 5	
♠ K Q 7		N W     E S	♠ A 9 6 5 3
♥ A Q 10			♥ J 4 3
♦ A K Q 5 3 2			♦ 9 4
♣ 2			♣ A 8 6
		♠ 4	
		♥ K 8 2	
		♦ J 10 7 6	
		♣ K 10 7 4 3	

Contract 6♦. Lead Q♣.

**The main point** – do not let them force you to guess.

If you are not in a grand, then at least do not lose the small slam.

**Order of play:**

2-4. Draw trumps: they break 4-1 with South holding four.

5-6. Now you have to check the spades: they are 4-1 with North holding four spades.

7. Concede a trump trick.

You still have a chance of heart finesse. You could make a basic mistake conceding a diamond in the fifth trick before checking on spades. Playing through the heart honours would put you in a guessing position, whether to play for a 3-2 spade break or heart finesse.

Closed room – contract 6♠, +1430 for Luxemburg.

You checked the spade suit before conceding a trump: +1370 = -2 IMP.

If not: -17 IMP

**BOARD 108**

♣	♠ 9 7										
	♥ Q 8 7										
	♦ A K 10 6 3										
	♣ A 10 6										
♠ A K Q J 8 6 4	<table style="border-collapse: collapse; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 10 5
	N										
W		E									
	S										
♥ K 10 9 3		♥ 4 2									
♦ –		♦ J 9 7 4 2									
♣ K 2		♣ Q 9 8 5									
	♠ 3 2										
	♥ A J 6 5										
	♦ Q 8 5										
	♣ J 7 4 3										

Contract 4♠. Lead ♦A.

**The main point** – play accurately.

Play a small club to the queen. North will face a dilemma.  
 – if he ducks – play a heart to the king and ruff a heart,  
 – if he rises with the ace and plays a trump, win in your hand and play the king of clubs. You can then cross to dummy with ♠10 ...

Closed room – contract 4♠, +420 for EW.

You played accurately: no swing.

If not: -10 IMP.

**BOARD 109**

♣	♠ 8 5										
	♥ A 8 7 2										
	♦ K Q 9 8 7 2										
	♣ 9										
♠ A 6 4 2	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K Q 10
	N										
W		E									
	S										
♥ K 10 5		♥ Q 9 4									
♦ A J 10		♦ 6 5 4 3									
♣ A 8 7		♣ K 4 2									
	♠ J 9 7 3										
	♥ J 6 3										
	♦ –										
	♣ Q J 10 6 5 3										

Contract 3NT. Lead ♦8. South follows with ♣3.

**The main point** – if you are a good declarer you will do your duty well; if you are very good, others will do the entire job for you.

After winning a diamond trick, start on... clubs.  
 Play ace, king and a third club. Most likely South will be thrown in.  
 In reality, South held six clubs, which did not disturb the contract.  
 Let me recall that one club was pitched on a diamond trick.

Closed room – contract 3NT, +600 for **EW**.  
 You endplayed South: no swing.  
 If not: -12 IMP.

**BOARD 110**

♣	♠ Q 8 ♥ J 9 6 3 ♦ J 9 7 2 ♣ 10 9 4	♠ 3 2 ♥ 7 5 4 2 ♦ 6 4 ♣ A K J 6 5									
♠ A K J 7 4 ♥ A K 8 ♦ K Q ♣ 8 3 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 10 9 6 5 ♥ Q 10 ♦ A 10 8 5 3 ♣ Q 7
	N										
W		E									
	S										

Contract 3NT. Lead ♦2. South wins the ace and returns with the ♦5.

**The main point** – if both lines are close to each other, choose one on your first impulse.

Decisions based on an unconscious system of acquiring information are often more accurate than those based on probability theory.

Here again you have two options to choose:

- Play the ace and king of clubs; if the queen does not fall, then you can play for 3-3 spade break with the queen onside.
- Play a club to the ace, spade back to the ace and finesse the queen of clubs. If clubs are 4-1, you can still finesse the spade.

Closed room – contract 5♣, +600 for Luxemburg.

You have opted for the first line: +660 = +2 IMP.

The second variant: -12 IMP.

A pool of points to win was not very big +20 IMP= 19-11 VP.

Finland is your next opponent.

## ROUND 12 – MATCH AGAINST FINLAND

West is a declarer on all boards.

<b>Board 111</b>	♠ A 8 6		♠ K J 7						
♠	♥ 4	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>	W	N	E		S		♥ J 7 6
W	N		E						
	S								
	♦ A Q J 10 7	♦ K 9 8 3							
	♣ K 6 5 3		♣ A 8 2						

Contract 5♠. South opened weak 2♥. Lead ♥3. South wins the king and plays the heart ace.

<b>Board 112</b>	♠ K Q J 7		♠ A 6 3						
♣	♥ K 9	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>	W	N	E		S		♥ 10 8 2
W	N		E						
	S								
	♦ Q	♦ A 10 8 6 5							
	♣ A K Q J 5 4		♣ 9 6						

Contract 6♣. North overcalled 1♥. Lead ♠10.

<b>Board 113</b>	♠ J		♠ A 8 7 5 4 2						
♠	♥ A K Q 7 5 4 3	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>	W	N	E		S		♥ 10 8 6
W	N		E						
	S								
	♦ 7	♦ A							
	♣ 10 8 5 2		♣ A K 7						

Contract 6♥. North opened 4♦ – pre-empt in diamonds. Lead ♦K.

<b>Board 114</b>	♠ A K Q 8 7		♠ J 10 9 2						
♣	♥ 4	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>	W	N	E		S		♥ A 8
W	N		E						
	S								
	♦ A K 5	♦ 7 3 2							
	♣ A J 10 5		♣ K 8 4 2						

Contract 6♠. South opened 3♥. Lead ♥3. Spades are 2-2.

<b>Board 115</b>	♠ A 7		♠ K Q 6 3						
♥	♥ Q 6	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>	W	N	E		S		♥ K 8
W	N		E						
	S								
	♦ A J 10 7	♦ K Q 4 2							
	♣ 10 9 8 4 2		♣ K 7 3						

Contract 3NT. Lead ♥2.

**Board 116**  
 ♠ K 10 7 4  
 ♥  
 ♥ K J 9 8 4  
 ♦ A 10 2  
 ♣ A

	N	
W		E
	S	

♠ 9 6 5  
 ♥ Q 10 6 3  
 ♦ Q 8 3  
 ♣ K 7 3

Contract 4♥. Lead ♣Q.

**Board 117**  
 ♥  
 ♠ A 8  
 ♥ A 7 4  
 ♦ K Q 6  
 ♣ J 9 8 4 2

	N	
W		E
	S	

♠ J 7 3  
 ♥ J 6 2  
 ♦ A J 10 7 4  
 ♣ Q 6

Contract 3NT. (1NT-3NT). Lead ♣3, South wins the ace and returns ♣5.

**Board 118**  
 ♥  
 ♠ K 5 4 3  
 ♥ A J  
 ♦ Q 9 8  
 ♣ A K 7 5

	N	
W		E
	S	

♠ A 7 6 2  
 ♥ K 8 7 4  
 ♦ J  
 ♣ J 10 6 4

Contract 4♠. South opened 1♦. Lead 6♦. South wins the king and plays ♣3. Win with the club ace (North encourages with the two).

**Board 119**  
 ♣  
 ♠ J  
 ♥ A 10 7 5 3  
 ♦ 6 5  
 ♣ A 10 9 8 5

	N	
W		E
	S	

♠ A K Q 10 9  
 ♥ K J 6  
 ♦ A J 4 2  
 ♣ K

Contract 6♥. Lead ♦K.

**Board 120**  
 ♥  
 ♠ A K J 10 7 4  
 ♥ 10 7  
 ♦ J 5  
 ♣ A 10 9

	N	
W		E
	S	

♠ Q 9  
 ♥ Q 4  
 ♦ A 7 6 4 2  
 ♣ K 4 3 2

Contract 4♠. South opened 3♥. Lead ♥8, South cashes ace and king and plays ♣8.

## Solutions of the play problems from the match with Finland

### BOARD 111

♠	♠ 10 9 5 3 2										
	♥ Q 9 3										
	♦ 6										
	♣ Q J 9 4										
♠ A 8 6	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K J 7
	N										
W		E									
	S										
♥ 4		♥ J 7 6									
♦ A Q J 10 7		♦ K 9 8 3									
♣ K 6 5 3		♣ A 8 2									
	♠ Q 4										
	♥ A K 10 8 5 2										
	♦ 5 4 2										
	♣ 10 7										

Contract 5♦. South opened weak 2♥. Lead ♥3. South wins the king and plays the ace of hearts.

**The main point** – controlled squeeze.

#### Order of play:

2. Ruff a heart.
- 3-4. Cross to the dummy with a diamond and ruff another heart.
- 5-6. Draw the trumps.
7. Concede a club.
- 8-9. After club return cash your two top clubs finishing in the dummy and here is the final position:

	♠ ? 5 3										
	♥ —										
	♦ —										
	♣ Q										
♠ A 8 6	<table style="margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K J 7
	N										
W		E									
	S										
♥ —		♥ —									
♦ —		♦ 9									
♣ 6		♣ —									
	♠ ? 4										
	♥ 10 8										
	♦ —										
	♣ —										

The last trump played from the dummy will catch North in a spade-club squeeze (you discard a spade) – this will allow you to catch the queen of spades doubleton off-side.

Closed room – contract 3♦, +150 for EW.

You executed the squeeze: +400 = +6 IMP.

If not: -5 IMP.

**BOARD 112**

♣	♠ 10 9 2 ♥ A J 7 5 3 ♦ K J 4 ♣ 10 8				
♠ K Q J 7 ♥ K 9 ♦ Q ♣ A K Q J 5 4	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W     E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W     E	S	♠ A 6 3 ♥ 10 8 2 ♦ A 10 8 6 5 ♣ 9 6
N					
W     E					
S					
	♠ 8 5 4 ♥ Q 6 4 ♦ 9 7 3 2 ♣ 7 3 2				

Contract 6♣. North overcalled 1♥. Lead ♠10.

**The main point** – the less you expect from fate, the better your declarer play is.

In the fervour of analysis, which honours are with which opponent or what are the card layouts, try to minimize the possibilities. In this case, you have to assume that North holds the ace of hearts and the king and jack of diamonds. After playing five trumps and four spades, this ending will be produced:

	♠ – ♥ A J ♦ K J ♣ –				
♠ – ♥ K 9 ♦ Q ♣ 4	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W     E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W     E	S	♠ – ♥ 10 8 ♦ A 10 ♣ –
N					
W     E					
S					

North has to discard a heart to the last club. You pitch ♦10 from dummy and establish the king of hearts.

Closed room – contract 3NT, +490 for Finland.

You set squeeze: +920 = +10 IMP.

If not: -11 IMP.

**BOARD 113**

♠	♠ 10 3			
♠	♥ –			
♠	♦ K Q 10 9 6 5 4			
♠	♣ Q 9 4 3			
♠ J	♠ A 8 7 5 4 2			
♥ A K Q 7 5 4 3	♥ 10 8 6			
♦ 7	♦ A			
♣ 10 8 5 2	♣ A K 7			
	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W   E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W   E	S
N				
W   E				
S				
	♠ K Q 9 6			
	♥ J 9 2			
	♦ J 8 3 2			
	♣ J 6			

Contract 6♥. North opened 4♦ – pre-emptive with diamonds. Lead ♦K.

**The main point** – you can create the missing entry.

A 3-0 heart break with South holding three hearts creates a problem for the declarer.

A real peril is a 4-2 club break with North holding four clubs.

What can you do about that?

You have to establish the spade suit by ruffing. You must check whether there will be enough entries for that, should the spades break 4-2. You will be one entry short but you can create an additional entry.

**Order of play:**

2. Play a heart to the ace – North discards a diamond.

3-6. Cash the spade ace and ruff a spade, a club to the king and a spade ruff. Then ♣10 and duck in the dummy. If North covers with an honour, rise with the ace. You will lose if North held ♣QJ9x. You can also play a club to the seven. The result will be the same. After winning a club trick, South must play a heart and this will create the entry you need so desperately. Of course an alternative club or spade return will clarify the situation.

Closed room – contract 6♥, one down +100 for NS.

You played according the above suggestion: +1430 = +17 IMP.

You played it differently: you stayed level.

**BOARD 114**

♣	♠ 6 5 ♥ J 7 3 ♦ Q J 9 6 4 ♣ 9 7 3	♠ J 10 9 2 ♥ A 8 ♦ 7 3 2 ♣ K 8 4 2			
♠ A K Q 8 7 ♥ 4 ♦ A K 5 ♣ A J 10 5	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W     E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W     E	S	♠ 4 3 ♥ K Q 10 9 6 5 2 ♦ 10 8 ♣ Q 6
N					
W     E					
S					

Contract 6♣. South opened 3♥. Lead ♥3. Spades break 2-2.

**The main point** – count to thirteen.

**Order of play:**

- 1-2. Win the ace and ruff a heart.
- 3-4. Draw trumps in two rounds (they break 2-2)
- 5-6. Now the ace and king of diamonds.
- 7-8. Finally, the ace of clubs and the jack of clubs to finesse.

