



Rozdání pocházejí z webu:

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Všechna rozdání se hrají v zápase na IMPy.

## Zadání

### Deal No. 1 - sehrávka

South dealer  
North-South vulnerable

NORTH  
♠ A K J 9  
♥ 10 7  
♦ K Q 9 8  
♣ A K 2

SOUTH  
♠ Q 6 5 3  
♥ Q 8  
♦ A 7 5 2  
♣ 10 4 3

SOUTH	WEST	NORTH	EAST
Pass	Pass	1 ♦	Pass
1 ♠	Pass	4 ♠	Pass
Pass	Pass		

West leads the heart four. East wins the heart king and ace (West follows with the three), and leads the spade seven.

Plan the play.

### Deal No. 2 - sehrávka

West dealer  
North-South vulnerable

NORTH  
♠ K 10 3  
♥ 8 3 2  
♦ 8 7 5 4 2  
♣ A 3

SOUTH  
♠ A Q J 8 6 4  
♥ A 6 5  
♦ A Q  
♣ Q 5

SOUTH	WEST	NORTH	EAST
—	Pass	Pass	Pass
1 ♠	Pass	2 ♠	Pass
4 ♠	Pass	Pass	Pass

West leads the heart four.



Deal No. 3 - obrana

North dealer  
North-South vulnerable

NORTH (*dummy*)

♠ 10 9  
♥ A Q 4  
♦ A Q 10 9 7 4  
♣ A 5

EAST (*you*)

♠ A 8 2  
♥ 7 6 3  
♦ K 6  
♣ J 10 9 8 3

SOUTH	WEST	NORTH	EAST
—	—	1 ♦	Pass
1 ♠	Pass	3 ♦	Pass
3 NT	Pass	Pass	Pass

West leads the heart jack: four, three, *king*. Declarer leads the diamond jack: five, four, ?

**Plan your defense.**

Deal No. 4 - sehrávka

West dealer  
Both sides vulnerable

NORTH

♠ Q 10 5  
♥ 6 4  
♦ A J 10 9 8 7  
♣ Q 5

SOUTH

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

SOUTH	WEST	NORTH	EAST
—	1 ♠	Pass	Pass
1 NT	Pass	3 ♦	Pass
3 NT	Pass	Pass	Pass

West leads the spade four.

**Plan the play.**



## Deal No. 5 – sehrávka

North dealer  
East-West vulnerable

NORTH  
♠ Q 5 3 2  
♥ J  
♦ A K J 9  
♣ A J 7 5

SOUTH  
♠ J 9  
♥ A Q 8 2  
♦ 7 4 3 2  
♣ K Q 3

SOUTH	WEST	NORTH	EAST
—	—	1 ♦	Pass
1 ♥	Pass	1 ♠	Pass
2 NT	Pass	3 NT	Pass
Pass	Pass		

West leads the seven of spades to East's ace. East returns the four of spades to West's king. West continues with the spade ten; East discards the three of hearts.

**Plan the play.**

## Deal No. 6 – obrana

East dealer  
East-West vulnerable

NORTH (*dummy*)  
♠ Q J 5 2  
♥ A  
♦ Q J 10 7  
♣ A K 4 3

WEST (*you*)  
♠ A 3  
♥ J 10 9 8 2  
♦ A K 9 8  
♣ J 6

SOUTH	WEST	NORTH	EAST
—	—	—	Pass
Pass	1 ♥	Double	Pass
2 ♠	Pass	4 ♠	(All Pass)

*Diamond king, seven, deuce, five.*

**Plan your defense.**



Deal No. 7 – sehrávka

South dealer  
Neither side vulnerable

NORTH  
♠ K J 8 7  
♥ A K 7 5  
♦ 7 2  
♣ J 4 2

SOUTH  
♠ A Q 10 9 5  
♥ 4  
♦ A 4 3  
♣ Q 6 5 3

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 NT*	Pass
3 ♥**	Pass	3 ♠	Pass
4 ♠	Pass	Pass	Pass

\* strong raise  
\*\* shortness

West leads the diamond king.

Deal No. 8 – obrana

West dealer  
Neither side vulnerable

NORTH (*dummy*)  
♠ Q J 8 4  
♥ 5  
♦ A K Q 9 2  
♣ J 7 3

EAST (*you*)  
♠ A 5  
♥ A 10 7 6 3 2  
♦ 10 8 6  
♣ K Q

SOUTH	WEST	NORTH	EAST
—	Pass	1 ♦	1 ♥
1 ♠	2 ♥	2 ♠	3 ♥
Pass	Pass	3 ♠	Pass
Pass	Pass		

West leads the heart four.

