

North 09-07-05

♠ A K 9

♥ 8 6 2

♦ 9 8 4

♣ A J 10 7

West

♠ 10 8 4 2

♥ A J 9 3

♦ —

♣ K 9 8 6 4

East

♠ J 7 6

♥ K 10 4 3

♦ K J 10 5 2

♣ 5

South

♠ Q 5 3

♥ Q 7

♦ A Q 7 6 3

♣ Q 3 2

Dealer: North

Vulnerable: East-West

South	West	North	East
3 NT	Pass	1 ♠	1 ♠
		Pass	Pass

Opening lead: ♣ 6

Atlanta last July. What would you have done? You reach three no-trump, and West leads the club six: seven, five, three. How would you continue?

East's one-diamond overcall is no bid of beauty, especially at unfavorable vulnerability. And if one must enter the auction, as players are wont to do these days, a takeout double looks more appropriate. But East wanted to direct his partner's opening lead. Is this another example of the best-laid plans of mice and men?

Declarer could see nine tricks: three spades, two diamonds (with the aid of the marked finesse) and four clubs (after two more finesses). Probably, though, it would take 10 tricks to win the board. (Three no-trump just made was the result at the other table.) South could use his diamond spots to generate a third trick there, but only at the expense of giving East a trick with his K-J-10. And when in, surely East would shift to a heart.

Instead, declarer called for the diamond four ... and the trick continued two, three, club four.

Did you ever see the first trick in a suit won by the four?

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Wednesday, Sept. 7, 2005

The sneaky play was

for sure sneaky

By Phillip Alder

Yesterday, I mentioned that in pair events overtricks are vital. They are also crucial in board-a-match teams. Your result is added to that of your teammates. If you have a net plus, you receive one point. If the scores are identical, you get half a point. If you are minus, you gain zilch.

Bill Arlinghaus, from Ann Arbor, Mich., found a great piece of declarer play to win the full point on this deal from a board-a-match teams at the Summer Nationals in