You have a good chance even if South has the club queen doubleton. He will have to give you a ruff and discard (2-7-2-2 shape). You can still make it even if North holds the queen of clubs with the nine four times. Without playing the third club, concede a diamond and the opponents are helpless.

Closed room – contract 6♠, +980 for **EW**.

You did not forget to eliminate the red suits before finessing the club: no swing.

You did: -14 IMP.

**BOARD 115**

♥	♠ J 10 2										
	♥ A 10 7 2										
	♦ 9 6 3										
	♣ Q J 5										
♠ A 7	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K Q 8 3
	N										
W		E									
	S										
♥ Q 6		♥ K 8									
♦ A J 10 7		♦ K Q 4 2									
♣ 10 9 8 4 2		♣ K 7 3									
	♠ 9 8 5 4										
	♥ J 9 5 4 3										
	♦ 9 8 5										
	♣ A										

Contract 3NT. Lead ♥3.

poprawic rozdanie

**The main point** – do not give up.

A possible chance is to find one of the opponents with five hearts, four spades and the ace of clubs. When you play four rounds of diamonds he will have to discard a heart. Concede a trick to the ace of clubs and drive the contract home. Of course, if South discards a heart you should play him for the ace of clubs singleton.

Closed room – contract 3NT ,+400 for Finland.

You performed the squeeze: no swing.

If not: -10 IMP.

**BOARD 116**

♥	♠ Q 8 2										
	♥ 7 2										
	♦ J 9 4										
	♣ Q J 9 6 4										
♠ K 10 7 4	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 9 6 5
	N										
W		E									
	S										
♥ K J 9 8 4		♥ Q 10 6 3									
♦ A 10 2		♦ Q 8 3									
♣ A		♣ K 7 3									
	♠ A J 3										
	♥ A 5										
	♦ K 7 6 5										
	♣ 10 8 5 2										

Contract 4♥. Lead ♣Q.

**The main point** – communication is the essence of accurate declarer play.

**Order of play:**

2. Play the eight of hearts and overtake with the ten in the dummy.

a) The ten wins.

3–4. King of clubs (pitch a diamond) and a club ruff.

5. Then play the nine of hearts and if North follows to the heart, overtake with the queen. The purpose of all these manoeuvres is to play a spade to the king and to throw the opponents on lead with a spade. Of course the jack of diamonds should be with North, and the king with South. If the location of honours is different the endplay will not work.

b) South will win the ten of hearts with the ace and will make a nasty return with the ♥5. Now you have to guess where ♥7 is. If with North, then play the jack of hearts and overtake with the queen. If South has three hearts, then play ♥4 from your hand and win the trick with the six in the dummy.

Closed room – contract 3♥, +140 for EW.

You played it accurately: +620 = +10 IMP.

If not: -6 IMP.

**BOARD 117**

♥	♠ Q 10 4										
	♥ K 10 5										
	♦ 9 8 2										
	♣ K 10 7 3										
♠ A 8	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ J 7 3
	N										
W		E									
	S										
♥ A 7 4		♥ J 6 2									
♦ K Q 6		♦ A J 10 7 4									
♣ J 9 8 4 2		♣ Q 6									
	♠ K 9 6 5 2										
	♥ Q 9 8 3										
	♦ 5 3										
	♣ A 5										

Contract 3NT. (1NT – 3NT). Lead ♣3, South wins the ace and plays ♣5.

**The main point** – psychological move must be precise.

Any switch of suit by the defenders will not be good for you. One of the French champions happened to provoke North to continue clubs but his play was not accurate at that moment. He played the nine to the ace of clubs and the jack in the second trick. The dealer had K 10 7 3 in clubs. The opponent did not bother to “read” the remaining cards. He should have spotted that something was wrong. Holding: ♣A 8 5 4 2 South should play the four back and not the five. Declarer should have followed with the ♣4 on the first trick and with the ♣J on the second trick. Then the return with the ♣5 would have suggested ♣A 9 8 5 2.

Closed room – contract 1NT (E), +90 for EW.

Your play in clubs was accurate: +400 = +7 IMP.

If not: -4 IMP.

**BOARD 118**

♥	♠ 9										
	♥ 9 6 5 3										
	♦ 7 6 4 3										
	♣ Q 9 8 2										
♠ K 5 4 3	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 7 6 2
	N										
W		E									
	S										
♥ A J		♥ K 8 7 4									
♦ Q 9 8		♦ J									
♣ A K 7 5		♣ J 10 6 4									
	♠ Q J 10 8										
	♥ Q 10 2										
	♦ A K 10 5 2										
	♣ 3										

Contract 4♠. South opened 1♦. Lead ♦6. South wins with the king and plays ♣3.

**The main point** – carefully planning the sequence of moves leads to success.

**Order of play:**

2–4. Win with the club ace (North encourages with the two), ruff a diamond and finesse a heart.

5–6. Play the ace of hearts and ruff a diamond.

7–8. Discard a club to the ace of hearts and play the jack of clubs from the dummy – South discards a diamond as expected.

9–10. Now the king of spades and a spade to the ace – spades break 4–1 with South holding four.

11. The last heart crowns all the efforts. The elopement play (coup en passant) has brought the contract home.

Closed room – contract 4♠, +420 for EW.

You succeeded with your elopement play: no swing.

If not: –10 IMP.

**BOARD 119**

♣	♠ 8 7 5 2 ♥ 4 ♦ K Q 10 ♣ J 7 6 4 3	♠ A K Q 10 9 ♥ K J 6 ♦ A J 4 2 ♣ K									
♠ J ♥ A 10 7 5 3 ♦ 6 5 ♣ A 10 9 8 5	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
	♠ 6 4 3 ♥ Q 9 8 2 ♦ 9 8 7 3 ♣ Q 2										

Contract 6♥. Lead ♦K.

**The main point** – protect yourself from unfavourable distributions.

**Order of play:**

2-5. Discard a diamond on a spade and play the ace of hearts and a heart – if North follows suit, finesse the jack.

a) hearts 4-1 with North holding four.

6. Cash the king of clubs

7-... and play spades waiting for North to ruff.

b) hearts 4-1 with South holding four.

5-7. Rise with the king, discard two clubs on two spades.

8-9. Now cash the king of clubs and play the last spade.

Closed room – contract 6NT, +1440 for EW.

Accurate play: no swing.

You made an error: -17 IMP.

**BOARD 120**

♥	♠ 5 3 ♥ 8 2 ♦ K Q 9 3 ♣ Q J 7 6 5	♠ Q 9 ♥ Q 4 ♦ A 7 6 4 2 ♣ K 4 3 2
♠ A K J 10 7 4 ♥ 10 7 ♦ J 5 ♣ A 10 9	N W     E S	
	♠ 8 6 2 ♥ A K J 9 6 5 3 ♦ 10 8 ♣ 8	

Contract 4♣. South opened 3♥. Lead ♥8, South cashes the ace and king of hearts and plays ♣8.

**The main point** – to play for a throw-in squeeze you have to guess the card layout that the potential victim holds in the final position.

Practically nobody would believe that clubs might be 3-3. Furthermore, South followed three times in the trump suit. Here is the end position:

♠ – ♥ – ♦ J 5 ♣ A 10	♠ – ♥ – ♦ K Q ♣ Q 7	N W     E S	♠ – ♥ – ♦ A 7 ♣ 3 2
-------------------------------	------------------------------	-------------------	------------------------------

You throw North in with a diamond. It requires that the king and queen of diamonds be with North.

Closed room – contract 3♠, +170 for Finland.

You managed to endplay North:  $+620 = +10$  IMP.

You went down:  $-7$  IMP.

Against the softly playing Finns you could win  $+60$  IMP = 25-3 VP.  
In XXIII round the Czechs will be your opponents.

## ROUND 13 – MATCH AGAINST CZECHS

West is a declarer on all boards.

<b>Board 121</b>	♠ A Q								
♥	♥ A K J 7 4 3 2	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td style="padding: 0 5px;"></td><td style="padding: 0 5px;"></td></tr> </table>	W	N	E	S			♠ 4 2
W	N		E						
S									
♦	♦ –		♥ Q 10 9 8						
♣	♣ A Q 10 4	♦ A Q J	♣ 7 5 3 2						

Contract 6♥. Lead ♥6, South follows.

<b>Board 122</b>	♠ K J 4								
♦	♥ A J 5	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td style="padding: 0 5px;"></td><td style="padding: 0 5px;"></td></tr> </table>	W	N	E	S			♠ 9 7 5 2
W	N		E						
S									
	♦ 6 5		♥ K Q 4 2						
	♣ K Q 7 6 4	♦ A 8 7	♣ J 3						

Contract 3NT. South opened 1♠. Lead ♠6.

<b>Board 123</b>	♠ K 10								
♦	♥ A Q J 7 5 3	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td style="padding: 0 5px;"></td><td style="padding: 0 5px;"></td></tr> </table>	W	N	E	S			♠ 9 4
W	N		E						
S									
	♦ A 10 5 2		♥ K 10 6 2						
	♣ J	♦ K 9 4 3	♣ K 10 2						

Contract 4♥. Lead ♥9.

<b>Board 124</b>	♠ A 10								
♥	♥ J 10 8 6 4 2	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td style="padding: 0 5px;"></td><td style="padding: 0 5px;"></td></tr> </table>	W	N	E	S			♠ J 9 8 3
W	N		E						
S									
	♦ K 8 5		♥ K Q 9 3						
	♣ A 10	♦ 5 2	♣ K 4 3						

Contract 4♥. South opened 2♠ weak. Lead ♠7.

<b>Board 125</b>	♠ –								
♦	♥ 4 3 2	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td style="padding: 0 5px;"></td><td style="padding: 0 5px;"></td></tr> </table>	W	N	E	S			♠ K 9 8 5
W	N		E						
S									
	♦ A K 4 3		♥ K J 6						
	♣ A J 10 9 7 5	♦ Q J 7	♣ Q 8 2						

Contract 5♣. After South pass, you bid 1♣. Lead ♥5, ♥J, ♥A. South returns ♥9.

<b>Board 126</b>	♠ Q 9		♠ 10 2						
♣	♥ A K 8	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ 7 5 3 2
W	N		E						
S									
	♦ K 9		♦ A 6 4 2						
	♣ K J 9 7 4 3	♣ A 10 8							

Contract 5♣. South opened 3♣. Lead ♠J.

<b>Board 127</b>	♠ A 8 7 6 2		♠ Q J 10 4						
♣	♥ 9 4 2	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ K 6
W	N		E						
S									
	♦ A J 5		♦ K 7 4						
	♣ A 7	♣ K 9 5 3							

Contract 4♠. South overcalled 1♥. Lead ♥Q, ♥K, ♥A. South plays ♥J and ♥x. North ruffs with the ♠5.

<b>Board 128</b>	♠ A 9 7 5 3		♠ 8 4 2						
♦	♥ A 10 5	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ 9 8
W	N		E						
S									
	♦ K 10 7 4		♦ A J 5 2						
	♣ Q	♣ 9 8 5 3							

Contract 2♠. Lead ♣2 to the ace and ♠J, ducked, ♠10 – ♠Q from North.

<b>Board 129</b>	♠ Q 6		♠ A 5 2						
♠	♥ K Q J 7 2	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ A 10 3
W	N		E						
S									
	♦ J 6		♦ K 10 5 3						
	♣ K Q J 10	♣ 8 5 4							

Contract 4♥. South opened 2♠ weak. Lead ♠J. South wins with the king and plays club to the ace, North returning ♣6.

<b>Board 130</b>	♠ J		♠ A K 7 6 4 2						
♥	♥ A Q J 9 8 7	<table border="1"> <tr><td>W</td><td>N</td><td>E</td></tr> <tr><td>S</td><td></td><td></td></tr> </table>	W	N	E	S			♥ 3
W	N		E						
S									
	♦ 6 5 3		♦ A Q 8						
	♣ A J 10	♣ 8 6 5							

Contract 4♥. Lead ♦2.

## Solutions of the play problems from the match with Czechs

### BOARD 121

	♥													
			♠ K 10 8 6											
			♥ 6											
			♦ K 9 7 4											
			♣ J 9 8 6											
♠ A Q		<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S			♠ 4 2	
	N													
W		E												
	S													
♥ A K J 7 4 3 2				♥ Q 10 9 8										
♦ –				♦ A Q J										
♣ A Q 10 4				♣ 7 5 3 2										
			♠ J 9 7 5 3											
			♥ 5											
			♦ 10 8 6 5 3 2											
			♣ K											

Contract 6♥. Lead ♥6, South follows.

**The main point** – accurate and precise play is an asset of a champion.

Henry played it fast. He played the ace of diamonds at trick two and practically the contract was doomed. He discarded a club on the ace of diamonds and ♣10 on the queen of diamonds. North won with the king and played a diamond back. Henry discarded the queen of clubs, which crowned the work. Very unlucky layout, he observed.

It would have been much better to follow another line:

#### Order of play:

2. Play the jack of diamonds and discard a club.
  - a) If it works, the play is simple.
- 3–4. Discard a spade on the ace of diamonds and ruff a diamond.
- 5–7. Cash the ace of spades, cross the dummy with a trump and ruff a spade.