Plan your defense.



## Řešení

## Deal No. 1 - sehrávka

NORTH		
♠ A K J 9		
♥ 10 7		
♦ K Q 9 8		
♣ A K 2		
WEST		EAST
♠ 10 4 2		♠ 8 7
♥ J 6 5 4 3		♥ A K 9 2
♦ 4		♦ J 10 6 3
♣ J 9 8 7		♣ Q 6 5
SOUTH		
♠ Q 6 5 3		
♥ Q 8		
♦ A 7 5 2		
♣ 10 4 3		

INSURE YOUR DIAMONDS. South, who must lose two hearts and one club, needs to avoid a diamond loser to make the contract. When three rounds pull all the trumps, the contract is laydown, no matter how diamonds split. Declarer should cash one diamond honor in dummy, then play ace, king and another club. There is no problem if diamonds break three-two; suppose diamonds break four-one or five-zero. If an opponent without any diamonds wins the third club, South gets a sluff-ruff; if an opponent with long diamonds wins the third club, the return must yield all of the diamond tricks or give a sluff-ruff.

## Deal No. 2 - sehrávka

NORTH		
♠ K 10 3		
♥ 8 3 2		
♦ 8 7 5 4 2		
♣ A 3		
WEST		EAST
♠ 9 7 5		♠ 2
♥ Q 10 7 4		♥ K J 9
♦ K 10		♦ J 9 6 3
♣ K 8 7 6		♣ J 10 9 4 2
SOUTH		
♠ A Q J 8 6 4		
♥ A 6 5		
♦ A Q		
♣ Q 5		

ESCHEW THE FINESSE. Declarer's best play is to establish dummy's fifth diamond for the tenth trick. This line will win whenever the diamonds divide three-three or four-two, or when the king is singleton. This is about an 87% chance. Taking the diamond finesse after winning the first round of trumps in dummy will usually succeed when that finesse wins or diamonds are three-three, but this is under 70%. The long-card establishment plan can be seen to be better without any complex complicated calculation.

To make sure that a club shift does not attack a dummy entry prematurely, South should win the first trick. Then, declarer should cash one high spade (if spades divided four-zero, the diamond establishment plan would have to be abandoned in favor of the diamond finesse). Then, South should continue with the ace and queen of diamonds. Upon regaining the lead, declarer uses two of dummy's black-suit entries to lead diamonds, ruffing in the closed hand high enough to avoid an overruff. After trumps have been drawn, declarer can use dummy's last black-suit entry (which may be the third trump) to cash the long diamond.



## Deal No. 3 - obrana

NORTH ( <i>dummy</i> )	
♠ 10 9	
♥ A Q 4	
♦ A Q 10 9 7 4	
♣ A 5	
WEST	EAST
♠ K J 7 3	♠ A 8 2
♥ J 10 9 8	♥ 7 6 3
♦ 5 3	♦ K 6
♣ K 7 2	♣ J 10 9 8 3
SOUTH	
♠ Q 6 5 4	
♥ K 5 2	
♦ J 8 2	
♣ Q 6 4	

BEHIND THE 8-BALL. It should be clear to East, when he wins the diamond king, that three notrump will make unless the defense takes four spade tricks immediately. (Declarer, upon regaining the lead, will have three hearts, five diamonds, and one club.) By leading the spade eight, East can get four spade tricks for the defense if West holds spades at least as strong as king-jack-seven-small. In contrast, if East leads the spade deuce, declarer may play so that the suit becomes blocked. Regardless of the card of East's shift, it should be clear to West to return the spade lead. West also can see that declarer has nine tricks after any other return.

## Deal No. 4 - sehrávka

NORTH	
♠ Q 10 5	
♥ 6 4	
♦ A J 10 9 8 7	
♣ Q 5	
WEST	EAST
♠ K 8 7 4 2	♠ 6 3
♥ Q J	♥ 10 8 7 5 3
♦ 4 3	♦ Q 6 5 2
♣ A K 10 8	♣ 6 2
SOUTH	
♠ A J 9	
♥ A K 9 2	
♦ K	
♣ J 9 7 4 3	

PENNY WISE, POUND FOOLISH. South needs to run the bulk of the diamond suit to make the contract. Accordingly, declarer must win the first trick with the spade ace, to have a spade entry to dummy after establishing the diamond suit; otherwise, accurate defense can shut out dummy. No lie of the cards consistent with the bidding can defeat the contract if South wins the first trick with ace of spades, then overtakes the king of diamonds with dummy's ace and continues the suit.



