

THURSDAY JUNE 25

**SAFETY PLAYS AND TIMING
CROSS RUFFS AND TRUMP COUPS**

A) KJ23

B) 543

C) 432

A945

AQ10872

AKT54

Lets assume that the three card combinations are trumps. In each case you are in a small slam with no losers outside the trump suit. There is no danger of ruffs and you have plenty of transportations. What is the best way to protect against losing two trump tricks in each hand?

In hand A, cash the king and lead toward the 9. If RHO shows out, you can rise with the Ace and lead toward the Jack to hold your losers to one.

In hand B, cash the Ace, go back to dummy and lead toward the Q-T. You protect against stiff honors offside as well as doubleton KJ offside.

In hand C, cash the Ace, go back to dummy and lead toward your hand intending to insert the ten if only low cards appear. This protects against QJxx on your right.

Board 1 ♠ 10 9 2
 North Deals ♥ K 8 5 3
 None Vul ♦ Q J 6
 ♣ 9 5 4

♠ 6	N	♠ A 7 4
♥ Q J 10 4	W	♥ 9 6
♦ K 9 7 3	S	♦ 10 8 5 4 2
♣ A J 10 6	E	♣ 8 3 2

♠ K Q J 8 5 3
 ♥ A 7 2
 ♦ A
 ♣ K Q 7

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

4 ♠ by South

Lead: ♥ Q

South can count 9 tricks and can develop a tenth in diamonds. He must however do this before his heart entry is gone. Win the heart Ace and cash the diamond Ace. Now a low spade to the ten creates an entry to pitch a heart loser on the diamond Queen. Then you can use the heart King entry to pitch a club loser on the diamond Jack.



Board 2 ♠ K 4 3
 East Deals ♥ 10 9 8 7
 N-S Vul ♦ A J 4
 ♣ A 5 4

♠ J 8	<table border="1" style="border-collapse: collapse; width: 100%; height: 100%;"> <tr><td style="width: 25%;"></td><td style="width: 25%; text-align: center;">N</td><td style="width: 25%;"></td><td style="width: 25%;"></td></tr> <tr><td style="text-align: center;">W</td><td></td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td><td></td></tr> </table>		N			W			E		S			♠ 7 6 2	
	N														
W			E												
	S														
♥ K Q J 5		♥ 6 4 3 2													
♦ 7 6 5		♦ Q 10 3 2													
♣ K J 10 9		♣ 8 3													

♠ A Q 10 9 5
 ♥ A
 ♦ K 9 8
 ♣ Q 7 6 2

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

4 ♠ by South

Lead: ♥ K

If North/South are playing 2/1 Forcing the auction might go as indicated. North would show a 3 card limit raise by first bidding a forcing NT. If playing a standard system, North would need to temporize with 2C over 1S and then show spade support.

South can see 9 tricks. A tenth trick might come from clubs or diamonds. But with the good heart spots in dummy, South can assure 10 tricks by working on hearts. Win the heart Ace, draw trumps ending in dummy and play a second heart, pitching a club. Win the diamond shift in dummy and play a heart pitching a diamond. Finally use the Club Ace to cash the last heart, pitching a club. You lose two hearts and one club.



Board 3 ♠ A J 8 7
 South Deals ♥ A 7 6 2
 E-W Vul ♦ 8
 ♣ K Q 7 4

♠ 5	N	♠ 6 4 3 2
♥ J 8 5	W	♥ K Q 10 9 4
♦ K Q J 9 3	E	♦ 10 4
♣ J 10 8 3	S	♣ 5 2

♠ K Q 10 9
 ♥ 3
 ♦ A 7 6 5 2
 ♣ A 9 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♦
Pass	1 ♥	Pass	1 ♠
Pass	4 ♦ ¹	Pass	4 NT ²
Pass	5 ♣ ³	Pass	6 ♠
All pass			

1. Splinter
2. Roman Key Card Blackwood
3. 0 or 3 keycards

6 ♠ by South

Lead: ♦ K

After the auction starts 1D, 1H, 1S, North has an interesting choice to make for his rebid. He is too strong to jump to 4S. One possibility would be to start with a 4th suit forcing to game 2C and then raise spades. However, a descriptive bid is always preferred over a game forcing random noise. By splintering to 4D, North tells his partner he has spade support and diamond shortness and some slam interest if South doesn't have wasted diamond cards. After hearing North's splinter, South has the perfect hand to ask for Keycards. North shows zero or three and South bids the small slam.

After the diamond King lead, South counts his tricks. He can take 8 trump tricks on a high cross ruff plus the two red aces and maybe 3 club tricks. However, he only needs two club tricks for 12 tricks. If he tries to cash 3 club tricks the opponents will ruff and switch to a trump, beating the slam. Therefore, cash two clubs, the two red aces and cross ruff making sure to ruff a diamond first, so you have enough entries to ruff 4 diamonds in dummy.



Board 4 ♠ A 8
 West Deals ♥ 7 6
 Both Vul ♦ J 10 4 3 2
 ♣ A Q 8 3

♠ —	N	♠ Q 6 5 4
♥ K Q J 8 5	W	♥ 10 9 4
♦ A K Q 7 6	E	♦ 9 8
♣ 10 6 4	S	♣ K J 9 2

♠ K J 10 9 7 3 2
 ♥ A 3 2
 ♦ 5
 ♣ 7 5

West North East South
 1 ♥ Pass 2 ♥ 3 ♠
 4 ♦ 4 ♠ Dbl All pass

4 ♠ x by South

Lead: ♦ A

South bids a preemptive 3S over the 2H raise. West isn't sure how high he wants to compete. By bidding 4D he can try and get help from his partner on whether to bid 5H or double 4S. North bids 4S as either a make or a cheap sacrifice. With 4 trumps to the Queen East doubles.

After two rounds of diamonds, South can count 9 tricks, 6 spades, 1 heart, 1 heart ruff and 1 club. The tenth trick can come from an extra trump trick or the club finesse. There is no hurry to take a club finesse and declarer can prepare for a bad trump break by using his entries to score his trumps by ruffing diamonds. After two rounds of diamonds, duck a heart. Win the second heart and ruff the third round. Then ruff a diamond. Spade to the Ace and ruff a fourth diamond. Now a club to the Ace and ruff the 5th round of diamonds. Exit with your last club and you are going to make the last two trump tricks.

West might be tempted to save in 5H, but with 2 diamond losers and a club and a heart it looks to be expensive. With repeated taps, it could turn out to be a disaster.

