

WW 3/15/2017 Eve -- Problem 10

**Board 10**

East Deals

Both Vul



♠ 10 9 8  
♥ 8 6  
♦ A 10 9 6  
♣ A K J 8

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

4 ♠ by West

The opponents surge into 4 ♠ over your side's heart bids. Partner leads your suit, third from even, low from odd, and you win the ♥ K.

Plan the defense. (If you choose to cash a second heart, declarer will follow with the queen, and partner with the deuce.)

WW 3/15/2017 Eve -- Problem 20

**Board 20**

West Deals

Both Vul



♠ A K 9 3  
♥ 3  
♦ A Q 10 9 5 3  
♣ A K

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2 ♦ <sup>1</sup>	Pass	2 ♠	?

1. 5 (or more) hearts and exactly 4 spades.

West opens a Flannery 2 ♦, showing 10 to 15 high card points, exactly four spades, and five hearts. (It might be Extended Flannery, with a sixth heart.)

It's your call.

WW 3/15/2017 Eve -- Solution 10

**Board 10**

East Deals

Both Vul

♠ J 7 6 5

♥ 9 7 2

♦ K Q 8

♣ 10 5

♠ A K 4 3 2

♥ Q 3

♦ 3

♣ Q 9 7 6 4



♠ 10 9 8

♥ 8 6

♦ A 10 9 6

♣ A K J 8

♠ Q

♥ A K J 10 4

♦ J 7 5 4 2

♣ 3 2

EW 3♠; EW 4♣; EW 2N; NS 1♥; NS 1♦;

Par -140

4 ♠ by West

You have two heart tricks, and need two more. The best place to find them is in the trump suit, and the best hope is that partner has four trumps including the ♠ 7 and a higher honor. When the opponents appear to have the side suits locked up, it is often best to offer declarer a ruff-sluff.

Lead three rounds of hearts. Declarer chooses to ruff in dummy and pitch a club. This confirms your defense is best, as opener did not discard a losing diamond (and could finessed in clubs, if necessary). In fact, declarer must now lose two trumps: one of dummy's power trumps is already gone, and a second will go with your ♠ Q. Declarer is helpless with ♠ A432 opposite only ♠ 10.

Declarer does no better, if she chooses to ruff the third heart in hand, take the ♠ A (dropping the ♠ Q), and lead a small spade. North wins the ♠ J and leads his fourth heart. If declarer ruffs on dummy, North's ♠ 7 is established, and if she ruffs in hand, North now has more spades than declarer.

However, the contract can be made if you fail to lead the third heart. Declarer wins the first trump and ducks the second, forcing out the ♠ J. A belated heart can be ruffed in hand, discarding a diamond. Trumps are drawn by leading to the ♠ 10, the crucial play of the ♣ J to the ♣ Q, and ♠ K. Cash the clubs, winning the fourth with the nine over dummy's eight, to enjoy the last trick with the fifth club.

WW 3/15/2017 Eve -- Solution 20

**Board 20**

West Deals

Both Vul

♠ J 5

♥ J 8 7 5 4

♦ J 4 2

♣ 8 4 2

♠ 10 8 7 6

♥ A K 10 9 6 2

♦ —

♣ Q J 7



♠ Q 4 2

♥ Q

♦ K 8 7 6

♣ 10 9 6 5 3

♠ A K 9 3

♥ 3

♦ A Q 10 9 5 3

♣ A K

NS 3N; NS 4♦; NS 1♠; EW 1♣; Par +600

West	North	East	South
2♦ <sup>1</sup>	Pass	2♠	?

1. 5 (or more) hearts and exactly 4 spades.

When West chooses spades over hearts, it is unlikely that he holds three card heart support. Play partner for control of the heart suit and bid 3 NT!

Note that, as the cards lie, 3 NT can never be defeated: you get five diamonds and four black honors on any lead.

(Partner says that he would have bid 3 NT to show his heart stopper, had you bid 3♥. This time.)

The story gets even better: after much thought, West leads the ♥ A, crunching her partner's queen. Then after more thought, she puts the ♠ 10 on the table. You cover on dummy to assure an extra spade trick. In the end game, West chooses to protect the ♣ Q instead of the fourth spade, and you make 5 NT for all the matchpoints.

Flannery is a convention whose advantages are frequently canceled by its disadvantages. For better ideas, see my article, *Flannery and Major Nightmare Solutions at Bridge*, at <https://3nt.xyz/bridge.htm#Articles>.

- Pete Matthews Jr.