




Four random deals to supplement David Bird's hands for VBlue, year 2. SA Version. Updated winter 2015/6

Y2 VBlue #3 Four General Hands SA	Contract: 1N
Date: 03/07/2016	By: South
Dealer: North	Board #: 1
Play this hand online!	Vulnerable: None

	North		
	♠ 75		
	♥ 863		
	♦ A8732		
	♣ T76		
West		East	
♠ Q962		♠ JT83	
♥ KJ942		♥ QT	
♦ Q6		♦ KJT	
♣ Q5		♣ K983	
	South		
	♠ AK4		
	♥ A75		
	♦ 954		
	♣ AJ42		

This set of four hands constitutes our "General Series" and the deals have no particular theme.

The hands have come from V-Blue Year 1 – how much can you remember of last year's ideas?

West	North	East	South
-	P	P	1NT
P	P	P	

Lead: ♥ 4

Bidding.

After two Passes we open 1NT (15 to 17) and that simple call ends the auction.

Play.

A fair dummy greets us after West leads a low Heart and we settle down to **Count** and to make a **Plan**.

The issue, obviously, is how to take seven tricks in No-trumps. Counting our *top tricks* we can see five easy ones (two Spades, one Heart, one Diamond and one Club). The only realistic source of extra tricks is Diamonds (the long suit) but to get them going needs patience and a small amount of technique.

We decide to duck the first Heart lead and take the second (not that it matters much) before playing a Diamond. To maintain communications between dummy and the closed hand we must duck the first round by leading the ♦4 and playing the ♦2 from the table.

East takes the ♦10 and makes what he hopes is a killing shift to the ♠J. Nice try, sir, but no cigar. We take the Spade, with the Ace, and revert to Diamonds; again we have to duck this trick to keep the ♦A on the table.


West wins this one (with the Queen) and cashes his Heart winners. That's no problem, we have plenty of trash to put in the can as this is going on. All we have to do is to keep the long Diamonds as they are now winners.

Eventually, having exhausted his Heart winners, West plays another Spade. We take that and can, finally, cash our three Diamond winners. Now we have enough tricks for our contract. To be exact, we make two Spades, one Heart, three Diamonds and a Club.



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Y2 VBlue #3 Four General Hands SA	Contract: 3N
Date: 03/07/2016	By: East
Dealer: East	Board #: 2
Play this hand online!	Vulnerable: N / S

	North		
	♠ KQT42		
	♥ A86		
	♦ 8		
	♣ K532		
West		East	
♠ J5		♠ A86	
♥ Q95		♥ KJT7	
♦ KJ97		♦ AQT	
♣ AQT4		♣ J86	
	South		
	♠ 973		
	♥ 432		
	♦ 65432		
	♣ 97		

Here you have been dealt a **Yarborough** – a hand with no card higher than a Nine.

Surprisingly, you still have a critical part to play in the deal.

West	North	East	South
-	-	1NT	P
3NT	P	P	P

Lead: ♠ 7

Bidding.

East-West bid briskly 1NT – 3NT.

There's no stopping to pick the daisies on this deal.

Play.

The key question is: **what do we lead?**

Our first thoughts on picking up this garbage heap and watching the auction, are that we are relieved that the opponents haven't bid a slam and that game must be icy cold. Surely we have no problem (and no interest); we should just toss a card, any card, on the table and watch declarer as racks up an overtrick or two. Dull! Let's just get on with the next deal.

Now, that's the wrong attitude – at this game we need to stay focused and positive. The aim of the game is to **defeat the contract**; we must never lose sight of that. We have to take five tricks. It is evident that we (as in just South) are not going to take any tricks at all with this junk, so if 3NT is going off partner will have to take all the tricks to beat it. How could that happen?

Well – it certainly won't happen if we lead our pathetic long suit (a Diamond). What is the point? We can't hope to set them up and get on lead to cash them. No, our only chance is to lead partner's suit; we have to find partner's five-card suit with our opening lead.

Remember, partner could have a decent hand over there; the rapid bidding has frozen him out of the auction. Now, most pairs look to find a major-suit fit if they have one (think Stayman), and ignore decent minors in the bidding. So dummy could well put down a long Club or Diamond suit but is unlikely to have as many as four cards in Hearts or Spades. So we lead a major. *Which one?*

Well, frankly, it's a guess. A great player in times gone by once said, "When in doubt, lead a Spade". Of course it doesn't always work but it does save guesswork on hands like these.

Having decided on the suit (Spades), which card? Various partnerships have differing

styles. Here at VuBridge we are going to follow the modern style of leading "**second highest from garbage**". So with three worthless Spades we'd lead the middle one. Other partnerships lead "top of trash" and would lead the ♠9. Others might even lead the ♠3 (definitely not recommended!) Discuss this point with your teacher as well as with your partner.

The point, though, is that if partner can work out that we have led a non-fourth-highest lead he can infer that we don't want the suit led back. (Unless, that is, it suits him to do so).


