



Rozdání pocházejí z webu:

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Všechna rozdání se hrají v zápase na IMPy.

## Zadání

### Deal No. 1 - sehrávka

South dealer  
Neither side vulnerable

NORTH  
♠ 7 6 2  
♥ J 8 5  
♦ A 10 5 2  
♣ K 7 6

SOUTH  
♠ K Q J  
♥ A K Q  
♦ K Q 8 3  
♣ A Q 8

SOUTH	WEST	NORTH	EAST
3 NT	Pass	6 NT	Pass
Pass	Pass		

West leads the ten of spades. East wins the spade ace and returns the spade five.

Plan the play.

### Deal No. 2 - sehrávka

North dealer  
North-South vulnerable

NORTH  
♠ K 9 7  
♥ 4 2  
♦ Q 10 4 3  
♣ A 10 7 5

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

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

West leads the club four.

Plan the play.



Deal No. 3 - sehrávka

South dealer  
Neither side vulnerable

NORTH  
♠ Q 10  
♥ 4 3 2  
♦ 10 9 7 6  
♣ A K Q 5

SOUTH  
♠ A 4 2  
♥ A 8 7 6 5  
♦ A  
♣ J 8 7 6

SOUTH	WEST	NORTH	EAST
1 ♥	Pass	2 ♣	Pass
3 ♣	Pass	3 ♥	Pass
4 ♥	Pass	Pass	Pass

West leads the heart ten.

Plan the play.

Deal No. 4 - obrana

North dealer  
Both sides vulnerable

NORTH (*dummy*)  
♠ K 8  
♥ K 6 2  
♦ J 10 6 4 2  
♣ A 10 7

WEST (*you*)  
♠ Q J  
♥ J 10 8 3  
♦ Q 9 5  
♣ J 9 5 2

SOUTH	WEST	NORTH	EAST
—	—	Pass	Pass
1 ♦	Pass	3 ♦	Pass
6 ♦	Pass	Pass	Pass

Heart jack, deuce, four, *ace*.  
Diamond ace, five, deuce, spade deuce.  
Diamond king, nine, four, spade three.  
Spade ace, jack, eight, four.  
Spade ten, queen, *king*, five.  
Heart king, five, seven, three.  
Heart six, nine, *queen*, eight.  
Diamond three, *queen*, six, spade six.

What do you play now?



## Deal No. 5 - sehrávka

East dealer  
North-South vulnerable

NORTH  
 ♠ J 5 3  
 ♥ 9 7 3  
 ♦ A 10 2  
 ♣ K Q 7 3

SOUTH  
 ♠ A K 10 9 8 7 6  
 ♥ A K 8  
 ♦ K 9 5  
 ♣ —

SOUTH	WEST	NORTH	EAST
—	—	—	5 ♣
5 ♠	Pass	5 NT	Pass
6 ♠	Pass	Pass	Pass

West leads the heart queen.

Plan the play.

## Deal No. 6 - sehrávka

South dealer  
Both sides vulnerable

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

SOUTH  
 ♠ A K 7 6 5 3  
 ♥ A 9  
 ♦ A  
 ♣ A Q 6 5

SOUTH	WEST	NORTH	EAST
2 ♣	Pass	2 ♦	Pass
2 ♠	Pass	3 ♠	Pass
4 ♣	Pass	5 ♣	Pass
6 ♠	Pass	Pass	Pass

Heart queen, three, deuce, *ace*.  
*Spade ace*, eight, deuce, heart four.

Plan the play.



## Deal No. 7 - obrana

South dealer  
East-West vulnerable

NORTH (*dummy*)

♠ J 10 9 7 2

♥ K 10 5

♦ A K 4

♣ J 2

EAST (*you*)

♠ 5 3

♥ A Q J 6

♦ 9 8 7 3

♣ A 5 3

SOUTH	WEST	NORTH	EAST
1 ♣	Pass	1 ♠	Pass
1 NT	Pass	3 NT	Pass
Pass	Pass		

West leads the club nine.

**Plan your defense.**

## Deal No. 8 - sehrávka

South dealer  
Both sides vulnerable

NORTH

♠ K Q 9 3

♥ K 8 6 4 3 2

♦ 5

♣ K 7

SOUTH

♠ A J 10 8 4

♥ A Q

♦ A 10 7 4 2

♣ A

SOUTH	WEST	NORTH	EAST
1 ♠	Pass	2 ♥	Pass
3 ♦	Pass	4 ♠	Pass
5 ♣	Pass	5 ♦	Pass
5 ♥	Pass	6 ♠	Pass
7 ♠	Pass	Pass	Pass

West leads the spade six.

**Plan the play.**



## Řešení

## Deal No. 1 - sehrávka

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

COUNT IT OUT. To make the four diamond tricks he needs, declarer should gather information about the East-West hands while retaining an entry to dummy to allow for the possibility of double finessing in diamonds against East. No extra entry is needed if declarer decides to play *West* for four diamonds. Since dummy's only non-diamond entry is the club king, declarer should arrange for the last five cards in the North-South hands to be four diamonds and a club, with dummy's club the king.

