

Invitational Stayman Finds Game at 4H for EW

Board 2

East Deals

N-S Vul

♠ K J 10 2		♠ A 8
♥ 8 5 2		♥ A Q J 9
♦ A 5 4		♦ K 9 8 7
♣ 7 4 3		♣ K 8 5
♠ 9 5 4 3	<div style="display: inline-block; border: 1px solid black; background-color: green; padding: 5px; text-align: center; width: 40px; height: 40px; vertical-align: middle;"> N W E S </div>	♠ Q 7 6
♥ K 10 6 4		♥ 7 3
♦ 6 2		♦ Q J 10 3
♣ A J 10		♣ Q 9 6 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 NT	Pass
2 ♣	Pass	2 ♥	Pass
3 ♥	Pass	4 ♥	All pass

Contract: 4 ♥ by East

Opening lead by South: Q ♦ (top of a series of touching honors)

Planning the Play: In a suit contract, Declarer starts by counting losers:

1 ♠ loser, 2 ♦ losers, 1 ♣ loser - this is too many losers. How can we eliminate one?

You could take a ♣ finesse, because you're missing the Q ♣. If you lead toward the card you would like to win the trick, (called "finessing the J ♣"), and the Queen is in the South hand, you will win the Jack when South doesn't play the Queen. If South plays the Queen, you'll cover it with the A ♣, and the other two honors are good. If the Queen is in the North, lose 1 ♣ trick.

It will only be 1 ♦ loser if the A ♦ is in the North hand. You can finesse by leading toward the card you want to win the trick, which is the K ♦. If the Ace is "in front of" the King (in the North), you will only lose 1 ♦. If the Ace is in the South hand, you will still lose 2 ♦s.

REMEMBER that when you say you only have 1 ♦ loser, it's because you're planning to ruff ♦s in the Dummy. And when you say you only have 1 ♠ loser, it's because you are planning to ruff ♠s in your hand. Don't forget about that later!

WOW, DID YOU GET LUCKY! The opening lead was the Q ♦, so you on trick #1 you'll know where the A ♦ is, and you will now absolutely make the K ♦ good. And the Q ♣ ends up "on side," so that finesse works -- make sure to finesse ♣s from your hand twice.

Your 10 tricks will now actually be 11:

K ♦, 2 ♦ ruffs in dummy, 3 high trumps in your hand, 3 ♣s successful finessing, the A ♠ and a ♠ ruff.

Losers will be: A ♦ and a low ♠.

Invitational Stayman re-evaluates to 4S game for NS

Board 9

North Deals

E-W Vul

♠ A K 9 8		♠ 6 3
♥ 9 3		♥ A K 8 7 4
♦ K Q J 10		♦ 9
♣ K 10 9		♣ 7 6 5 4 3
♠ Q 5 2	<div style="display: inline-block; border: 1px solid black; background-color: #008000; color: white; padding: 5px; text-align: center;"> N W E S </div>	♠ J 10 7 4
♥ Q J 10 6 2		♥ 5
♦ A 8 4 3		♦ 7 6 5 2
♣ 8		♣ A Q J 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 NT	Pass	2 ♣
Pass	2 ♠	Pass	4 ♠
All pass			

Contract: 4 ♠ by North - South re-evaluates the hand after finding the ♠ fit, counting shortness!
Opening lead by East: A ♥ (promising the K ♥), having a look at the Dummy

Planning the Play: In a suit contract, Declarer starts by counting losers:
 a ♠ loser, a ♥ loser, and a ♦ loser -- perfect! Thank you, Partner! We can pull trump and play!

ALTERNATE PLAN B: When the Dummy shows a singleton ♥, East will shift to his singleton ♦. When West wins the A ♦, be prepared for a ♦ ruff next. UH OH... we didn't count on that. There are too many losers now. Is there anything we can do to recover?

The only suit where there may be promise is the trump suit. We will now try to take a ♠ finesse and cross our fingers. This is a situation where if it works, we'll make it, and if it does not, we will go down.

The great thing about duplicate bridge is that if we don't make it, neither will the rest of the NS pairs. No worries then!

But it does work, because the Q♠s is "on side" in the West hand. Finesse the J♠ right past her, and you're home free.