

**Board 9**  
 West Deals  
 N-S Vul

Two in the Glue

♠ J 8 7 2 ♥ 3 2 ♦ Q J 9 8 2 ♣ Q J	♠ 10 ♥ A J 10 6 ♦ 10 6 ♣ A 8 7 6 5 4	<div style="border: 1px solid black; width: 60px; height: 60px; margin: 0 auto;"></div>	♠ K 6 4 3 ♥ Q 9 7 ♦ K 5 4 ♣ K 10 9
	♠ A Q 9 5 ♥ K 8 5 4 ♦ A 7 3 ♣ 3 2		

*Deal rotated for convenience.*

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1 ♣	Pass	2 ♥
Pass	3 ♥	Pass	4 ♥

All pass

4 ♥ by South

Lead: ♦ Q

Two unusual things happened on this deal: first, as North, I opened the bidding. I use Bergen's rule of 20: add my high card points to the length of my two longest suits, and if the total is 20 or higher, I open. I don't do this blindly, however; I adjust the score with common sense, mostly downward. Honors in short suits are not at full value, subtract a point for 4-3-3-3 distribution, quacks (queens and jacks) have reduced value, aces are great, etc. This is a magnificent 19, and it felt right to open. The ♥10 fills out the best potential game suit nicely.

Second, partner made a jump shift, to 2 ♥. It's not necessary to jump just to show an opening hand - there is plenty of time to drive to game after responding 1 ♥. Reserve the jump shift for hands where you want to announce that you are in the *slam* zone. You should also have a good idea of where you are going to play the hand. Keep the bidding low if you need to hunt for a trump suit.

[Look up "Soloway Jump Shifts" on the web for a good strong jump shift system. Some partnerships agree to play weak, fit-showing, natural/invitational, and/or mini-splinter jump shifts instead of strong.]

Partner declared while I was about my director duties, so I did not see how the play went. However, he was down two. ***Can you do better?***

Two in the Glue (Page 2)

**Board 9**

West Deals

N-S Vul

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

NS 6♥; NS 5♣; NS 2N; NS 1♠; NS 1♦  
 4♥ by South  
 Lead: ♦ Q

Before playing a card, make a plan. First count losers: one in each minor and possible heart. However, on a hand like this, you need to count winners, or you may fall short of ten tricks. One plan would be to take one ace in each side suit, plus seven trumps, including ruffs. Duck the first diamond, win the second, and take your first ruff on dummy. A spade to the ace gets you your second ruff. Now you have only ♥AJ left for dummy's trumps, and no way back to your hand to take a third ruff with the ♥J. Furthermore, you will lose at least one trump, if you play off ♥AK now (barring a miraculous ♥Q9 doubleton). That's only five trumps, likely what declarer did, for down two.

You could take the spade finesse, before the first ruff, but that would still be 50% for down one. Maybe you could then come to a tenth trick somehow, but there must be something better.

This is a common mental block. Dummy is actually the strong hand, so set it up! This plan is called a *dummy reversal*: you play the hand as if you were holding dummy's cards. (You often need to think this way after partner makes a Jacoby or Texas transfer response to your no trump opening.)

You probably cannot make the contract unless both rounded suits (♥ and ♣) split 3-2, so assume that. Duck the opening diamond, win the second, and duck a club. Ruff the diamond return (their best) with the ♥6.

Now you need to have trumps be gone, ruff out the clubs safely, and have an entry left to enjoy them. Lead the ♥10 and, if not covered, run it. This time, the finesse happens to win. Cash the ♣A, and ruff the trumps good with the ♥8 for an overtrick. Pull trumps ending on dummy, cash the good clubs, and the ♠A wins the last trick.

Suppose the ♥Q and ♥2 were switched, and the finesse lost. The worst West can do to you is to lead a fourth diamond, into this position:

♠ 10	♥ A J	♦ -	♣ A 8 7 6 5
♠ A Q 9 5	♥ K 8 5	♦ -	♣ 3

Ruff this diamond in hand (discarding a club), lead to the ♣A and ruff the clubs good with the ♥K. Now lead your last trump, draw trumps with dummy's ♥AJ, ... for ten tricks. Careful play is required to make this game, but two of nine declarers made it. One made four clubs, and the others were down one to four tricks.