If nothing exciting happens when declarer cashes his off-suit tricks, there will be no reason to depart from the usual play in diamonds, cashing the king and queen first. However, as the cards lie East discards on the third round of each major, marking West with five-five in those suits. When West follows suit twice in clubs, that defender is marked with at most one diamond. Therefore, declarer should lead to the diamond ace and continue the suit, planning to finesse. If East splits his jack-nine, declarer can return to the club king to take another diamond finesse.

## Deal No. 2 - sehrávka

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

SHIFTLESS. South has nine sure tricks by taking dummy's club ace on the first trick and then driving out the diamond ace. (Ducking the first trick, in the hope West has the club king, although likely to produce an overtrick, is an unnecessary risk. When East has the club king, a shift to hearts may defeat the contract.) After declarer wins the first trick and drives out the ace of diamonds, the defense can take at most three club tricks.



## Deal No. 3 - sehrávka

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

REVERSE THE DUMMY. Ducking the first heart lead is good technique; it allows the second round of trumps to be drawn, which works to declarer's advantage, without chancing that the fatal third round will be led. After South wins the second heart lead and both opponents follow, no line of the cards can defeat the contract if declarer ruffs three diamonds in the closed hand, reversing the dummy. Dummy's three club entries are adequate for this process. If the defense should ruff with its last trump, declarer's only losers would be two hearts and one spade. In the layout shown, any other line of play fails against competent defense.

## Deal No. 4 - obrana

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

GUARD THE QUEEN. The declarer cannot make the contract if West leads the jack of clubs when on lead with the queen of diamonds. This play is clearly indicated after analyzing declarer's possible club holdings. The concealed club holding must be something like Q-x, Q-x-x, K-x-x, or K-8-x; otherwise, declarer would have the rest of the tricks. Any club lead beats the slam if South has one of the first three holdings. The critical case is K-8-x, against which the jack of clubs is the only lead that will surely succeed.



## Deal No. 5 - sehrávka

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

FORCE AN ENTRY. When South finds out about the three-zero trump break, he can count only ten sure tricks. He can get an eleventh trick by using the king-queen of clubs, and a twelfth trick by developing a squeeze against West. To bring this about, declarer should win the opening lead, cash one high trump and, upon discovering the bad break, lead a low trump towards dummy's jack to create the necessary extra entry to dummy. West's best play is to win the queen of spades and continue hearts. South wins the heart continuation, leads a spade to dummy's jack, then leads the king of clubs, taking a ruffing finesse against East. It doesn't matter whether East covers or not. Suppose East covers. South ruffs and cashes all the remaining spades. In the end-position South has K-9-5 of diamonds and 8 of hearts, North, A-10 of diamonds, 9 of hearts, and Q of clubs. Declarer leads a diamond to dummy and cashes the queen of clubs, discarding a heart, to squeeze West between the red suits. (From the start, East's bidding should have suggested the likelihood of a squeeze.)

## Deal No. 6 - sehrávka

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

NEVER SAY DIE. Though the contract seems hopeless when East shows out on the first spade, South can succeed by stripping the West hand down to three spades, then leading a plain-suit card in a suit in which dummy is void. West will have to ruff with an honor to shut out dummy's spade ten, after which West will be endplayed.

South's plain-suit card in the ending can only be a club. Therefore, only three clubs can be stripped from the West hand, which must therefore be distributed exactly 4=2=4=3 for the contract to succeed. To get the extra entry needed to ruff away all of West's diamonds, declarer must risk finessing the club ten. The complete play should be: heart ace, spade ace, diamond ace, club to the ten, diamond ruff, club ace, club king, diamond ruff, heart king, diamond ruff, club.



## Deal No. 7 - obrana

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

A SWITCH IN TIME. West's opening lead is "top of nothing," so a club continuation by East would be futile. On the good chance that West has one entry (probably a spade stopper), a heart return is very promising. Switching to the heart queen or heart jack beats the contract when West has at least three hearts. The best shift is to the heart six, which succeeds when West has the hoped-for entry and as many as two hearts.

## Deal No. 8 - sehrávka

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

EXCESS BAGGAGE. South is faced with a choice of lines of play. Setting up dummy's heart suit is the best overall plan. This will offer no difficulties if hearts are three-two, but the shortage of entries to dummy could create a problem when hearts break four-one. For example, suppose declarer draws three rounds of trumps, and unblocks the ace-queen of hearts. If hearts are four-one, dummy has an entry to establish that suit but no reentry to cash the rest of the hearts.

To preserve entries (and thus guard against the combination of three-one spades and four-one hearts), declarer should win the first trick, cash one high heart and the club ace, enter dummy with a second round of trumps, discard the remaining heart from the closed hand on the king of clubs, ruff a heart high, lead a third round of trumps to dummy, ruff another heart if necessary, and claim--dummy is high.