8-9. A heart to the dummy and a club to the 10.

b) North wins the trick with the king of diamonds.

3. He must play a diamond back. Discard ♣10.

4. A club to the ace hoping for a singleton king of clubs.

If not, then:

5-7. A heart to the dummy, throw the queen of clubs on a diamond and ruff a club.

If clubs break 3-2 - establish a club with the next ruff. You still have two entries with the hearts. If clubs are 4-1, then you still can finesse a spade.

Closed room - contract 6♥, +980 for **EW**.

You played the jack or queen of diamonds: no swing.

Ace of diamonds: -14 IMP.

**BOARD 122**

♦	♠ 6 ♥ 8 7 6 3 ♦ J 10 9 4 ♣ 9 8 5 2	♠ 9 7 5 2 ♥ K Q 4 2 ♦ A 8 7 ♣ J 3									
♠ K J 4 ♥ A J 5 ♦ 6 5 ♣ K Q 7 6 4	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A Q 10 8 3 ♥ 10 9 ♦ K Q 3 2 ♣ A 10
	N										
W		E									
	S										

Contract 3NT. South opened 1♠. Lead ♠6.

**The main point** – mislead the opponents with false signals.

If the opponent wins the spade ace – play the jack. You will have a nice surprise. South will play ♠3 back – you will let it go to the nine and establish the club suit. You managed to convince the opponent that you hold king-jack of spades bare. Following with the ♠4 on the first trick will persuade him to switch to diamonds.

Closed room – contract 3NT, one off, +100 for NS.

You followed with the jack of spades: +600 = +12 IMP.

You played ♠4: you stayed level.

**BOARD 123**

♦	♠ A J 6 2 ♥ 9 ♦ Q 7 6 ♣ Q 9 8 4 3									
♠ K 10 ♥ A Q J 7 5 3 ♦ A 10 5 2 ♣ J	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S	
	N									
W		E								
	S									
	♠ 9 4 ♥ K 10 6 2 ♦ K 9 4 3 ♣ K 10 2									
	♠ Q 8 7 5 3 ♥ 8 4 ♦ J 8 ♣ A 7 6 5									

Contract 4♥. Lead ♥9.

**The main point** – the hand is too often faster than the head.

**Order of play:**

2. Play the jack of clubs with the intention to playing the king. If North covers with the queen – duck. South is the dangerous opponent. You will establish a club trick with a ruff.

3–4. North continues hearts – win in the dummy and play a club for the ruffing finesse.

5–6. Cross with a heart to the dummy and discard a spade to a club.

7–8. A spade to the king, ruff a spade return and a diamond to the nine.

Closed room – contract 4♥, +620.

An interesting play in defence was presented by North in the closed room. He ducked the jack of clubs. The declarer ducked as well and South won with the ace and lead through the king of spades. It did not help. Soon after, North was squeezed in diamonds and clubs.

You ducked the queen: no swing.

If not: –12 IMP.

**BOARD 124**

♥	♠ 7	
	♥ A 7	
	♦ A J 7 4 3	
	♣ Q 9 7 6 2	
♠ A 10	N	♠ J 9 8 3
♥ J 10 8 6 4 2	W     E	♥ K Q 9 3
♦ K 8 5	S	♦ 5 2
♣ A 10		♣ K 4 3
	♠ K Q 6 5 4 2	
	♥ 5	
	♦ Q 10 6	
	♣ J 8 5	

Contract 4♥. South opened 2♠ weak. Lead ♠7.

**The main point** – no pain no gain.

**Order of play:**

1. Win a spade honour with the ace.
- 2-3. Play a heart to the dummy – North rises with the ace (South follows suit) and plays a heart.
- 4-5. Now a club to the ten – North wins with the queen and plays a club.
- 6-8. Cross to dummy with a heart, pitch a spade to the king of clubs and play the jack of spades for the ruffing finesse.

Closed room – contract 4♥, +420 for the Czechs.

Good declarer play: no swing.

Error: -10 IMP.

**BOARD 125**

♠ —	♠ Q 10 7 4 2	♠ K 9 8 5
♥ 4 3 2	♥ Q 10 7 5	♥ K J 6
♦ A K 4 3	♦ 9 8 5	♦ Q J 7
♣ A J 10 9 7 5	♣ K	♣ Q 8 2

♠ A J 6 3	♠ A J 6 3
♥ A 9 8	♥ A 9 8
♦ 10 6 2	♦ 10 6 2
♣ 6 4 3	♣ 6 4 3

	N	
W		E
	S	

Contract 5♣. After South passes, you bid 1♣. Lead ♥5, ♥J, ♥A. South returns ♥9.

**The main point** – A reconnaissance play.

**Order of play:**

3. Play the king of spades. If South holds the ace:

4-5. Cross to dummy with a diamond and try the queen of clubs. If South follows with a small card, rise with the ace. South has already showed two aces. There is a good chance for him to hold a spade honour so the king of clubs should be with North. You play the queen of clubs to keep your conscience clear.

Closed room – contract 4♠ doubled down four, +800 for EW.

If you have made a reconnaissance play: + 600= -5 IMP.

If not: -14 IMP.

**BOARD 126**

♣	♠ J 6 ♥ Q J 6 4 ♦ Q 10 8 7 3 ♣ 5 2	♠ 10 2 ♥ 7 5 3 2 ♦ A 6 4 2 ♣ A 10 8									
♠ Q 9 ♥ A K 8 ♦ K 9 ♣ K J 9 7 4 3	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A K 8 7 5 4 3 ♥ 10 9 ♦ J 5 ♣ Q 6
	N										
W		E									
	S										

Contract 5♣. South opened 3♠. Lead ♠J.

**The main point** – first attribute to the opponents such card layouts that will allow the contract to make and then start playing.

South cashed two spades and played ♥10. Routine encourages you to finesse the queen of clubs with North. Considering the spade layout, the odds are that North will hold the queen of club. But the queen of trumps is not the only problem in this board. You still have one loser more. You may think of a heart and diamond squeeze but since there is no communication, the squeeze may be executed only if North holds at least four hearts and five diamonds. therefore you should play for 2–2 club break or look for the queen of clubs with South!

Closed room – contract 5♣, +600 for the Czechs.

Correct analysis: no swing.

If not: -12 IMP.

**BOARD 127**

♣	♠ 5									
♠ A 8 7 6 2	♥ Q 7									
♥ 9 4 2	♦ Q 8 6 3									
♦ A J 5	♣ J 10 8 6 4 2									
♣ A 7	<table border="1" style="border-collapse: collapse; text-align: center; width: 60px; height: 60px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S	
	N									
W		E								
	S									
	♠ Q J 10 4									
	♥ K 6									
	♦ K 7 4									
	♣ K 9 5 3									
	♠ K 9 3									
	♥ A J 10 8 5 3									
	♦ 10 9 2									
	♣ Q									

South overcalled 1♥. Lead ♥Q, ♥K, ♥A. South plays ♥J and ♥x. North ruffs with the ♠5.

**The main point** – the likelihood that there is a layout in which a trump promotion may occur is not very big. However, the opponents’ play indicates that the promotion is certain.

The solution of the problem is simple – pitch a losing diamond.

Closed room – contract 4♠, +420 for EW.

You pitched a diamond: no swing.

You overruffed: -10 IMP.

**BOARD 128**

♦	♠ K Q 6 ♥ J 6 4 ♦ Q 9 6 ♣ K 10 6 2	♠ 8 4 2 ♥ 9 8 ♦ A J 5 2 ♣ 9 8 5 3			
♠ A 9 7 5 3 ♥ A 10 5 ♦ K 10 7 4 ♣ Q	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W     E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W     E	S	
N					
W     E					
S					
	♠ J 10 ♥ K Q 7 3 2 ♦ 8 3 ♣ A J 7 4				

Contract 2♠. Lead ♣2 to the ace and ♠J – ducked – then ♠10, North playing ♠Q.

**The main point** – dummy reversal combined with the diamond finesse and unblocking.

**Order of play:**

3. Win the second spade trick with the ace.
- 4-5. Play the king of diamonds and the seven of diamonds to finesse the jack.
- 6-8. Ruff a club. Play the ten of diamonds to the ace and ruff a club.

The five of diamonds gives an entry for ruffing the last club.

Closed room – contract 3♥ (NS), one off, +100 for EW.

Dummy reversal: no swing.

You played it differently: -4 IMP.

**BOARD 129**

♠	♠ J 7										
	♥ 9 6 5 4										
	♦ A 8 7 2										
	♣ A 6 3										
♠ Q 6	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A 5 2
	N										
W		E									
	S										
♥ K Q J 7 2		♥ A 10 3									
♦ J 6		♦ K 10 5 3									
♣ K Q J 10		♣ 8 5 4									
	♠ K 10 9 8 4 3										
	♥ 8										
	♦ Q 9 4										
	♣ 9 7 2										

Contract 4♥. South opened 2♠ weak. Lead ♠J. South wins with the king and plays to the ace and North returns 6♣.

**The main point** – throw-in squeeze.

**Order of play:**

1-3. You ducked the spade. South won with the king and played a club back. North won the ace and continued the club suit, South following. Now you are facing a diamond problem.

4-5. Play a heart to the ace and to the king.

a) Hearts break 3-2.

6-7. Cash the queen of spades and cross to dummy with the heart ten.

b) Hearts break 4-1 with North holding four hearts.

At first glance it seems that we have to guess the location of the diamond honours (if the ace and queen of diamonds are not with South). It is difficult to assume that both honours are with North. Ask about the preemptive bid style of the opponents. You will learn that they may be thin. More profound analysis reveals interesting options. You may set up a throw-in squeeze against South. Play the trumps and clubs and this is the final position:

♠ Q	♠ 7	♠ A 5			
♥ 7	♥ –	♥ –			
♦ J 6	♦ ? 8 7	♦ K 10			
♣ –	♣ –	♣ –			
	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W   E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W   E	S	
N					
W   E					
S					
	♠ 10 9				
	♥ –				
	♦ ? 9				
	♣ –				

Play the last heart and discard ♦10 from the dummy. South must bare his honour. Play the queen of spades and concede a diamond.

1. If South has the ace of diamonds you will get a spade trick.
2. If South has the queen of diamonds – the jack of diamonds will win a trick in your hand.

Closed room – contract 3NT (E), +630 for the Czechs.

You played for a throw-in squeeze: no swing.

If not: -12 IMP.



## ROUND 14 – MATCH AGAINST SWEDEN

West is a declarer on all boards.

**Board 131** ♠ J 9 5  
♥ 6 5  
♦ A K J 5  
♣ A K Q 7

	N	
W		E
	S	

♠ A  
♥ A Q 8  
♦ Q 7 4 3  
♣ 10 8 6 3 2

Contract 7♦. Lead ♠6.

**Board 132** ♠ A 9 5  
♥ 8  
♦ A Q 10 5  
♣ Q J 9 7 2

	N	
W		E
	S	

♠ Q 6 3  
♥ A 10 4  
♦ 6 4  
♣ A K 10 6 3

Contract 6♣. Lead ♥Q.

**Board 133** ♠ A Q 10 9 6 3  
♥ A J 10  
♦ A  
♣ 10 9 6

	N	
W		E
	S	

♠ J 4 2  
♥ K 4 3  
♦ K Q 6 5 2  
♣ A J

Contract 6♠. Lead ♣5.

**Board 134** ♠ K 2  
♥ 9 8 4  
♦ Q 10 9 8 2  
♣ A K 4

	N	
W		E
	S	

♠ A 8 6 4  
♥ A 7 5 2  
♦ A 7  
♣ 10 8 7

Contract 3NT. Lead ♠J.

**Board 135** ♠ J 8 7 5 4 2  
♥ K Q  
♦ K 7 6 4  
♣ 3

	N	
W		E
	S	

♠ A K  
♥ A 7 5 3  
♦ A 9 5  
♣ A 9 8 5

Contract 6♠. Lead ♣K.

**Board 136**

♠ 8 7 5  
♥ K Q J 9 7 6  
♦ K Q  
♣ A Q

	N	
W		E
	S	

♠ A Q 6  
♥ A 10 3 2  
♦ A 7  
♣ 10 9 4 3

Contract 6♥. Lead ♦J.

**Board 137**

♠ J 8 7  
♥ A K 2  
♦ K 6 5  
♣ Q 7 6 4

	N	
W		E
	S	

♠ Q 6 4  
♥ Q 6  
♦ Q 10 7 4  
♣ A K J 10

Contract 3NT. Lead ♥J.

**Board 138**

♠ 3  
♥ K J 10 8 6 5  
♦ 10 7 4  
♣ 10 9 8

	N	
W		E
	S	

♠ A 10 9  
♥ Q 3 2  
♦ A 6 5 3 2  
♣ A Q

Contract 4♥. Lead ♠4.

**Board 139**

♠ K Q 10 8 5 4  
♥ A 7 2  
♦ A 8 7  
♣ A

	N	
W		E
	S	

♠ A J  
♥ K J 6  
♦ Q 6 5 2  
♣ K J 6 5

Contract 6♣. Lead ♣4.

