1. Losing Face

By Ron Klinger

South dealer: Both vulnerable

North

- **♠** 63
- ▼ KQ5
- ♦ AQJ1096
- **♣** 52

South

- **♠** AK42
- ♥ A10763
- ♦ K
- **♣** AQJ

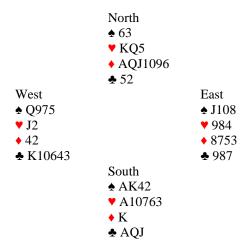
West	North	East	South
Pass	2♦	Pass	2 ♠ ⁽¹⁾
Pass	3♥	Pass	3 ♠ ⁽²⁾
Pass	4 ♦ ⁽²⁾	Pass	4NT
Pass	5 ♠ ⁽³⁾	Pass	7♥
Pass	Pass	Pass	
(1) 5 + hear	rts, 4+ spades,	game-force	
(2) Cue-bi	d		

- (3) Two key cards + ♥Q

West leads the ◆4. Plan the play.

Today's problems appeared originally in Polish Bridge magazine and were recounted by Wally Malaczynski of Sydney.

South dealer: Both vulnerable



After reaching 7♥ via the auction above, South won the ◆4 lead with the ◆K and played the ♥3 to the ♥K. South, a competent player, went down. How do you account for that?

After taking trick 1 with the ◆K, South played the ♥3: jack! – king – four. Taking the ♥J at face value, declarer placed East with four trumps. If so, he could not afford to play ♥A and ♥Q next or cash the ♥Q. Therefore, he started to run the diamonds. West ruffed the third diamond, one down.

South could have saved face and the subsequent anguish by playing the VA at trick 2 and then a low heart to dummy. That would always work if hearts were 3-2 and South would also survive if West had the bare VJ.

After winning trick 3 in dummy, declarer would run diamonds and coup East's ♥9-8-4-2.

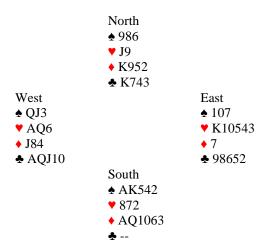
South dealer: East-West vulnerable

West	North	East	South 1♠ ⁽¹⁾
1NT ⁽²⁾	2♠	Pass	4 4
Pass	Pass	Pagg	

- (1) 5-card majors
- (2) 15-18 points

West leads the ◆4. Plan the play. You will find trumps are 3-2.

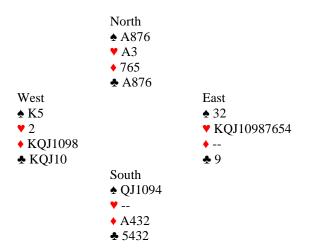
Here is the full deal:



West has led the bottom diamond. As West has overcalled 1NT, you can place West with three diamonds, not one, and probably J-x-4. You can win and play ♠A, ♠K and then run diamonds but that will not work. Can you see why not?

West will not ruff in on diamonds, but will wait to come in with a heart and then cash the $\mathbf{\Phi}Q$ to draw dummy's last trump. You lose a spade and three hearts. One successful line is win $\mathbf{\Phi}9$, ruff a club, cash $\mathbf{\Phi}A$, $\mathbf{\Phi}K$, $\mathbf{\Phi}A$, play $\mathbf{\Phi}Q$ to $\mathbf{\Phi}K$, ruff a club and play $\mathbf{\Phi}3$. If West ruffs you are home. If not, dummy's $\mathbf{\Phi}5$ wins and you ruff another club. The last diamond scores dummy's $\mathbf{\Phi}9$ en passant.

Double dummy puzzle (Answer tomorrow):



North opened 1♣, East bid 4♥, South 4♠, West doubled, all pass. West leads the ♠K. Seeing all four hands, how can you make 4♠?

You can get more done with a kind word and a gun than you can with a kind word alone. (Al Capone, 1899-1947)