Dealer E, Both Vul

For any Contract, count your winners very early on:

		NORTH A96 Q10743 4 K832		
	WEST KQ742 A5 J3 QJ76		EAST - KJ62 AKQ985 A109	
		SOUTH J10853 98 10762 54		
Bidding at our Table	East	South	West	North
	1D	Ρ	15	Ρ
	3D (1)	Ρ	4NT (2)	Ρ
	5C (3)	Ρ	6D	Ρ
	Р	Р		

- (1) Very good Diamonds (6+) with 16+ Points
- (2) RKCB
- (3) 3 Key Cards

CONTRACT AND LEAD

6D by East, lead H9

ANALYSIS

East must count the winners. 6 Diamonds, 3 Hearts (due to the lead), 2 to 4 Clubs, 1 Spade = at least 12 Tricks

The weakness is the 4th Heart in East's Hand if the Club finesse loses to South. You must make a Spade

You win in Hand with HK or HJ (depending whether North plays HQ or lower)

The DA, small D to DJ, discovering 4-1 break

Then play SK. North will surely cover it (if not, let it run). Ruff SK if covered, then draw Trumps, Heart to HA, cash SQ throwing losing Heart, then play CQ. North can cover it or let it run. Making 7D

MORAL OF THE STORY

The key to this Hand is realising you need A Spade to make if South has CK, and to set the Spade up early (you have limited entries to Dummy)

Ian Morison

Friday 14 March 2025