



Rozdání pocházejí z webu:

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Všechna rozdání se hrají v zápase na IMPy.

Zadání

Deal No. 1 - sehrávka

West dealer

East-West vulnerable

NORTH

♠ 10 4

♥ A 7 5 3 2

♦ A Q 4 3

♣ A K

SOUTH

♠ K 6

♥ K Q 9 4

♦ K 10 8 7 5

♣ Q 3

SOUTH	WEST	NORTH	EAST
—	Pass	1 ♥	Pass
2 NT*	Pass	4 ♦	Pass
4 ♥	Pass	5 ♣	Pass
5 ♦	Pass	5 ♥	Pass
5 NT	Pass	6 NT	(All Pass)

*strong raise

West leads the club jack.

Deal No. 2 - obrana

South dealer

Neither side vulnerable

NORTH (*dummy*)

♠ A K

♥ A J 8 2

♦ 9 6 4

♣ A K J 10

EAST (*you*)

♠ Q 10 6 3

♥ Q 10 9

♦ K Q 7 2

♣ 7 2

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

Spade four, *king*, three, nine.

Heart deuce, nine, *king*, five.

Heart three, spade deuce, *ace*, ten.

Club *ace*, deuce, four, three.

Club *king*, seven, queen, five.

Club jack, ?

Plan your defense.



Deal No. 3 - sehrávka

East dealer
Neither side vulnerable

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

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

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

West leads the spade six.

Plan the play.

Deal No. 4 - obrana

South dealer
Neither side vulnerable

NORTH (*dummy*)
 ♠ 9 8 7
 ♥ A 8 6 3
 ♦ A 8 7 2
 ♣ K J

EAST (*you*)
 ♠ Q J 10 5
 ♥ Q J 10
 ♦ J 9 5
 ♣ A Q 6

SOUTH	WEST	NORTH	EAST
1 ♥	Pass	3 ♥*	Pass
4 ♥	Pass	Pass	Pass

*forcing

Club five, jack, *queen*, nine.

Club ace, *heart deuce*, deuce, king.

Heart four, seven, *ace*, ten.

Heart three, jack, *king*, club three.

Spade ace, deuce, seven, five.

Spade king, four, eight, ten.

Heart five, club seven, heart six, *queen*.

Spade queen, three, six, nine.



Deal No. 5 - sehrávka

North dealer
East-West vulnerable

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

SOUTH
 ♠ 6 5 4
 ♥ A K J 10 8 6 4
 ♦ —
 ♣ K 6 4

SOUTH	WEST	NORTH	EAST
—	—	Pass	Pass
4 ♥	Pass	Pass	Pass

Diamond ace, king, seven, ?

Plan the play.

Deal No. 6 - sehrávka

South dealer
North-South vulnerable

NORTH
 ♠ 7 5 3
 ♥ Q 9 8
 ♦ A K Q
 ♣ Q 7 3 2

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

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

West leads the club jack: deuce, six, four. West continues with the club ten.

Plan the play.



Deal No. 7 - sehrávka

South dealer
Neither side vulnerable

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

SOUTH
♠ K 6 4
♥ 3
♦ A Q J 9 6 2
♣ A K 5

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

West leads the spade eight.

Plan the play.

Deal No. 8 - obrana

East dealer
East-West vulnerable

NORTH (*dummy*)
♠ K 9 8 7
♥ J 4
♦ A Q 10 2
♣ 6 5 3

EAST (*you*)
♠ A 6 5 3
♥ 10 8 2
♦ 5 3
♣ 9 8 7 2

SOUTH	WEST	NORTH	EAST
—	—	—	Pass
1 NT	Pass	2 ♣	Pass
2 ♠	Pass	4 ♠	(All Pass)

Club king, three, seven, four.

Club ace, five, deuce, jack.

Club queen, six, eight, spade four.

Plan your defense.