**Board 140**

♠ K Q J 9 5  
♥ 8 7  
♦ 6 5  
♣ A J 10 5

	N	
W		E
	S	

♠ 10 2  
♥ A J 5 3  
♦ A K Q  
♣ K Q 8 6

Contract 6♣. Lead ♥K.

## Solutions of the play problems from the match with Sweden

### BOARD 131

	♥											
			♠ Q 10 8 6 3 ♥ K 10 7 2 ♦ 9 ♣ J 9 4									
♠ J 9 5 ♥ 6 5 ♦ A K J 5 ♣ A K Q 7		<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A ♥ A Q 8 ♦ Q 7 4 3 ♣ 10 8 6 3 2
	N											
W		E										
	S											
			♠ K 7 4 2 ♥ J 9 4 3 ♦ 10 8 6 2 ♣ 5									

Contract 7♦. Lead ♠6.

**The main point** – Plan your communication.

After winning with the ace of spades, play a diamond to the ace and ruff a spade. You can choose one of these two play options:

- Cash the queen of diamonds, return with a club, ruff a spade and try again to return with a club. You will make it if clubs are 2-2 or on a 3-1 break if a club singleton is with two trumps.
- Return to the hand with the jack of diamonds if trumps are:
  6. – 3-2, ruff a spade, cross to the hand with a club and draw the last trumps,
  - 4-1, play a diamond to the queen, play a club back, draw all trumps and finesse the heart.

The second option is much better.

Closed room – contract 7♣, +1440 for Sweden.

Accurate play: no swing.

If not: -16 IMP.

**BOARD 132**

♠	♠ J 7 4 2	
	♥ Q J 9 3 2	
	♦ K 9 7	
	♣ 5	
♠ A 9 5	N W     E S	♠ Q 6 3
♥ 8		♥ A 10 4
♦ A Q 10 5		♦ 6 4
♣ Q J 9 7 2		♣ A K 10 6 3
	♠ K 10 8	
	♥ K 7 6 5	
	♦ J 8 3 2	
	♣ 8 4	

Contract 6♣. Lead ♥Q.

**The main point** – try to spot an additional chance.

**Order of play:**

1-2. Ace of hearts and finesse the ten of diamonds. North, encouraged by South on the first trick, continues hearts.

3-5. Ruff, cross the dummy with a club, ruff another heart.

6-... Play the ace of spades and a few more rounds of trumps.

You have an additional chance of setting up a diamond-spade squeeze (four diamonds with the king of spades).

Closed room – contract 5♣, +600 for **EW**.

You managed to execute the squeeze: +1370 = +13 IMP.

Going down: -12 IMP.

**BOARD 133**

♥	♠ K 7 5	
	♥ Q 8 7	
	♦ J 9 4	
	♣ K 8 7 5	
♠ A Q 10 9 6 3	N W     E S	♠ J 4 2
♥ A J 10		♥ K 4 3
♦ A		♦ K Q 6 5 2
♣ 10 9 6		♣ A J
	♠ 8	
	♥ 9 6 5 2	
	♦ 10 8 7 3	
	♣ Q 4 3 2	

Contract 6♣. Lead ♣5.

**The main point** – typical forced position. All declarer's moves are forced.

You may of course, play for a successful spade finesse. However, I suggest another, more ambitious version.

**Order of play:**

1. Take the ace of clubs.
- 2-3. Cross to hand with a diamond and play a heart to dummy.
- 4-5. Cash the king and queen of diamonds, pitching two clubs.
6. Ruff a diamond with the spade queen.
7. Play the ten of spades from hand.
8. If you win the trick, play the nine of spades!

Closed room – contract 6♣, lead ♥7, +980 for EW.

Precise play: no swing.

Not so good: -14 IMP.

**BOARD 134**

	♦		♠ J 10 9 3	
			♥ K 10 3	
			♦ K 4 3	
			♣ J 6 3	
♠ K 2		N W     E S	♠ A 8 6 4	
♥ 9 8 4			♥ A 7 5 2	
♦ Q 10 9 8 2			♦ A 7	
♣ A K 4			♣ 10 8 7	
			♠ Q 7 5	
			♥ Q J 6	
			♦ J 6 5	
			♣ Q 9 5 2	

Contract 3NT. Lead ♠J.

**The main point** – calculate which combinations you can handle successfully.

After winning the trick with the king of spades, play the queen of diamonds. This is better than playing the ace of diamonds and a diamond to the queen.

Why?

The analysis of all possibilities to locate the king and jack of diamonds (taking into consideration a 3–3 or 4–2 trump break), gives an advantage to playing the queen of diamonds. With diamonds breaking 4–2 with South, you have an additional chance if North holds the king doubleton. All other positions are similar.

Closed room: contract 3NT, +400 for Sweden.

You played the queen of diamonds: no swing.

Ace and a diamond to the queen: -10 IMP.

**BOARD 135**

♥	♠ 6 3										
	♥ 9 8 6 4										
	♦ J 10 8										
	♣ K Q 10 6										
♠ J 8 7 5 4 2	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A K
	N										
W		E									
	S										
♥ K Q		♥ A 7 5 3									
♦ K 7 6 4		♦ A 9 5									
♣ 3		♣ A 9 8 5									
	♠ Q 10 9										
	♥ J 10 2										
	♦ Q 3 2										
	♣ J 7 4 2										

Contract 6♣. Lead ♣K.

**The main point** – play for elopement.

**Order of play:**

1–6. Ruff clubs three times, communicating with spades.

7–8. Cash two hearts.

9–10. Play the king of diamonds and a diamond to the ace.

11–12. Finally, the ace of hearts and another heart ruffed with the last trump.

You have collected 12 tricks.

Closed room – contract 4♠, +680 for **EW**.

Good declarer play: +1430 = +13 IMP.

Poor play: -13 IMP.

**BOARD 136**

		♠ J 10 4 3 2										
	♥	♥ 8										
		♦ J 10 8										
		♣ J 7 6 5										
♠ 8 7 5		<table style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="padding: 5px;"></td><td style="padding: 5px;">N</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">W</td><td style="padding: 5px;"></td><td style="padding: 5px;">E</td></tr> <tr><td style="padding: 5px;"></td><td style="padding: 5px;">S</td><td style="padding: 5px;"></td></tr> </table>		N		W		E		S		♠ A Q 6
	N											
W		E										
	S											
♥ K Q J 9 7 6			♥ A 10 3 2									
♦ K Q			♦ A 7									
♣ A Q			♣ 10 9 4 3									
		♠ K 9										
		♥ 5 4										
		♦ 9 6 5 4 3 2										
		♣ K 8 2										

Contract 6♥. Lead ♦J.

**The main point** – play carefully for all other chances.

**Order of play:**

1–2. Win the ace of diamonds and finesse the queen of clubs.

a) The finesse failed. North took the trick with the king and returned a spade.

Now you have to take a spade finesse and to play a club for a ruffing finesse.

b) The club finesse worked.

4–6. Cash the ace of clubs and play a heart to the ace (both opponents follow suit), ruff a club (even if South follows on the third round of clubs you would have to guess where the jack of clubs is).

7–8. Cross to dummy with the ♥10 and play the fourth round of clubs. If South wins a trick pitch a spade. If South does not follow to the fourth round of clubs, ruff.

9. Play a spade, intending to play low from the dummy (♠6). Unfortunately North plays the ♠10 – rise with the ace.

10–11. Go back to hand with a heart and play a spade to the queen. This is an extra chance for king of spades doubleton with South.

Closed room – contract 6♥, +1430 for Sweden.

You solved the problem: no swing.

If not: -17 IMP.

**BOARD 137**

♣	♠ A 10 3 ♥ J 10 9 7 3 ♦ A 9 8 3 ♣ 8	♠ Q 6 4 ♥ Q 6 ♦ Q 10 7 4 ♣ A K J 10
♠ J 8 7 ♥ A K 2 ♦ K 6 5 ♣ Q 7 6 4	N W     E S	
	♠ K 9 5 2 ♥ 8 5 4 ♦ J 2 ♣ 9 5 3 2	

Contract 3NT. Lead ♥J.

**The main point** – communication is a key which opens many doors.

The question is: how to play the diamond suit, given the communication problems.

Where are the communication problems?

Playing in a routine way, you take the queen of hearts and play a diamond to the king. North wins the ace and plays a heart – you take the trick in your hand. Following the rules of safety play, you should play a diamond to the queen (protecting yourself from jack doubleton offside). Go back to your hand and play a diamond to the ten. Mind you, you may not get a heart trick. How can you handle this problem? After cashing the queen of hearts play the queen of diamonds! Opponents win the ace and play a heart. Now play the king of diamonds and a diamond to the ten.

Closed room – contract 3NT, +400 for EW.

You played the queen of diamonds: no swing.

If not: -10 IMP.

**BOARD 138**

♥	♠ Q 8 5 4 2										
	♥ 7										
	♦ Q J 9										
	♣ 6 4 3 2										
♠ 3	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="padding: 0 5px;">N</td><td></td></tr> <tr><td style="padding: 0 5px;">W</td><td></td><td style="padding: 0 5px;">E</td></tr> <tr><td></td><td style="padding: 0 5px;">S</td><td></td></tr> </table>		N		W		E		S		♠ A 10 9
	N										
W		E									
	S										
♥ K J 10 8 6 5		♥ Q 3 2									
♦ 10 7 4		♦ A 6 5 3 2									
♣ 10 9 8		♣ A Q									
	♠ K J 7 6										
	♥ A 9 4										
	♦ K 8										
	♣ K J 7 5										

Contract 4♥. Lead ♠4.

**The main point** – A dangerous opponent.

Duck the spade lead.

South will win the trick with the king and will have to decide what next. You can count on a small mistake, the return of a small spade (♥4 will be best). Then you will pitch a diamond and North will have to play the queen. Now it's your turn to play a spade for a third time and discard yet another diamond. South will take this trick and this is exactly what you wanted. The only thing you have to do now is to establish two diamond tricks with ruffs.

Closed room – contract 4♠ doubled, one off, +100 for **EW**.

You ducked a spade, after a spade return: +620 = +11 IMP.

If not: -5 IMP.

**BOARD 139**

		♠ 3 2	
	♥	♥ 10 8 5 3	
		♦ 9 4	
		♣ Q 10 8 4 2	
♠ K Q 10 8 5 4	N W     E S	♠ A J	
♥ A 7 2		♥ K J 6	
♦ A 8 7		♦ Q 6 5 2	
♣ A		♣ K J 6 5	
		♠ 9 7 6	
		♥ Q 9 4	
		♦ K J 10 3	
		♣ 9 7 3	

Contract 6♣. Lead ♣4.

**The main point** – hard work is the salt of declarer play.

You do your hard work at the table, taking advantage of all chances.

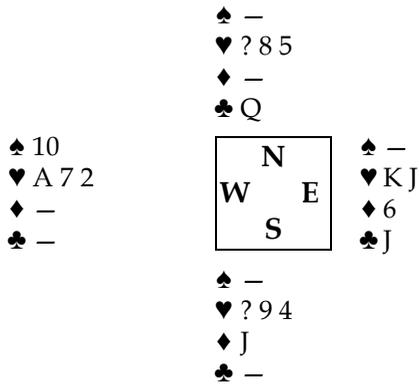
**Order of play:**

2–3. Play a diamond to the queen – South wins the trick and returns a diamond.

4–7. Win the ace. Cross to dummy with a spade, pitch a diamond on the king of clubs and ruff a diamond with a spade honour. Unfortunately, the diamonds are 4–2 with South holding four.

8–9. A spade to the dummy and a club ruff.

This is the final position:



You play the last spade and a classical double squeeze occurs.

Closed room – contract 6♠, +1430 for Sweden.

You executed a double squeeze: no swing.

If not: -17 IMP.

**BOARD 140**

♥	♠ 8 6 4										
	♥ K Q 10 6 2										
	♦ 10 7 4 3										
	♣ 4										
♠ K Q J 9 5	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 10 2
	N										
W		E									
	S										
♥ 8 7		♥ A J 5 3									
♦ 6 5		♦ A K Q									
♣ A J 10 5		♣ K Q 8 6									
	♠ A 7 3										
	♥ 9 4										
	♦ J 9 8 2										
	♣ 9 7 3 2										

Contract 6♣. Lead ♥K.

**The main point** – this is a chess problem.

After winning the trick with the ace of hearts, you start drawing trumps. You have to consider two scenarios, depending on who holds four trumps. With a 3-2 trump break you simply claim the contract.

- Four trumps with North.

Practically, it does not matter what you will do with the trump honours as long as one of the major honours is left in the dummy. Play three rounds of diamonds, pitch a heart and concede a spade. Opponents will force you with a heart. By playing spades, you will pick up the opponents' trumps.

- Four trumps with South.

This is quite a problem. You have to find South with at least three spades. What is more important, you will need two honours in the dummy to ruff the last two spades. Has it occurred to you how to draw trumps to combine both variants? The jack and the ten of clubs will solve all your problems.

Closed room – contract 6♣, +920 for Sweden.

Accurate play: no swing.

You played it differently: -14 IMP.

A pool of points to win +37 IMP = 23-7 VP.

With three rounds to go, you encounter the team from Germany.