Here, the Spade lead works like a charm. North has four Spade tricks set up instantly and gains the lead with the ♥A to cash them (true, declarer might have chanced the Club finesse but that would have been two down).

Trust us when we say that not all speculative leads work as well as this one...



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Y2 VBlue #3 Four General Hands SA	Contract: 6N
Date: 03/07/2016	By: South
Dealer: South	Board #: 3
Play this hand online!	Vulnerable: E / W

	North		
	♠ A7		
	♥ KJ9		
	♦ JT75		
	♣ A954		
West		East	
♠ T9862		♠ K54	
♥ 875		♥ 6432	
♦ 3		♦ Q98642	
♣ J872		♣	
	South		
	♠ QJ3		
	♥ AQT		
	♦ AK		
	♣ KQT63		

Here your ever-trusting partner puts you into a high-level contract.

Can you repay that trust with careful card-play?

West	North	East	South
-	-	-	2NT
P	6NT	P	P
P			

Lead: ♠ T

Bidding.

With 21 points and a 5·3·3·2 shape we have a textbook 2NT opener.

Partner alarms us a little by raising immediately to 6NT and there matters rest.

Play.

West leads a Spade from his sequence and we must take time to **Count** our tricks and to make a **Plan**.

It can't hurt to run the Spade to our hand at trick one (even if it loses to East's ♠K we build up two Spade tricks) and now we can (apparently) count twelve tricks: two Spades, three Hearts, two Diamonds and five Clubs. *What's the problem?*

Well, we might not make five Club tricks if the fates are unkind and we are careless. If we were to take the ♠A at trick two and the ♣A at trick three we would find that we had a Club loser; West's ♣J × × × would be worth a trick to the defense.

As a prophylactic against ill fortune we have a perfect *precaution play*. At trick two we should play a low Club to the ♣K. Now if both opponents follow we know Clubs are breaking (3-1 or 2-2) and could claim our contract. If, as here, either opponent were to show out then we have a marked finesse against the ♣J. In this instance we continue with a Club to the ♣9 and then cash the rest of the Clubs.


If West were void of Clubs the play would be equally as easy. We would finesse against East's Jack of Clubs and pull the suit in that way.

Here, having taken the finesse of the ♣9, we simply cash out our twelve winners and claim our contract. The aforementioned twelve winners come from two Spades, three Hearts, two Diamonds and five Clubs.



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Y2 VBlue #3 Four General Hands SA	Contract: 6N
Date: 03/07/2016	By: South
Dealer: South	Board #: 4
Play this hand online!	Vulnerable: All

	North	
	♠ A7	
	♥ KJ9	
	♦ JT75	
	♣ A754	
West		East
♠ T9862		♠ K54
♥ 8754		♥ 632
♦ Q963		♦ 842
♣		♣ JT82
	South	
	♠ QJ3	
	♥ AQT	
	♦ AK	
	♣ KQ963	

This hand may remind you of one you played recently...

Can you play it with similar skill?

West	North	East	South
-	-	-	2NT
P	6NT	P	P
P			

Lead: ♠ T

Here we have a deal spookily reminiscent of Hand 3. Odd how these near-clones keep appearing in VuBridge, isn't it?

Bidding.

With 21 points and a 5-3-3-2 shape we have a textbook 2NT opener. Partner alarms us a little by raising immediately to 6NT and there matters rest.

Play.

West leads a Spade from his sequence and we must take time to **Count** our tricks and to make a **Plan**.

Once again, it can't hurt to run the Spade to our hand at trick one (even if it loses to East's ♠K we build up two Spade tricks) and now we can (apparently) count twelve tricks: two Spades, three Hearts, two Diamonds and five Clubs. *What's the problem?*

Well, we might not make five Club tricks if the fates are unkind and we play inaccurately. Here, though, our Clubs are not as robust as those of Hand 3 – we are missing ♣J 10 8 2. We need to realize that if West has all four Clubs then he has a Club trick; there is nothing we could do. If, however, if East has all four Clubs they could be picked up by means of a **double marked finesse**.

So on this deal we must cash the ♠A at trick three to discover our fate. If both opponents follow we know Clubs are breaking (3-1 or 2-2) and could claim our contract. If, as here, West were to show out then we have a marked finesse against the ♠J 10 on our right.

As it is, with East holding four Clubs, we continue with a low Club at trick four, intending to play the ♣9. East "splits his honors" by playing the ♣10 so we win the ♣Q, cross to the table with a Heart and lead another Club. East is now helpless.

When East plays low we finesse the ♣9 and then cash the rest of the Clubs. Having picked up the Clubs without loss we simply cash out

our twelve winners and claim our contract.

What if East had shown out on the ♣A? Then we were always doomed to go down in 6NT; there would have been no way of securing it. We'd then be reduced to bemoaning our ill-fortune to anyone prepared to listen to our hard-luck stories.