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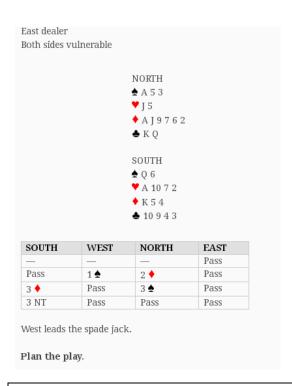
Rozdání pocházejí z webu:

 $\underline{https://www.bridgeworld.com/indexphp.php?page=/pages/learn/learningcentermainpage.html}$ 

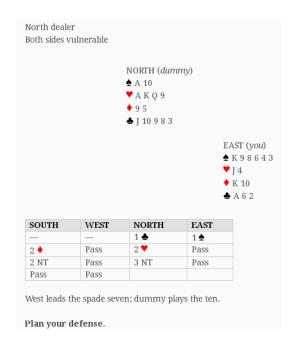
Všechna rozdání se hrají v zápase na IMPy.

# Zadání

# Deal No. 1 - sehrávka

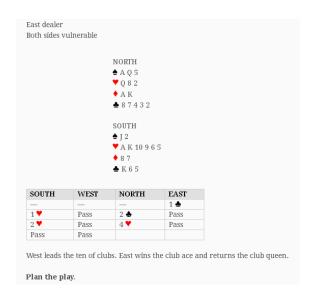


### Deal No. 2 - obrana

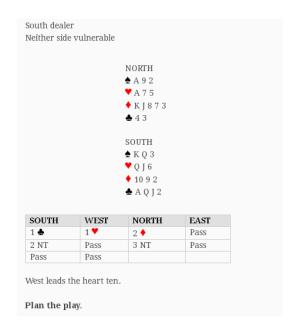




# Deal No. 3 - sehrávka

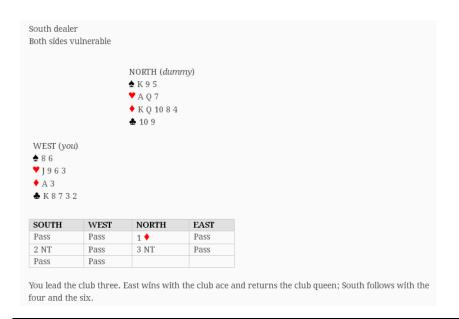


# Deal No. 4 - sehrávka

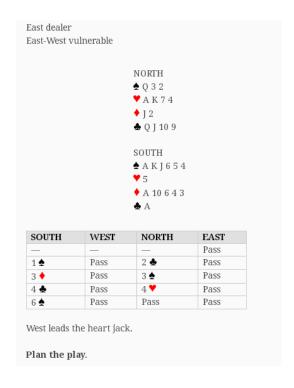




# Deal No. 5 - obrana

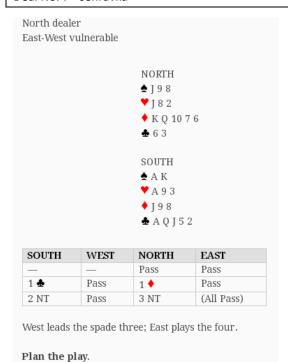


# Deal No. 6 - sehrávka

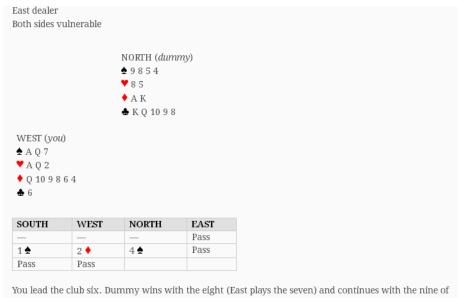




# Deal No. 7 - sehrávka



# Deal No. 8 - obrana

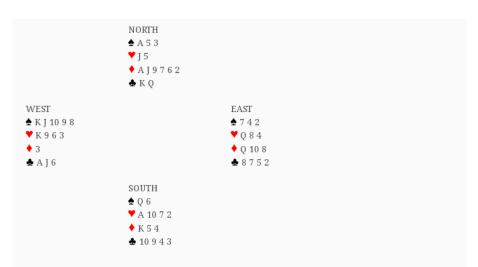


spades -- deuce -- three -- ?



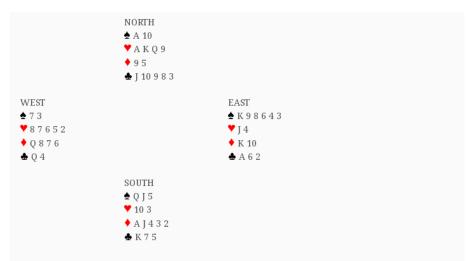
# Řešení

### Deal No. 1 - sehrávka



FIRST THINGS FIRST. After winning the first trick with the spade queen, South should lead a club. If the diamond suit runs, there will be no problem. Otherwise, a club trick will be needed. In that case, because declarer has only one more spade stopper, it is essential to knock out West's known club entry first. Then, declarer can hold up on the second spade lead, set up diamonds by finessing into the East hand, and thus prevent West from running spades. If, instead, declarer loses a trick in diamonds first, a spade continuation will set the contract. If West ducks the club lead, preserving his entry, declarer can turn to diamonds.