## ROUND 15 – MATCH AGAINST GERMANY

West is a declarer on all boards.

<b>Board 141</b>	♠ J 9			
♠	♥ K J 9 8 6 4 2			♠ 8 7 2
	♦ J 10 5	<div style="display: flex; justify-content: space-between; padding: 2px;"> <span>W</span><span>N</span><span>E</span> </div> <div style="display: flex; justify-content: center; padding: 2px;"> <span>S</span> </div>		♥ 10 3
	♣ 7			♦ A 7 4 3 2
				♣ 10 8 6

Contract 3♥ doubled. After 1♣ opening you made a 3♥ jump. North doubled for take out. Lead ♣K and ♣Q.

<b>Board 142</b>	♠ K Q J 5			
♥	♥ A K J 6 5 4			♠ A 6 3
	♦ –	<div style="display: flex; justify-content: space-between; padding: 2px;"> <span>W</span><span>N</span><span>E</span> </div> <div style="display: flex; justify-content: center; padding: 2px;"> <span>S</span> </div>		♥ 10 9 4
	♣ 9 7 2			♦ K 10 6 4
				♣ A 6 3

Contract 6♥. Lead ♣Q.

<b>Board 143</b>	♠ 6			
♦	♥ K 2			♠ J 8 7 5 3
	♦ A K 6 2	<div style="display: flex; justify-content: space-between; padding: 2px;"> <span>W</span><span>N</span><span>E</span> </div> <div style="display: flex; justify-content: center; padding: 2px;"> <span>S</span> </div>		♥ A 9 8 4
	♣ K Q J 10 9 6			♦ J 10 8
				♣ 2

Contract 5♣. Lead ♦7.

<b>Board 144</b>	♠ K 2			
♣	♥ Q J 10 5 4			♠ A Q 6
	♦ 5 3 2	<div style="display: flex; justify-content: space-between; padding: 2px;"> <span>W</span><span>N</span><span>E</span> </div> <div style="display: flex; justify-content: center; padding: 2px;"> <span>S</span> </div>		♥ 7 2
	♣ A 9 4			♦ A 10 9 7 4
				♣ K Q J

Contract 3NT. Lead ♠J.

<b>Board 145</b>	♠ K Q J 8 7			
♥	♥ A K 3			♠ A 3 2
	♦ 7 6	<div style="display: flex; justify-content: space-between; padding: 2px;"> <span>W</span><span>N</span><span>E</span> </div> <div style="display: flex; justify-content: center; padding: 2px;"> <span>S</span> </div>		♥ 5
	♣ K 10 4			♦ A K 10 9 5
				♣ Q 9 8 5

Contract 6♣. Lead ♥J.

**Board 146**

♠ J 9  
♥ 6  
♦ A J 5  
♣ Q J 10 9 8 5

	N	
W		E
	S	

♠ A K 6 4  
♥ A Q 10 3 2  
♦ 8 7  
♣ K 4

Contract 5♣. Lead ♦K.

**Board 147**

♠ J 8 7  
♥ A K 8 2  
♦ 5  
♣ Q 9 7 6 4

	N	
W		E
	S	

♠ A 6 4 2  
♥ Q 6  
♦ A 10 8 4  
♣ A K J

Contract 6♣. Lead ♦K.

**Board 148**

♠ 3  
♥ K J 10 6 5 2  
♦ 10 7 4  
♣ 10 9 8

	N	
W		E
	S	

♠ A K 10 9  
♥ A Q 9  
♦ A 9 6 5  
♣ 4 2

Contract 4♥. Lead ♦J.

**Board 149**

♠ A K 8 5  
♥ 2  
♦ A K Q 8 7  
♣ A 9 8

	N	
W		E
	S	

♠ Q 3 2  
♥ 8 7 6 3  
♦ J 10 6  
♣ K 6 5

Contract 5♦. Lead ♣Q.

**Board 150**

♠ A K J 6 5 2  
♥ A 2  
♦ A Q 8  
♣ K 9

	N	
W		E
	S	

♠ Q 10 9 3  
♥ 8 6 3  
♦ J 6 4 2  
♣ 6 5

Contract 4♠. Lead ♥K.

## Solutions of the play problems from the match with Germany

### BOARD 141

	♠				
			♠ Q 10 6 5 4		
			♥ 5		
			♦ K 9 6		
			♣ K Q 9 3		
♠ J 9		N	W      E	♠ 8 7 2	
♥ K J 9 8 6 4 2		S		♥ 10 3	
♦ J 10 5				♦ A 7 4 3 2	
♣ 7				♣ 10 8 6	
			♠ A K 3		
			♥ A Q 7		
			♦ Q 8		
			♣ A J 5 4 2		

Contract 3♥ doubled. After 1♣ opening you made a 3♥ jump. North doubled for take out. Lead ♣K and ♣Q.

**The main point** – accurate play is an asset of a champion.

#### Order of play:

2. You ruffed a club with the ♥4, not really knowing why. There was something passing through in your mind.

3–5. You played a spade. The opponents played spades three times. You ruffed with the ♥6 keeping the two because an interesting ending was taking a shape.

6–7. A diamond to the ace and the ♥10. South rose with the ace (you followed with the ♥8, North played the ♥5).

8–9. South cashed the queen of diamonds and played a club back. You were consistent and ruffed with the ♥9 and this is the end position you have reached:

	♠ Q 10										
	♥ –										
	♦ K										
	♣ 9										
♠ –	<table style="margin: auto; border-collapse: collapse;"> <tr> <td></td> <td style="text-align: center;">N</td> <td></td> </tr> <tr> <td style="text-align: center;">W</td> <td></td> <td style="text-align: center;">E</td> </tr> <tr> <td></td> <td style="text-align: center;">S</td> <td></td> </tr> </table>		N		W		E		S		♠ –
	N										
W		E									
	S										
♥ K J 2		♥ 3									
♦ J		♦ 7 4 3									
♣ –		♣ –									
	♠ –										
	♥ Q 7										
	♦ –										
	♣ J 4										

You endplay North with the king of diamonds. He is forced to concede a ruff and discard. You ruff with the ♥3 in the dummy and followed with the ♥2 from your hand. A trump coup has been executed.

Closed room – contract 4♠, +480 for NS.

You have executed the trump coup: two off, + 500 for NS = -1 IMP.

You failed: down three = -8 IMP.

**BOARD 142**

♥	♠ 9 4 2 ♥ Q ♦ Q 9 7 5 3 2 ♣ Q J 10										
♠ K Q J 5 ♥ A K J 6 5 4 ♦ – ♣ 9 7 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A 6 3 ♥ 10 9 4 ♦ K 10 6 4 ♣ A 6 3
	N										
W		E									
	S										
	♠ 10 8 7 ♥ 8 7 2 ♦ A J 8 ♣ K 8 5 4										

Contract 6♥. Lead ♣Q.

**The main point** – deep in analysis do not forget minor chances.

Duck the club lead. The plan is clear – you have to find three hearts with four spades. This will let you to pitch a club from the dummy and ruff a club in the dummy.

After cashing the trick with the ace of clubs, underlead your king of diamonds. A jumpy opponent may rise with the ace. South twitched and ducked. Cash the ace of hearts – the queen comes from North. Reach dummy with the ace of spades and ruff a diamond. The nine of hearts, ruff a diamond and cross the dummy with the ten of hearts!

Closed room – contract 4♥, +650 for **EW**.

You used your diamond chance: +1430= +13 IMP.

If not: -13 IMP.

**BOARD 143**

	♦		♠ K 10 4 2	
			♥ J 7 5 3	
			♦ 7 3	
			♣ 8 7 3	
♠ 6		N W     E S		♠ J 8 7 5 3
♥ K 2				♥ A 9 8 4
♦ A K 6 2				♦ J 10 8
♣ K Q J 10 9 6				♣ 2
			♠ A Q 9	
			♥ Q 10 6	
			♦ Q 9 5 4	
			♣ A 5 4	

Contract 5♣. Lead ♦7.

**The main point** – less routine, more analysis.

The majority of experienced players, without giving a matter much thought, will play the jack of diamonds and that will doom the contract. Why? South will duck the jack! Lack of communication will prevent you from repeated finesse of the diamond queen. You should play the diamond eight – ducking the eight will not help the opponent. Win the covered nine with the king and draw trumps. After drawing all the trumps, cross to the dummy with the ace of hearts and finesse the queen of diamonds which will end the work.

Closed room: contract 3♣, +130 for Germany.

You played the ♦8: +400 = +7 IMP.

You played the jack: -5 IMP.

**BOARD 144**

♣	♠ J 10 9 8 3 ♥ K 3 ♦ Q J 8 6 ♣ 7 5	♠ A Q 6 ♥ 7 2 ♦ A 10 9 7 4 ♣ K Q J			
♠ K 2 ♥ Q J 10 5 4 ♦ 5 3 2 ♣ A 9 4	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W     E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W     E	S	♠ 7 5 4 ♥ A 9 8 2 ♦ K ♣ 10 8 6 3 2
N					
W     E					
S					

Contract 3NT. Lead ♠J.

**The main point** – you have to plan your play carefully.

Of course the diamond suit looks more promising than the hearts. A 3-2 diamond break or 4-1 with four hearts with North will bring the contract home. Lack of communication is somewhat disturbing but you can manage. Win the queen of spades in the dummy and play the ten of diamonds. The opponents continue spades. Still, you have two chances to play through the diamonds.

Closed room – contract 3NT, +400 for **EW**.

Accurate play: no swing.

If not: -10 IMP.

**BOARD 145**

	♥		♠ 10 6 4											
			♥ J 10 9 7 4											
			♦ J 4 2											
			♣ 7 2											
♠ K Q J 8 7		<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 3 2		
	N													
W		E												
	S													
♥ A K 3			♥ 5											
♦ 7 6			♦ A K 10 9 5											
♣ K 10 4			♣ Q 9 8 5											
			♠ 9 5											
			♥ Q 8 6 2											
			♦ Q 8 3											
			♣ A J 4 3											

Contract 6♣. Lead ♥J.

**The main point** – consider a few possible scenarios.

Scenario 1

**Order of play:**

2-3. Play the king and queen of spades.

- Spades break 3-2.

4-6. Play the ace, king and another diamond.

- a) South shows out on the third round.

6-8. Ruff with a small trump, ruff a heart with the ace of trumps, ruff a diamond again.

9-... Draw the outstanding trumps and without playing a heart play a club to the eight.

- b) South follows suit on the third round of diamonds.

6. Ruff with the jack of spades.

If diamonds break 3-3, the contract is home.

If diamonds break 4-2, then:

7-9. A spade to the ace, a diamond ruff and a club to the eight.

- Spades break 4-1.

- a) with South holding four spades.

4-5. Play a spade to the ace and a club to the king. Additional chance is for A-J bare in clubs with South.

b) four spades with North.

A situation is a bit complicated. It seems that if South holds A-J-x-x in clubs you cannot make the contract. Communication with diamonds is an illusion. Assume that you play a club to the 10. Draw the trump, cross to dummy with a diamond to play the ♣9. South will rise with the ace and cut you off from an established club.

Scenario 2

Ruff a heart and draw trumps. Assume that they break 3-2. Try to establish the diamond suit with a ruff. If diamonds break 3-3, play the king of clubs for a chance of the ace of clubs doubleton with North. If diamonds break 4-2 the only chance is to find the jack of clubs.

If spades break 4-1 we should play for a similar chance.

Closed room – contract 6♠, +1430 for Germany.

You made it: no swing.

If not: -17 IMP.

**BOARD 146**

♥	♠ Q 10 7 6										
	♥ 8 5 4										
	♦ K Q 10 3										
	♣ A 6										
♠ J 9	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A K 6 4
	N										
W		E									
	S										
♥ 6		♥ A Q 10 3 2									
♦ A J 5		♦ 8 7									
♣ Q J 10 9 8 5 3		♣ K 4									
	♠ 8 3 2										
	♥ K J 9 7										
	♦ 9 6 4 2										
	♣ 7 2										

Contract 5♣. Lead ♦K.

**The main point** – create a forced position for the opponents.

**Order of play:**

1-3. Win the king of diamonds with the ace, play a heart to the ace and ruff a heart.

4-6. Concede a diamond. The opponents are forced to play the ace of clubs and a club. Win the king in the dummy.

7. Ruff a heart.

8. Draw the outstanding trumps.

9-10. A spade to the dummy, a heart ruff – Phew!!

Closed room – contract 3NT, +400 for **EW**.

You created a forced position: no swing.

If not: -10 IMP.

**BOARD 147**

	♥				
			♠ K 10 5 3		
			♥ J 9 4 3		
			♦ K Q 2		
			♣ 10 3		
♠ J 8 7		N	W      E		♠ A 6 4 2
♥ A K 8 2			S		♥ Q 6
♦ 5					♦ A 10 8 4
♣ Q 9 7 6 4					♣ A K J
			♠ Q 9		
			♥ 10 7 5		
			♦ J 9 7 6 3		
			♣ 8 5 2		

Contract 6♣. Lead ♦K.

**The main point** – dummy reversal combined with the heart and spade squeeze.

**Order of play:**

1–3. Ace of diamonds and a diamond ruff, concede a spade.