Řešení

Deal No. 1 - sehrávka

Solution

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

BACK AND FORTH. The contract will be easy if neither red-suit splits four-zero. When East holds a heart void, the contract is doomed. Therefore, South should cash the heart ace first, catering to East's holding all four missing hearts. When West's heart void is revealed, it becomes much more likely that West, rather than East, will hold four diamonds. Therefore, declarer, who can pick up a four-zero diamond split in either hand, should begin diamonds by playing the king. After discovering the red-suit lies, declarer can make the contract by using his entries carefully, establishing the long diamond before using the last heart entry to the closed hand, then using a high club to return to dummy to cash the long heart.

Deal No. 2 - obrana

Solution

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

NOW OR NEVER. The only hope for the defense is to cash three diamond tricks before declarer can discard another diamond on the fourth club lead. Therefore, East must ruff the third round of clubs and lead a *low* diamond to avoid blocking the suit for the defense. West must cooperate by winning the first round of diamonds with the ace, another unblock, and then returning the suit.



Deal No. 3 - sehrávka

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

ONE-WAY STREET. South needs four heart tricks to fulfill the contract, and must get them without letting East on lead for a fatal spade play. If declarer starts hearts by leading the ten from dummy, the contract is assured unless West has all five missing hearts. As the cards lie, if East covers the heart ten, declarer must lead a second diamond to dummy and finesse the heart eight on the way back. If either heart finesse should lose to West, the contract would still be safe.

Deal No. 4 - obrana

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

USELESS RUFF-SLUFF. East is faced with the crucial defensive play after winning the third lead of heart and cashing his spade trick. The lead of a spade or a club, even though it gives declarer a sluff and a ruff will surely defeat the contract. In contrast, if East leads any diamond, declarer can make the game. The key to determining the correct play is for East to count the suit distribution and calculate that South started with a four-card diamond suit; in that case, a sluff and a ruff cannot possibly hurt the defense. Declarer's hand can be counted as follows: South followed suit to three spade tricks and showed out on the second round of clubs. West showed out on the second lead of hearts. Therefore, South started with three spades, one club, five hearts and, consequently, four diamonds.



Deal No. 5 - sehrávka

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

KEEP EAST OUT. South has nine sure winning tricks, and needs an extra trick in either spades or clubs to make the bid. The safest play is to discard a spade on the opening lead; then, the contract can be made even if the spade and club finesses are both wrong. West has no better play at trick two than to lead a spade. Declarer should win with dummy's ace and draw trumps. Then, declarer should cash dummy's king of spades, then lead the jack of spades: if East covers with the queen, South can trump, later discarding a losing club on the spade ten; if East plays low or discards, South can discard a losing club (even if West had the spade queen, he could not beat the contract). The main purpose of these maneuvers is to develop a tenth trick without risking East's getting on lead to play a club through declarer's king. As the cards lie, any other line of play would fail against good defense.

Deal No. 6 - sehrávka

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

CLEAR THE TRACKS. South must run five diamond tricks to make the contract. There would be little problem if trumps were three-two. Upon discovering the four-one trump break, declarer must risk cashing two top diamonds while there is still a trump in dummy to provide an entry back to the closed hand. Success depends on the defender with four trumps holding two or three diamonds. After two rounds of diamonds stand up, declarer draws trumps, discarding dummy's remaining high diamond on the fourth round of spades. This unblocks the diamonds, allowing South to run the balance of the suit.



Deal No. 7 - sehrávka

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

SECOND-HAND HIGH. If South plays dummy's ten of spades or five of spades on trick one, the defense can set the contract. Since East bid spades and West led the eight of spades, it can be assumed that East has spade length, including the ace-jack. By putting up dummy's queen at trick one, declarer can assure the contract under this assumption. No matter what line of defense is adopted, East cannot set up his spades before South sets up his diamonds and gets nine tricks.

Deal No. 8 - obrana

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

HOLD THAT TIGER. Assuming South started with four spades (if he had five, there is nothing to be done), once declarer has been forced to use up a trump by the third club lead, East can ensure two trump tricks by holding up the ace of trumps on the first two rounds of spades. Then, should declarer play a third round of trumps, East can win and force out the last North-South trump with another club lead. If, instead, declarer plays on the red suits, East can ruff the third round of diamonds.