## Deal No. 5 - sehrávka

NORTH		
♠ Q 5 3 2		
♥ J		
♦ A K J 9		
♣ A J 7 5		
WEST		EAST
♠ K 10 8 7 6		♠ A 4
♥ K 6 4		♥ 10 9 7 5 3
♦ 5		♦ Q 10 8 6
♣ 9 8 6 2		♣ 10 4
SOUTH		
♠ J 9		
♥ A Q 8 2		
♦ 7 4 3 2		
♣ K Q 3		

THROW-IN AT NOTRUMP. Counting the queen of spades, South has eight sure winners. The best play for the ninth trick is in the diamond suit; declarer should cash one of dummy's high diamonds (guarding against a singleton queen), lead to the closed hand with a club, and play a second diamond towards dummy. If West follows to the second diamond lead, South can make the contract by finessing into the East hand. When West shows out on the second diamond lead, South must change plans: go up with the remaining high diamond in dummy, cash, then endplay West by leading dummy's remaining spade. West can cash the rest of the spades, but then must give South the last two tricks by leading into the major heart tenace. To keep this endplay in sight, declarer must win dummy's queen of spades at trick three.

## Deal No. 6 - obrana

NORTH		
♠ Q J 5 2		
♥ A		
♦ Q J 10 7		
♣ A K 4 3		
WEST		EAST
♠ A 3		♠ 6 4
♥ J 10 9 8 2		♥ 7 6 5 4 3
♦ A K 9 8		♦ 4 3 2
♣ J 6		♣ Q 5 2
SOUTH		
♠ K 10 9 8 7		
♥ K Q		
♦ 6 5		
♣ 10 9 8 7		

ON THE HORIZON. On the bidding, West cannot hope for East to show up with as much as the spade king and club queen, though he can reasonably hope for one of those cards. If declarer does not have two diamond losers, there is no hope for the defense. Therefore, West should continue with the ace of diamonds at trick two, which will amount to the setting trick when East has the king of spades. When East has the queen of clubs, more defensive effort is necessary. West should continue with a third round of diamonds, intending to lead a fourth round of the suit when on lead with the ace of spades. This will allow East to ruff declarer's potential second diamond winner, preventing the disposal of declarer's losing club.



## Deal No. 7 – sehrávka

	<b>NORTH</b> ♠ K J 8 7 ♥ A K 7 5 ♦ 7 2 ♣ J 4 2	
<b>WEST</b> ♠ 4 3 ♥ 10 8 6 2 ♦ K Q J 5 ♣ A 9 7	<b>EAST</b> ♠ 6 2 ♥ Q J 9 3 ♦ 10 9 8 6 ♣ K 10 8	
	<b>SOUTH</b> ♠ A Q 10 9 5 ♥ 4 ♦ A 4 3 ♣ Q 6 5 3	

PITCH THE WINNER. Declarer has four potential losers: one diamond and three clubs. If the opponents lead clubs, the threat of a third club loser will be removed. When trumps break, two-two, South can achieve such a position by drawing trumps, stripping the North-South hands of the red suits, and exiting in diamonds. To make a diamond lead unsafe for the opponents, declarer should discard a diamond on dummy's second heart winner. Therefore, South should play diamond ace, one high trump, heart ace-king (discarding a diamond), heart ruff, trump to dummy, heart ruff, diamond.) If trumps do not break favorably, declarer can play clubs himself, hoping for a favorable position—either ace-king together or a particular defender with a doubleton honor or ace-king.

## Deal No. 8 – obrana

	<b>NORTH</b> ♠ Q J 8 4 ♥ 5 ♦ A K Q 9 2 ♣ J 7 3	
<b>WEST</b> ♠ 10 2 ♥ Q 9 8 4 ♦ 7 5 3 ♣ A 9 6 2	<b>EAST</b> ♠ A 5 ♥ A 10 7 6 3 2 ♦ 10 8 6 ♣ K Q	
	<b>SOUTH</b> ♠ K 9 7 6 3 ♥ K J ♦ J 4 ♣ 10 8 5 4	

MAKE IT EASY. Upon winning the ace of hearts, East can see that the contract can be set if West has the ace of clubs. However, because West will have no late entry to his club winner, the defense must get its three club tricks with two top cards and a ruff. To indicate a doubleton club, East should shift to the queen of clubs, reversing the normal order of play. This will help alert West to the need to overtake on the second round. (West might overtake if East played king then queen, on the theory that East should play low the second time if he had another club, but it always helps to make it easier for partner. Cashing the ace of spades before playing clubs also might draw attention to the need to take three fast tricks.)