# Deal No. 2 - obrana

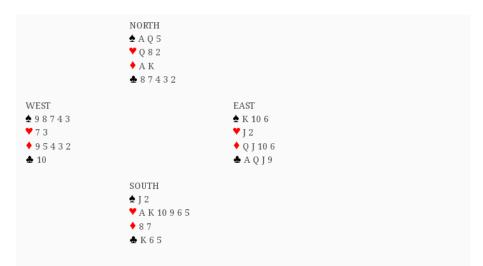


THIRD-HAND LOW. East should duck the first trick in the hope that West started with two spades and an entry. West must get on lead with his entry (the queen of clubs) and lead a spade before East's entry (the ace of clubs) is knocked out. This defense is sure to beat the contract, since South cannot get nine tricks without running the clubs. But if East wins the first trick and returns a spade, West will not have a spade to lead when in with the queen of clubs.

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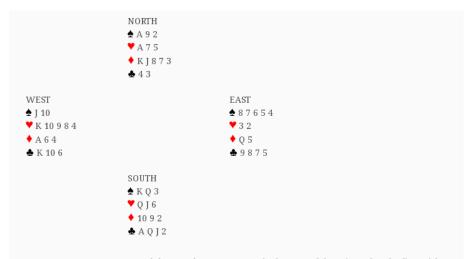


#### Deal No. 3 - sehrávka



DUCK FOR SAFETY. If declarer releases the king of clubs too early, the contract can be set. In view of the bidding, West is liklely to be able to ruff the king of clubs, and may then shift to a spade, establishing the setting trick before discards are available. If, instead, declarer holds up his club king at trick two, the best the defense can do is take a club ruff at trick three. However, declarer can then win the spade shift in dummy, draw trumps, ruff a club to establish a trick there, and return to dummy in diamonds to cash the club winner for a spade discard.

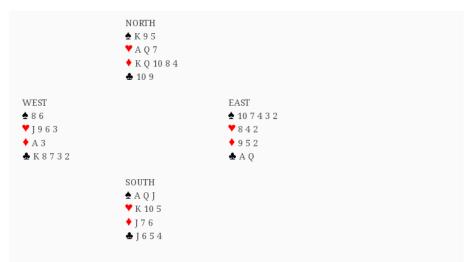
### Deal No. 4 - sehrávka



LOOK BEFORE YOU LEAP. South has two heart stoppers whether one of them is used at the first trick or not (since West's bid marks the heart king). But there is a difference. If declarer wins the first trick and hearts are split five-two, East will have a heart to return upon gaining the lead in diamonds. In contrast, a hold-up play at trick one (a familiar maneuver when the two stoppers are the ace and king, but it works the same way here) ensures the contract. If West continues hearts at trick two, East will have no heart to lead when in with the queen of diamonds. Note that if the play starts heart ten allowed to hold, a heart to the jack, a diamond to the queen, and a club shift, declarer should rise with the club ace to prevent West from establishing diamonds before the diamond ace is dislodged.

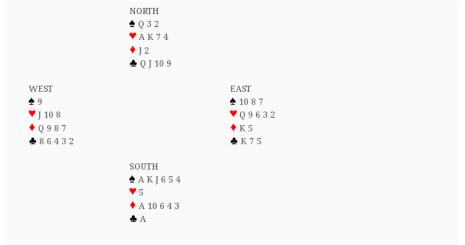


### Deal No. 5 - obrana



WATCH THE SPOTS. Since (in view of the bidding) it is a moral certainty that declarer will be unable to take nine tricks without using dummy's diamonds, West can see a sure set by overtaking the queen of clubs and forcing out South's jack with the eight. It would be greedy to hope for a two-trick set by letting the club queen hold; in the actual layout, the contract would be made.

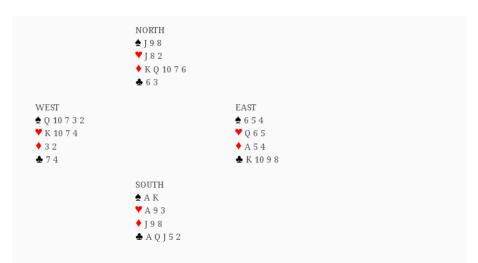
### Deal No. 6 - sehrávka



EXCESS BAGGAGE. In view of dummy's poor spade spots, it is not a good idea for declarer to try to establish diamonds, perhaps depending on one or two ruffs in the North hand. Instead, declarer should try for six spade tricks, two hearts, one diamond and three clubs by discarding the ace of clubs on dummy's second heart winner and leading the queen of clubs for a ruffing finesse. (If allowed to win two clubs, declarer can lead a diamond to the ten and plan to ruff a diamond high in dummy.)

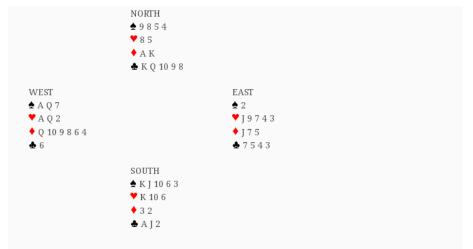


### Deal No. 7 - sehrávka



EITHER-OR. Even if declarer can get four diamond tricks (perhaps because the opponent with the ace of diamonds is unable to hold up until the third round of the suit), two club tricks will still be needed. Therefore, declarer should immediately use a diamond entry to dummy (leading the jack to the queen) to take a club finesse. Should that succeed and a second round of diamonds (the nine to the ten) reveal that South will be limited to two diamond tricks, another lead from dummy can be used for a second club finesse, giving declarer the best chance for the four club tricks that will then be necessary.

### Deal No. 8 - obrana



TUNNEL AN ENTRY. Upon winning the second trick, West should realize that South must have the king of hearts for his opening bid. So, the only hope for beating the contract is that East has the jack of hearts. By leading the queen of hearts at trick three, West forces out declarer's king, creating an entry to partner's hand (the Deschapelles Coup). Then, on winning the second trump lead, West can lead the deuce of hearts to East's jack and get a club ruff. Any other defense allows South eventually to draw the trumps and discard two hearts on dummy's clubs.