



Rozdání pocházejí z webu:

<https://www.bridgeworld.com/index.php.php?page=/pages/learn/learningcentermainpage.html>

Všechna rozdání se hrají v zápase na IMPy.

Zadání

Deal No. 1

West dealer
Neither side vulnerable

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

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

SOUTH	WEST	NORTH	EAST
—	1 ♠	Double	Pass
3 ♥	Pass	4 ♥	Pass
Pass	Pass		

West leads the king, ace and nine of spades; East plays the ten and four.

Plan the play.

Deal No. 2

West dealer
East-West vulnerable

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

SOUTH
 ♠ K Q J
 ♥ A Q J
 ♦ A Q J 10 9 8
 ♣ 3

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

West leads the club king.

Plan the play.



Deal No. 3

North dealer
East-West vulnerable

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

SOUTH
♠ A K 4
♥ K 4 3
♦ A 5 2
♣ A J 10 5

SOUTH	WEST	NORTH	EAST
—	—	Pass	Pass
1 ♣	Pass	1 ♦	Pass
2 NT	Pass	3 NT	Pass
Pass	Pass		

West leads the six of hearts to the jack, queen and king.

Plan the play.

Deal No. 4

South dealer
East-West vulnerable

NORTH
♠ A Q 8 2
♥ K 7
♦ Q 10 9 8
♣ K 8 5

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

SOUTH	WEST	NORTH	EAST
Pass	Pass	1 ♦	Pass
1 ♠	Pass	2 ♠	Pass
3 ♦	Pass	3 NT	Pass
4 ♠	Pass	Pass	Pass

West leads the club ten: king, ace, deuce. East continues with the club four.

Plan the play.



Deal No. 5

South dealer
East-West vulnerable

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

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

SOUTH	WEST	NORTH	EAST
1 ♦	Pass	2 ♦	Pass
3 NT	Pass	Pass	Pass

West leads the club eight.

Plan the play.

Deal No. 6

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. 7

South dealer
East-West vulnerable

NORTH
♠ A 6 3 2
♥ K J 7 3
♦ 8 5 2
♣ 10 4

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

SOUTH	WEST	NORTH	EAST
1 ♥	Pass	2 ♥	Pass
2 NT	Pass	4 ♥	Pass
Pass	Pass		

West leads the club queen; East plays the seven.

Plan the play.

Deal No. 8

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.

Plan the play.



Řešení

Deal No. 1

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

DELAY THE DISCARD. To assure the contract, assuming only that the opening bidder holds the ace of diamonds, declarer must ruff the third spade lead with a heart honor in dummy, cash one high heart from dummy, lead a heart to the queen, then lead the *three* of diamonds. This play (sometimes called a Morton's Fork Coup because it gives the defender an unpleasant choice) succeeds because if West goes up with the ace of diamonds declarer can discard the losing club on the queen of diamonds, while if West ducks the diamond declarer can win the diamond queen, lead a trump back to the closed hand, cash the jack of spades to discard a diamond from dummy, and lead the king to endplay West.

Deal No. 2

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

PERCENTAGE AND PSYCHOLOGY. Declarer should plan to use his two entries to dummy to finesse in hearts. If the heart finesse works, it is virtually certain that the contract is made. In contrast, if declarer finesses in diamonds, even if the trump king is onside a second finesse in that suit may not avoid a loser—the contract may still fail if trumps divide unfavorably. Furthermore, although West might well hold off with the protected king of diamonds, to induce South to waste a dummy entry on a losing finesse—this is a trick that cannot be lost, so a hold-up is safe—it is far less likely that West will duck the king of hearts when declarer takes a heart finesse at trick three. So, even if the heart king is offside, declarer may get a chance to take one finesse in diamonds, offering an additional opportunity of doubleton diamond king onside.



Deal No. 3

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

TWO SHOTS FOR ONE. With only six top tricks, declarer must run one minor suit or the other before losing the lead. Rather than guess which minor-suit finesse to take, South should add an extra chance by cashing the ace-king of diamonds, in the hope that the queen of diamonds will drop. If this hope fails, declarer can then fall back on the club finesse. (If the club finesse is needed, correct technique is first to lead the *nine* from dummy, underplaying with the five, then to lead dummy's queen. This allows for three leads from dummy through East's holding, which will be needed if East holds four or more clubs including the king.)

Deal No. 4

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

INFORMATION PLEASE. When West has the heart ace, South can afford to lose a spade trick, but when East has the heart ace declarer must not lose any spade tricks. In order to discover the best way to play spades to meet this shifting objective, declarer should first play hearts. If it turns out there are two heart losers, South should take the best play for no spade losers (a spade to the queen). However, when it turns out that the heart ace is onside, declarer should take the best play for at most one loser in spades. That objective calls for first cashing the spade ace (guarding against singleton king offside), then, if necessary, leading up to the queen later.



Deal No. 5

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

CLEAR THE TRACK. South cannot stand a spade shift, and so must win the first trick. If diamonds are two-one, South has nine easy tricks. If West has all three missing diamonds, the contract cannot be made. The only case at issue is East's holding all three missing diamonds. As a precaution against that lie of the cards, South should begin diamonds by leading the *eight* to dummy's king. If West show out, declarer will be able to finesse against East's queen, cash the other high diamond, and use the diamond six to return to dummy to cash the balance of the suit. Wasting the diamond six on the first round of diamonds would block the suit.

Deal No. 6

	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. 7

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

KEEP EAST OUT. South's best play is to try to set up dummy's fourth spade for a diamond discard. (If spades do not break three-three, declarer can try a lead towards the king of diamonds.) Declarer should try to keep East from winning the lead--by allowing West to hold the first trick and, later, by leading a low spade from dummy and covering whatever card East plays. If East can get on lead before the fourth spade is established, a diamond lead through the king will set the contract.

Deal No. 8

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

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.