4–7. After any return ruff two diamonds, crossing with clubs or the queen of hearts.

8–9. Cross to dummy for the last time to draw the remaining trumps.

This is the time to execute the squeeze if one of the opponents holds four spades with four hearts.

Closed room – contract 3NT, +430 for Germany.

You made it: +920 = +10 IMP.

If not: -10 IMP.

**BOARD 148**

	♦													
			♠ Q 7 5											
			♥ 8 4 3											
			♦ J 8											
			♣ A J 7 6 5											
♠ 3		♦	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S			♠ A K 10 9
	N													
W		E												
	S													
♥ K J 10 6 5 2					♥ A Q 9									
♦ 10 7 4					♦ A 9 6 5									
♣ 10 9 8					♣ 4 2									
			♠ J 8 6 4 2											
			♥ 7											
			♦ K Q 3 2											
			♣ K Q 3											

Contract 4♥. Lead ♦J.

**The main point** – this is a chess problem. A precise analysis, taking into consideration most of the moves, is essential to prevent what might happen in the 12<sup>th</sup>.

Routine play:

**Order of play:**

1. Ace of diamonds.
- 2-4. Ace and king of spades – discard a diamond and play a club. South rises with the queen.
- 5-6. Cashes the king of diamonds and continues with a small diamond which you ruff with the ♥10.
- 7-8. Play a club, South will win with the king and play the king of diamonds. Ruff with the jack of hearts.
9. Ruff a club.
- 10-11. Cash the king and queen of hearts and on the 12<sup>th</sup> trick you will face a suicidal promotion of the eight of hearts.

How can you avoid that?

On the fourth trick you have to ruff a spade before North can discard a spade on a diamond that you will ruff.

Closed room – contract 3NT (E), lead ♠4, +600 for EW.

You ruffed a spade for security: +620 = +1 IMP.

If not: -12 IMP.

**BOARD 149**

♥	♠ J 9 6 4										
	♥ K J 9										
	♦ 5 3										
	♣ Q J 10 2										
♠ A K 8 5	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ Q 3 2
	N										
W		E									
	S										
♥ 2		♥ 8 7 6 3									
♦ A K Q 8 7		♦ J 10 6									
♣ A 9 8		♣ K 6 5									
	♠ 10 7										
	♥ A Q 10 5 4										
	♦ 9 4 2										
	♣ 7 4 3										

Contract 5♦. Lead ♣Q.

**The main point** – this manoeuvre in declarer play is very rare. It requires careful planning.

**Order of play:**

1. Win with the king of clubs in the dummy. As it turns out later, it is necessary for communication reasons.

2–6. Play two rounds of trumps, the ace and queen of spades and a spade to the king. If North holds two spades and two trumps this is a classical manoeuvre of partial trump drawing. Two spades with South will not be a problem even with three trumps. If South ruffs a third round of spades then discard a club on the king of spades and ruff a club.

Winning the first trick in hand will doom the contract for two reasons:

- there is no fast way to cross to hand to discard a club,
- South may ruff the king of clubs if he discards two clubs on two spades.

Closed room – contract 4♠, +420 for Germany.

You made the contract: +400 = -1 IMP.

If not: -10 IMP.

**BOARD 150**

		♠ 8 7			
	♥	♥ K Q J 5			
		♦ 9 3			
		♣ A 10 8 4 2			
♠ A K J 6 5 2	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W     E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W     E	S	♠ Q 10 9 3
N					
W     E					
S					
♥ A 2		♥ 8 6 3			
♦ A Q 8		♦ J 6 4 2			
♣ K 9		♣ 6 5			
		♠ 4			
		♥ 10 9 7 4			
		♦ K 10 7 5			
		♣ Q J 7 3			

Contract 4♠. Lead ♥K.

**The main point** – A dangerous opponent.

**Order of play:**

1-2. Duck the king of hearts, the opponent switches cleverly to a spade – he tries to ruin our communication. Win the nine of spades in the dummy, retaining the two in hand.

3. Play the jack of diamonds.

a) North wins the king of diamonds.

4-6. And plays a spade again. Check the diamond distribution.

If they do not break 3-3, play for the favourable location of the ace of clubs.

b) South covers the jack of diamonds with the king and you win with the ace.

4-6. Cash the ace of hearts. Cross to dummy with ♠10 and ruff a heart.

7-8. Overtake the two of spades with the three (one more entry is still there) and play a diamond to the eight.

Closed room – contract 3NT (**W**), +400 for Germany.

You made it: +420 = +1 IMP.

If not: -10 IMP.

A pool of points to win in this match +30 IMP = 21-9 VP.

The team from Denmark will be your penultimate opponent.

## ROUND 16 – MATCH AGAINST DENMARK

West is a declarer on all boards.

<b>Board 151</b>	♠ A								
♥	♥ A J 8	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px 5px;">W</td><td style="padding: 2px 5px;">N</td><td style="padding: 2px 5px;">E</td></tr> <tr><td style="padding: 2px 5px;">S</td><td></td><td></td></tr> </table>	W	N	E	S			♠ Q J 7 6 4 2
W	N		E						
S									
	♦ A Q 4 2		♥ K Q 6						
	♣ A Q J 5 4	♦ 7 6 5							
			♣ K						

Contract 6NT. Lead ♥7.

<b>Board 152</b>	♠ Q 8 7 4								
♦	♥ A K Q J 6 5	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px 5px;">W</td><td style="padding: 2px 5px;">N</td><td style="padding: 2px 5px;">E</td></tr> <tr><td style="padding: 2px 5px;">S</td><td></td><td></td></tr> </table>	W	N	E	S			♠ A 5
W	N		E						
S									
	♦ Q		♥ 8 7 4						
	♣ K 4	♦ 9 8 7 3							
			♣ J 10 3 2						

Contract 4♥. North opened 1♦, South bid 2♦. Lead ♦A, ♦K.

<b>Board 153</b>	♠ K 10 9 8 5 4 2								
♥	♥ K 7 2	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px 5px;">W</td><td style="padding: 2px 5px;">N</td><td style="padding: 2px 5px;">E</td></tr> <tr><td style="padding: 2px 5px;">S</td><td></td><td></td></tr> </table>	W	N	E	S			♠ A Q 6
W	N		E						
S									
	♦ 10 9 4		♥ 10 4 3						
	♣ –	♦ A K J 3							
			♣ K 6 5						

Contract 4♠. Lead ♠J. Spades break 2-1.

<b>Board 154</b>	♠ A 8 7 4 3								
♣	♥ A	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px 5px;">W</td><td style="padding: 2px 5px;">N</td><td style="padding: 2px 5px;">E</td></tr> <tr><td style="padding: 2px 5px;">S</td><td></td><td></td></tr> </table>	W	N	E	S			♠ K Q
W	N		E						
S									
	♦ 6 5		♥ 8 6 5 2						
	♣ Q J 10 9 5	♦ A K 9 8 7 2							
			♣ A						

Contract 4♠. Lead ♥Q.

<b>Board 155</b>	♠ A K Q J 9 6 2								
♥	♥ 7 5	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px 5px;">W</td><td style="padding: 2px 5px;">N</td><td style="padding: 2px 5px;">E</td></tr> <tr><td style="padding: 2px 5px;">S</td><td></td><td></td></tr> </table>	W	N	E	S			♠ 4 3
W	N		E						
S									
	♦ 8		♥ A K 9 6 2						
	♣ A 6 3	♦ A 9 4							
			♣ J 10 4						

Contract 6♠. South opened 3♠. Lead ♦Q.

<b>Board 156</b>	♠ A K 7 5		♠ J 4									
♠	♥ A 5 3	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♥ 9 8 4 2
	N											
W			E									
	S											
	♦ A Q 2	♦ 4 3										
	♣ A Q 10	♣ K 9 6 3 2										

Contract 3NT. Lead ♥K. After ducking North plays ♥6 to ♥10.

<b>Board 157</b>	♠ 6		♠ A K 8 5 3									
♠	♥ Q 5	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♥ 10
	N											
W			E									
	S											
	♦ A K Q J 10 2	♦ 6 5										
	♣ 10 8 4 3	♣ A 9 7 6 2										

Contract 5♦. Lead ♥4, South wins the ace and plays ♦4.

<b>Board 158</b>	♠ A K 3		♠ Q 8 7 2									
♥	♥ K J 10 8 3	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♥ A Q 5
	N											
W			E									
	S											
	♦ 4 2	♦ A 10 7 6										
	♣ K 9 4	♣ 8 7										

Contract 4♥. Lead ♥6.

<b>Board 159</b>	♠ 5 3 2		♠ K J 8 7									
♥	♥ A K Q 7 5	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♥ J 10 2
	N											
W			E									
	S											
	♦ A J 8 6 3	♦ 4										
	♣ –	♣ Q J 6 3 2										

Contract 4♥. South opened 2♠ – weak. Lead ♣A.

<b>Board 160</b>	♠ Q 6 3		♠ A J 4									
♦	♥ K 10 9	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♥ 7 5 3
	N											
W			E									
	S											
	♦ 10 7 5 4 2	♦ A Q J										
	♣ Q 5	♣ A K 6 3										

Contract 3NT. Lead ♥2. South plays ♥Q.

## Solutions of the play problems from the match with Denmark

### BOARD 151

	♥				
			♠ 9 8 5		
			♥ 9 7 5 3		
			♦ K J 9 3		
			♣ 10 7		
♠ A		N	W      E	♠ Q J 7 6 4 2	
♥ A J 8		S		♥ K Q 6	
♦ A Q 4 2				♦ 7 6 5	
♣ A Q J 5 4				♣ K	
				♠ K 10 3	
				♥ 10 4 2	
				♦ 10 8	
				♣ 9 8 6 3 2	

Contract 6NT. Lead ♥7.

**The main point** – remember that the suit in which you hold only six cards do not always breaks 4-3.

#### Order of play:

1-3. Win the trick with the ace of hearts, a club to the dummy and a spade to hand.

4-5. Play two rounds of clubs.

a) Club break 4-3, so you have five tricks in the suit.

6-7. A heart to dummy and the queen of spades.

If South takes a trick and plays a diamond – finesse the king. If they duck the queen of spades – finesse the king of diamonds. If North wins the trick you play for a 3-3 spade break.

b) Clubs break 5-2.

You have to find a 3-3 spade break.

Closed room – contract 6NT, +1440 for Denmark

Correct play: no swing.

If not: -17 IMP.

**BOARD 152**

♦	♠ J 9 6 3 ♥ 2 ♦ A K 10 5 ♣ A 9 6 5										
♠ Q 8 7 4 ♥ A K Q J 6 5 ♦ Q ♣ K 4	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A 5 ♥ 8 7 4 ♦ 9 8 7 3 ♣ J 10 3 2
	N										
W		E									
	S										
	♠ K 10 2 ♥ 10 9 3 ♦ J 6 4 2 ♣ Q 8 7										

Contract 4♥. North opened 1♦, South bid 2♦. Lead ♦A, ♦K.

**The main point** – if you play a demanding game assume favourable distributions.

**Order of play:**

1–2. Ruff a diamond and concede a spade.

3–5. Opponent plays a heart. Cross to dummy with the ace of spades and play the jack of clubs, finessing against the queen.

6–7. After any return ruff a spade (the king drops) and claim the rest.

Does the play mean playing open cards? Not really. It is a matter of profound analysis. The bidding shows that spades are 4–3 with North holding four. To win the contract you have to find South with the king of spades. Naturally, the ace of clubs is attributed to North. All the rest is simply based on the bidding.

Closed room – contract 2♥, +140 for EW.

Good play: +620 = +10 IMP.

Played poorly: –6 IMP.

**BOARD 153**

♥	♠ J										
	♥ A J 8 5										
	♦ 8 7 5										
	♣ Q 9 8 3 2										
♠ K 10 9 8 5 4 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A Q 6
	N										
W		E									
	S										
♥ K 7 2		♥ 10 4 3									
♦ 10 9 4		♦ A K J 3									
♣ –		♣ K 6 5									
	♠ 7 3										
	♥ Q 9 6										
	♦ Q 6 2										
	♣ A J 10 7 4										

Contract 4♠. Lead ♠J. Spades 2-1.

**The main point** – Carefully planned dummy play will not always help. Sometimes you simply have to guess.

**Order of play:**

1-2. Win a spade and ruff a club.

3-5. Draw the remaining trump and cross to the dummy with a diamond. Ruff a club.

6-8. Cross to the king of diamonds and play the king of clubs to discard a diamond. Unfortunately it is South, who wins with the ace.

Yet another disappointment. South wins the trick and plays the queen of hearts. Now you have to guess the heart layout. It requires good assessment of the opponent. Is he that skilled to play the queen in any situation?

- a) A-Q-6
- b) Q-9-6
- c) Q-J-6

No doubt, a Danish national player can do that. So, playing with the odds, play the king.

You will make it if a) or b) occur.

Closed room – contract 3NT (**E**), +430 for **EW**.

You made the contract: you stay level.

If not: -10 IMP.

