

32- 2024 – A Bit (errrrr...a Lot) of Luck

Dealer South, NS Vul

We made a Houdini escape here, and following is my mea culpa

	NORTH	
	104	
	J98653	
	4	
	AK87	
WEST		EAST
J852		A96
Q742		AK10
752		KJ1093
95		QJ
	SOUTH (me)	
	KQ73	
	-	
	AQ86	
	106432	

The Bidding goes as follows:

South (me)	West	North	East
1C (1)	P	1H	2D
2S (2)	P	3H (3)	P
3NT (4)	P	P	X (5)

- (1) A thin opening, but the Heart void adds value
- (2) Pass would be better, especially with the misfit, but bid I did
- (3) Not much else to say, and it confirms 5+ good Hearts
- (4) It is now hard to Pass here, I think Partner may have more, and I sit over East
- (5) Hardly a rash Double – East has 18 Points and sits over North’s likely QJ of Hearts, perhaps promoting H10 to a third Heart winner

Both Partner and I over-rated our Hands. West led D2, and as Dummy went down, things looked bleak – a total of 19 Points in both Hands, and we needed to make 9 Tricks to make 3NT

I said to myself that Declarer must always give the Contract a shot. After the D2 lead, I counted 2 Diamond winners and if the Clubs broke 2-2, 5 Club winners = 7. At least 1 Spade, so that is 8!

I won DA after East played DK. I then cashed CA and CK (pew – a 2-2 break!), then led a Spade from Dummy, East small, took SK. Over to another Club, and led another Spade. East took SA

So SQ is now set up for Trick no 9. I am home and hosed. I can pass jail and not end up there

Even if East now plays HA, HK and then H10, whether West overtakes with HQ or not, I have 9 Tricks. I kept all my Hearts in Dummy, so if West wins HQ and leads a Heart, the last 3 are good.

In the end, they led into my Hand. When I played the last Clubs, West threw a Spade, so I made 10 Tricks! Doubled!

MORAL OF THE STORY

We bid poorly here, and on seeing Dummy, things looked bleak

Even when things look hopeless, count your winners, look at the bidding (here East has shown Points in bidding and Doubling), and play accordingly

Occasionally, a miracle occurs

23 August 2024

Sleeping all night, like a baby now, RIP jetlag