**BOARD 154**

♣	♠ J 10 6 2 ♥ Q J ♦ Q J 4 3 ♣ 9 7 3	♠ K Q ♥ 8 6 5 2 ♦ A K 9 8 7 2 ♣ A									
♠ A 8 7 4 3 ♥ A ♦ 6 5 ♣ Q J 10 9 5	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 9 5 ♥ K 10 9 7 4 3 ♦ 10 ♣ K 8 4 2
	N										
W		E									
	S										

Contract 4♠. Lead ♥Q.

**The main point** – simple ways are often best.

You need a 4-2 trump break to drive the contract home.

**Order of play:**

2-4. A club to the ace and then the king and queen of spades, overtaken with the ace.

5. Concede a club.

6-... After entering your hand with a ruff, run all your clubs.

Closed room – contract 4♠, +620 for Denmark.

You have overtaken the spade honour: no swing.

If not: -12 IMP.

**BOARD 155**

		♠ 8 7	
	♥	♥ Q 10 8 4 3	
		♦ Q 5	
		♣ Q 9 8 2	
♠ A K Q J 9 6 2	N W     E S	♠ 4 3	
♥ 7 5		♥ A K 9 6 2	
♦ 8		♦ A 9 4	
♣ A 6 3		♣ J 10 4	
		♠ 10 5	
		♥ J	
		♦ K J 10 7 6 3 2	
		♣ K 7 5	

Contract 6♣. South opened 3♦. Lead ♦Q.

**The main point** – this manoeuvre is called “Hobson’s Choice”.

Draw trumps and play a small club, underleading the ace. North is faces a difficult choice:

- if he rises with the queen of clubs, the partner’s king will be onside to be finessed;
- if he ducks, he will be squeeze in a club–heart squeeze.

Closed room – contract 6♠, +1430 for EW.

You knew the Hobson’s Choice manoeuvre: no swing.

If not: -17 IMP.

**BOARD 156**

	♠ 10 8 3 2										
	♥ K Q J 6										
	♦ 10 8 7 4										
	♣ 4										
♠ A K 7 5	<table style="margin: 0 auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ J 4
	N										
W		E									
	S										
♥ A 5 3		♥ 9 8 4 2									
♦ A Q 2		♦ 4 3									
♣ A Q 10		♣ K 9 6 3 2									
	♠ Q 9 6										
	♥ 10 7										
	♦ K J 9 5										
	♣ J 8 7 5										

Contract 3NT. Lead ♥K. After ducking North plays ♥6 to the ♥10.

**The main point** – a solution will come in the course of events.

**Order of play:**

1. Duck the king of hearts.
2. Opponent plays ♥6 to his partner's ten and you duck again.
3. South plays ♦5 back and you play the queen, which holds the trick.

4. Play the ten of clubs ducking in the dummy. This is a typical play to earn an extra chance to win the contract should the clubs break unfavourably. True, you will often lose an overtrick.

The ten of clubs stands. Now it is time to use a spade chance.

5–6. A small spade to the jack; South wins the queen and plays the king of diamonds – you win with the ace.

7–9. Cash the ace of hearts (South discards a spade) and two spades (South discards the jack of diamonds). Finally, go back to clubs. Here is the final position:

	♠ 10										
	♥ Q										
	♦ 10 8										
	♣ –										
♠ 7	<table style="margin: auto; border-collapse: collapse;"> <tr> <td></td> <td style="text-align: center;">N</td> <td></td> </tr> <tr> <td style="text-align: center;">W</td> <td></td> <td style="text-align: center;">E</td> </tr> <tr> <td></td> <td style="text-align: center;">S</td> <td></td> </tr> </table>		N		W		E		S		♠ –
	N										
W		E									
	S										
♥ –		♥ 9									
♦ 2		♦ –									
♣ A Q		♣ K 9 6									
	♠ –										
	♥ –										
	♦ 9										
	♣ J 8 7										

North discards a diamond on the ace of clubs and a diamond again on the queen of clubs. He is caught in a triple squeeze. Throw South in with a diamond and the king of clubs wins the ninth trick.

Closed room – contract 3NT one down three, +50.

You played it precisely: +400= +10 IMP.

If not: – no swing.

**BOARD 157**

♠	♠ Q 10 4 2	
	♥ K J 8 4 2	
	♦ 9	
	♣ K J 5	
♠ 6	N W     E S	♠ A K 8 5 3
♥ Q 5		♥ 10
♦ A K Q J 10 2		♦ 6 5
♣ 10 8 4 3		♣ A 9 7 6 2
	♠ J 9 7	
	♥ A 9 7 6 3	
	♦ 8 7 4 3	
	♣ Q	

Contract 5♦. Lead ♥4, South covers with the ace and plays the ♦4.

**The main point** – what seems to be a piece of cake sometimes may be difficult and complicated.

How to make use of a 4-3 spade break or 2-2 club break with diamonds breaking 4-1?

I) Routine play is based on a 3-2 diamond break.

**Order of play:**

3-6. Spade ace and spade ruff, heart ruff and a spade ruffed.

a) Spades break 4-3. Draw trumps and claim.

b) Spades break 5-2 with South holding five. You have to find clubs 2-2.

c) Spades 5-2 with North holding five, you have to hope for a club-spade squeeze if North holds three clubs (not a big chance) or 2-2 club break.

What are your problems?

A slightly modified play. To ruff a second spade is an option. You will make then if spades are 4-3 and diamonds 4-1. But you will not make it if spades are 5-2 but diamonds 4-1 and clubs 2-2. I have come across yet another concept.

II) An unusual play. First ruff a heart and then play the ace, king and a small spade, ruffing with a  $\spadesuit 10$ . At first glance this line does not look too promising. But you gain the chance of a squeeze if North holds four spades and three clubs. Combine the chances of 4-1 diamond break with 2-2 club break. This line of play is backed by a strong argument. There was no trump lead although the course of bidding should have inspired such a lead and therefore the 4-1 trump break with the dealer holding a singleton.

Closed room – contract  $5\clubsuit$ , down one, +100 for NS.

You played for II: +600= +12 IMP.

Routine play: you stayed level.

**BOARD 158**

♥	♠ J 9 6 5	
	♥ 7 6 2	
	♦ K J 8	
	♣ A J 5	
♠ A K 3	N	♠ Q 8 7 2
♥ K J 10 8 3	W   E	♥ A Q 5
♦ 4 2	S	♦ A 10 7 6
♣ K 9 4		♣ 8 7
	♠ 10 4	
	♥ 9 4	
	♦ Q 9 5 3	
	♣ Q 10 6 3 2	

Contract 4♥. Lead ♥6.

**The main point** – if one way does not lead to the destination try to find a different way.

A trump lead ruined your plan of ruffing a club.

**Order of play:**

1–2. Win the queen of hearts in the dummy and play a diamond. North will take the trick.

3. He will lead a trump again.

4–5. Play the ace of diamonds and ruff a diamond – diamonds broke 4–3.

6–7. Cross to dummy with a heart and ruff a diamond.

8–11. Play three rounds of spades and throw North in with the fourth spade.

True, the opponents did not do too well. South should have risen with the nine of diamonds and played the ten of clubs. But then, you can also make it. Such play in defence indicates that the ace of clubs is badly located.

3–4. Duck the ten and South has to play the trump.

5-6. You will play a club again, underleading your king. North continues with a trump.

7-... ruff a diamond and set a club-spade squeeze.

Closed room – contract 3NT, +600 for Denmark.

You endplayed North: +620= +1 IMP.

You failed: -12 IMP.

**BOARD 159**

♥	♠ – ♥ 8 6 3 ♦ K 10 5 ♣ A K 10 8 7 5 4			
♠ 5 3 2 ♥ A K Q 7 5 ♦ A J 8 6 3 ♣ –	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W   E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W   E	S
N				
W   E				
S				
	♠ K J 8 7 ♥ J 10 2 ♦ 4 ♣ Q J 6 3 2			
	♠ A Q 10 9 6 4 ♥ 9 4 ♦ Q 9 7 2 ♣ 9			

Contract 4♥. South opened weak 2♠. Lead ♣A.

**The main point** – if one way does not lead to the destination try to find a different way.

Playing for a crossruff will produce nine tricks.

1-3. Ruff a club, diamond ace and a diamond ruff.

4-5. A club ruffed and a diamond ruffed.

6-8. A heart to hand and draw the trumps.

This final position will be produced:

♠ 5 3 2 ♥ – ♦ J 8 ♣ –	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W   E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W   E	S	♠ K J ♥ – ♦ – ♣ Q J 6
N					
W   E					
S					
	♠ A Q 10 9 ♥ – ♦ Q ♣ –				

Throw South in with a diamond (pitching a club from the dummy). The opponent will give us a spade trick. Then you will establish a club trick.

Closed room – contract 3♣ doubled, down 2, +300 for Denmark.

You made it: +420 = +3 IMP.

If not: -8 IMP.

**BOARD 160**

	♦		♠ 10 8 7 2										
			♥ A J 6 2										
			♦ 3										
			♣ J 9 7 4										
♠ Q 6 3		<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td style="padding: 5px;"></td><td style="padding: 5px; text-align: center;">N</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px; text-align: center;">W</td><td style="padding: 5px;"></td><td style="padding: 5px; text-align: center;">E</td></tr> <tr><td style="padding: 5px;"></td><td style="padding: 5px; text-align: center;">S</td><td style="padding: 5px;"></td></tr> </table>		N		W		E		S		♠ A J 4	
	N												
W		E											
	S												
♥ K 10 9			♥ 7 5 3										
♦ 10 7 5 4 2			♦ A Q J										
♣ Q 5			♣ A K 6 3										
			♠ K 9 5										
			♥ Q 8 4										
			♦ K 9 8 6										
			♣ 10 8 2										

Contract 3NT. Lead ♥2. South plays the ♥Q.

**The main point** – safety play.

Henry played it fast. He finessed the diamond and played the diamond ace (North showed out). The opponent ducked the queen of diamonds and the contract was doomed.

It was enough to play the queen after winning the jack without playing the ace. If the queen stands, a switch to spades will crown the work and nine tricks are in the bag.

Closed room – contract 3NT, +400 for Denmark.

You played it carefully: no swing.

If not: -10 IMP.

In the match against Denmark you could win 36 IMP = 22-8 VP.  
Italy will be your last opponent.

## ROUND 17 – MATCH AGAINST ITALY

West is a declarer on all boards.

<b>Board 161</b>	♠ K Q 3		♠ A 6 4 2						
♥	♥ A K J 10 8	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td>S</td><td></td><td></td></tr></table>	W	N	E	S			♥ Q 6 5
W	N	E							
S									
	♦ Q 4		♦ 10 7						
	♣ A 4 2		♣ J 10 5 3						

Contract 4♥. Lead ♦2 to the ace. A diamond back to the king and a heart.

<b>Board 162</b>	♠ A K J		♠ Q 10 9						
♦	♥ Q 4	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td>S</td><td></td><td></td></tr></table>	W	N	E	S			♥ A 10 8
W	N	E							
S									
	♦ A J 6		♦ 7 3						
	♣ A K Q 10 5		♣ J 9 7 6 3						

Contract 6♣. Lead ♦10. South covers with the queen.

<b>Board 163</b>	♠ Q		♠ 9 7 5 2						
♣	♥ K 4 2	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td>S</td><td></td><td></td></tr></table>	W	N	E	S			♥ 9 8 3
W	N	E							
S									
	♦ K J 10 7 6 4 2		♦ A Q 3						
	♣ J 5		♣ A Q 10						

Contract 3♦. (You opened 3♦ and the contract stands). Lead ♠A and ♣5.

<b>Board 164</b>	♠ A J 6 4 3		♠ K 7 5						
♥	♥ Q 6 5	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td>S</td><td></td><td></td></tr></table>	W	N	E	S			♥ A K 8 4 2
W	N	E							
S									
	♦ K 5 2		♦ Q 6 3						
	♣ 10 9		♣ Q 2						

Contract 4♣. Lead ♦J. Your king wins the trick.

<b>Board 165</b>	♠ K 6		♠ A 7 4 2						
♥	♥ Q 10 5 3 2	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>W</td><td>N</td><td>E</td></tr><tr><td>S</td><td></td><td></td></tr></table>	W	N	E	S			♥ 6
W	N	E							
S									
	♦ K 6		♦ A 10 9 2						
	♣ A Q J 9		♣ K 5 4 2						

Contract 3NT. North opened 1♠. Lead ♠Q.

**Board 166**

♠ 4 2  
 ♥ A K 7 6  
 ♦ 9 4  
 ♣ Q 7 5 4 2

	N	
W		E
	S	

♠ A K 6 5  
 ♥ Q J 4  
 ♦ A K J 10 2  
 ♣ 6

Contract 4♥. Lead ♠J.

**Board 167**

♠ K 9 3  
 ♥ 6 4  
 ♦ A 10 5  
 ♣ A K 10 8 6

	N	
W		E
	S	

♠ Q 6 5 2  
 ♥ A K 7 3  
 ♦ –  
 ♣ Q J 4 3 2

Contract 6♣. Lead ♠8, South covers with the ♠10.

**Board 168**

♠ K 5  
 ♥ K 7 3  
 ♦ A K 10 9 8 4 2  
 ♣ K

	N	
W		E
	S	

♠ J 6 2  
 ♥ A Q 9 2  
 ♦ Q J 5  
 ♣ 8 7 4

Contract 5♦. North opened 2♠. Lead ♣Q, South rises with the ace and plays the ♣5.

**Board 169**

♠ 5 3  
 ♥ K 7 6  
 ♦ A Q  
 ♣ A J 10 9 7 4

	N	
W		E
	S	

♠ A Q 7 6 2  
 ♥ Q 5 2  
 ♦ K 9  
 ♣ K Q 6

Contract 6♣. North overcalled in spades. Lead ♦J.

**Board 170**

♠ J 8 7 4  
 ♥ A K Q J 3  
 ♦ Q 7  
 ♣ A 10

	N	
W		E
	S	

♠ Q 10 9  
 ♥ 10 9 7 5  
 ♦ A 4 2  
 ♣ 8 6 5

Contract 4♥. N opened 1♦. Lead ♠A, ♠K and ♠6. Spades 3–3.

## Solutions of the play problems from the match with Italy

### BOARD 161

♥	♠ J 9 8 3 ♥ 9 7 ♦ K J 9 2 ♣ K 8 7										
♠ K Q 3 ♥ A K J 10 8 ♦ Q 4 ♣ A 4 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A 6 4 2 ♥ Q 6 5 ♦ 10 7 ♣ J 10 5 3
	N										
W		E									
	S										
	♠ 10 7 ♥ 4 3 2 ♦ A 8 6 5 3 ♣ Q 9 6										

Contract 4♥. Lead ♦2 to the ace. A diamond back to the king and a heart.

**The main point** – squeeze with “Hobson’s Choice” involved.

This deal is very similar to 155.

Draw trumps and underlead your ace of clubs.

a) Four spades with North and one of club honours creates a situation called Hobson’s Choice. If the opponent rises with an honour then his partner’s honour will be onside for finesse. If not, a moment later he will be squeezed.

b) Four spades with South with four clubs will result in a squeeze.

Closed room – contract 4♥, +620 for Italy.

You executed the squeeze: no swing.

If not: -12 IMP

**BOARD 162**

♦	♠ 8 6 3 ♥ K 5 3 2 ♦ 10 9 8 4 ♣ 8 2	♠ Q 10 9 ♥ A 10 8 ♦ 7 3 ♣ J 9 7 6 3									
♠ A K J ♥ Q 4 ♦ A J 6 ♣ A K Q 10 5	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
	♠ 7 5 4 2 ♥ J 9 7 6 ♦ K Q 5 2 ♣ 4										

Contract 6♣. Lead ♦10. South covers with the queen.

**The main point** – make your opponents' lives more difficult.

**Order of play:**

1. Win the queen with the ace.
- 2–6. Draw trumps in two rounds and play three rounds of spades.
7. Play the jack of diamonds.

It is interesting whether the opponents use count signals in such situation. From the point of view of South, playing a heart is safe if declarer has three hearts (with the king or queen, this is irrelevant). After playing a heart will you have a problem?

No – South, holding the king of hearts could play a diamond, just in case.

Closed room – contract 3NT, +460 for **EW**.

You played it cleverly +10 IMP.

You played it differently: -11 IMP.

**BOARD 163**

♣	♠ A K 8 6 3										
	♥ A 7 6										
	♦ 9 8										
	♣ 8 5 4										
♠ Q	<table style="border-collapse: collapse; width: 100px; height: 60px;"> <tr> <td style="text-align: center;">N</td> <td></td> <td style="text-align: center;">E</td> </tr> <tr> <td style="text-align: center;">W</td> <td></td> <td></td> </tr> <tr> <td></td> <td style="text-align: center;">S</td> <td></td> </tr> </table>	N		E	W				S		♠ 9 7 5 2
N		E									
W											
	S										
♥ K 4 2		♥ 9 8 3									
♦ K J 10 7 6 4 2		♦ A Q 3									
♣ J 5		♣ A Q 10									
	♠ J 10 4										
	♥ Q J 10 5										
	♦ 5										
	♣ K 9 8 3 2										

Contract 3♦. (You opened 3♦ and the contract stands). Lead ♠A and ♣5.

**The main point** – do not cut corners.

Order of play:

2. Win with the ace of clubs.
3. Ruff a spade (retain ♦2).
- 4-5. Cross to the dummy with a diamond and ruff a spade.
- 6-7. Enter the dummy again and discard a club on a spade.

Closed room – contract 4♠ (NS), one off +100 for EW.

You spotted the chance of a spade throw-in: +110 – no swing.

If not: -4 IMP.

**BOARD 164**

♥	♠ 10 8 2 ♥ J 10 7 3 ♦ J 8 ♣ A J 7 4										
♠ A J 6 4 3 ♥ Q 6 5 ♦ K 5 2 ♣ 10 9	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K 7 5 ♥ A K 8 4 2 ♦ Q 6 3 ♣ Q 2
	N										
W		E									
	S										
	♠ Q 9 ♥ 9 ♦ A 10 9 7 4 ♣ K 8 6 5 3										

Contract 4♠. Lead ♦J. Your king won the trick.

**The main point** – a good example of partial trump drawing.

A heart to the king and finesse the jack of spades. Cash the ace of spades and play the queen of hearts.

- a) hearts break 3–2, draw the remaining trumps.
- b) hearts break 4–1, maybe the four hearts will be together with three spades.

Closed room – contract 4♠, +620 for Italy.

You drew trumps partially: no swing.

If not: -12 IMP.

**BOARD 165**

♥	♠ Q J 10 9 3										
	♥ A K 9										
	♦ Q 8 5 3										
	♣ 10										
♠ K 6	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A 7 4 2
	N										
W		E									
	S										
♥ Q 10 5 3 2		♥ 6									
♦ K 6		♦ A 10 9 2									
♣ A Q J 9		♣ K 5 4 2									
	♠ 8 5										
	♥ J 8 7 4										
	♦ J 7 4										
	♣ 8 7 6 3										

Contract 3NT. North opened 1♠. Lead ♠Q.

**The main point** – throw-in, the opponent will be helpless.

**Order of play:**

1-2. The spade king and a diamond to the nine.

3. Opponents continue spades.

4-8. Draw the king of diamonds and four clubs, staying in the dummy. Check it yourself, North is powerless and you do not have to make a guess whether he holds three or four diamonds. You make your play on the assumption that the opening hand holds the ace and king of hearts.

Closed room – contract 3NT, +400 for **EW**.

You played it correctly: no swing.

If not: -10 IMP.

**BOARD 166**

♦	♠ J 10 ♥ 10 8 3 2 ♦ 8 6 5 ♣ K J 10 3	♠ A K 6 5 ♥ Q J 4 ♦ A K J 10 2 ♣ 6									
♠ 4 2 ♥ A K 7 6 ♦ 9 4 ♣ Q 7 5 4 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
	♠ Q 9 8 7 3 ♥ 9 5 ♦ Q 7 3 ♣ A 9 8										

Contract 4♥. Lead ♠J.

**The main point** – being generous is an asset of an ambitious player.

Seven-trump based contracts are not popular among bridge players, who then prefer to play 3NT. Such contracts require a careful and well-thought out plan.

Play the ace of spades and the jack of diamonds!

Opponents do not have a good defence to this. An attempt to force you in the dummy will produce an overtrick.

Closed room – contract 4♥, 420 for **EW**.

You played the jack of diamonds: +420, no swing.

If not: -10 IMP.

**BOARD 167**

♠	♠ 8		♠ J 9 8 3								
♠ K 9 3	♥ J 9 8 3		♦ K Q 6 4 3 2								
♥ 6 4	♦ K Q 6 4 3 2	♠ Q 6 5 2									
♦ A 10 5	♣ 9 7	♥ A K 7 3									
♣ A K 10 8 6	♠	♦ –									
	<table border="1" style="border-collapse: collapse; text-align: center; width: 60px; height: 60px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♣ Q J 4 3 2
	N										
W		E									
	S										
	♠ A J 10 7 4										
	♥ Q 10 5										
	♦ J 9 8 7										
	♣ 7										

Contract 6♣. Lead ♠8, South covers with the ♠10.

**The main point** – try to believe what is hard to believe.

South has a problem whether your hand is:

♠ K 9
♥ 8 6 4
♦ A 10 5
♣ A K 10 8 6

With such shape rising with the ace gives the contract away. If you believe that your only chance is a singleton with North the play is simple.

**Order of play:**

2–4. Draw trumps in two rounds and discard a spade on the ace of diamonds.

5–7. Ruff a diamond and play the ace and king of hearts.

8–9. Ruff a heart and ruff a diamond.

10. Discard a spade on the last heart and endplayed North has to concede a ruff and discard.

Closed room – contract 5♣, +600 for Italy.

You believed such a distribution: +1370 = +13 IMP.

If not: -12 IMP.

**BOARD 168**

♥	♠ A 10 9 7 4 3										
	♥ 10 6										
	♦ 7 6										
	♣ Q J 9										
♠ K 5	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ J 6 2
	N										
W		E									
	S										
♥ K 7 3		♥ A Q 9 2									
♦ A K 10 9 8 4 2		♦ Q J 5									
♣ K		♣ 8 7 4									
	♠ Q 8										
	♥ J 8 5 4										
	♦ 3										
	♣ A 10 6 5 3 2										

Contract 5♦. North opened 2♠. Lead ♣Q, South wins the ace and plays ♣5.

**The main point** – watch the opponents' moves carefully and draw the conclusions.

No spade return means that South holds the queen. After ruffing the next club and drawing the trumps and the ace and king of hearts, here comes the following position:

	♠ A 10 9 7										
	♥ –										
	♦ –										
	♣ –										
♠ K 5	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ J 6
	N										
W		E									
	S										
♥ 7		♥ Q 9									
♦ 10		♦ –									
♣ –		♣ –									
	♠ Q 8										
	♥ J 8										
	♦ –										
	♣ –										

Discard a spade to your last diamond and South has to discard a spade also, ♠8. Now play a small spade from your hand and ...

Closed room – contract 3NT, lead ♠10, +630 for Italy.

You made it: +600= -1 IMP.

If not: -12 IMP.

**BOARD 169**

♣	♠ K J 10 9 4 ♥ A J 10 ♦ J 10 8 4 ♣ 3	N W     E S	♠ A Q 7 6 2 ♥ Q 5 2 ♦ K 9 ♣ K Q 6
♠ 5 3 ♥ K 7 6 ♦ A Q ♣ A J 10 9 7 4	♠ 8 ♥ 9 8 4 3 ♦ 7 6 5 3 2 ♣ 6 5 2		

Contract 6♣. North overcalled in spades. Lead ♦J.

**The main point** – squeeze without rectifying the count.

A heart to the queen and finesse the spade – this is your job in this deal.

After playing five rounds of trumps you will produce the following ending:

♠ 5 ♥ K 7 ♦ – ♣ J	♠ K J ♥ A J ♦ – ♣ –	N W     E S	♠ A 7 ♥ 5 2 ♦ – ♣ –
	♠ – ♥ 9 8 ♦ 7 6 ♣ –		

The jack of clubs will force North to discard the jack of hearts. You discard a spade and underlead your king of hearts.

Closed room – contract 6NT (E), +990 for the Italians.

Precise play: +920 = -2 IMP.

If not: -14 IMP.

## ARD 170

♠	♠ A K 6 ♥ 4 ♦ K 10 9 6 5 ♣ K Q 9 2										
♠ J 8 7 4 ♥ A K Q J 3 ♦ Q 7 ♣ A 10	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ Q 10 9 ♥ 10 9 7 5 ♦ A 4 2 ♣ 8 6 5
	N										
W		E									
	S										
	♠ 5 3 2 ♥ 8 6 2 ♦ J 8 3 ♣ J 7 4 3										

Contract 4♥. North opened 1♦. Lead ♠A, ♠K and ♠6. Spade are 3-3.

**The main point** – throw-in squeeze – very complicated.

Play the heart and spade suits producing this final position:

	♠ – ♥ – ♦ K 10 ♣ K Q 9										
♠ – ♥ Q ♦ Q 7 ♣ A 10	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ – ♥ – ♦ A 4 ♣ 8 6 5
	N										
W		E									
	S										
	♠ – ♥ – ♦ J 8 ♣ J 7 4										

Play the ace of clubs, North plays the queen. Play your last heart, on which North has to discard the king of clubs. Pitch a diamond from the dummy and play the ♣10. A miracle occurs when the nine of clubs appears on the table.

Closed room – contract  $2\heartsuit$ , +140 for EW.

You engineered this intricate throw-in squeeze: +420 = +7 IMP.

If not: -5 IMP.

You could only stay level in a match against the Italian champions  
+27 IMP = 21-9 VP.

A pool of points to win in the first 17 boards = 370 VP.

In the second part of European Championships, only - 347 VP.

All in all, it will produce an impressive result of 717 VP, which makes it 21 VP above the average per match.

The Italians – gold medallists of the European Championship in Tenerife collected 647 VP in 34 rounds.

Is it possible to play without error on 340 carefully selected boards?  
Personally, I do not know a bridge player, who within a sensible time limit (3 minute per deal) would solve all these problems.