

Course Notes

10 - Ruff and Discard Practice

Board 17

Board: 17 Dealer: North Vuln: None

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

W	N	E	S
	pass	1NT	pass
2♥	pass	2♠	pass
3♥	pass	3NT	pass
4♥	end		

Contract: 4♥ by West

Lead: ♦Q

With a strong hand and 5-5 in the majors, responder first transfers to spades and then forces to game by bidding 3♥. Rebidding beyond 2NT is not an issue, because we want to play in game. Opener does not yet know about our 5-card heart suit, but that is not an issue either because we always have another bid, and can convert 3NT to 4♥ knowing that opener must have three cards in the suit.

Here, opener does indeed bid 3NT, and West converts to 4♥.

Declarer may well make 12 tricks. With such strong trumps the plan should be to lead twice towards the ♠KQ and ruff the third round high. But first it is a good idea to discard a losing club on a winning diamond.

So, take the diamond lead, discard ♣5 on the ♦K, and lead a spade. South will probably play low, and the king will win. Cross to ♥K and lead another spade. South will have to take the ace now. Win the return and ruff a spade high. (As it turns out we didn't need to, because they are 3-3.) Draw trumps and lay the hand down.

Board 18

Board: 18 Dealer: East Vuln: N/S

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

W	N	E	S
		1NT	pass
2♦	pass	2♥	pass
3NT	pass	4♥	end

Contract: 4♥ by East

East opens 1NT and West has game points and five hearts. She starts with a transfer to hearts and then bids 3NT to show exactly five hearts and 13+ points. Opener has three hearts and bids the major suit game.

The contract makes easily.

Board 19

Board: 19 Dealer: South Vuln: E/W

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

W	N	E	S
			1♦
1♠	dbl	pass	3♥
pass	4♥	end	

Contract: 4♥ by South

North's negative double promises 4 hearts (the unbid major). South rebids 3♥ because if the auction had been uncontested he would have jumped to 3♥ if North had responded 1♥.

Board 20

Board: 20 Dealer: West Vuln: All

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

W	N	E	S
pass	1NT	pass	2♣
pass	2♥	pass	3NT
end			

Contract: 3NT by North

Lead: ♥K

South tries to find a spade fit, but North ends in 3NT.

Declarer needs two tricks from diamonds. This will be fine unless West has both missing honours. If West holds just one of them, then two tricks are available, but West will get the lead after the first finesse, so declarer should hold up ♥A for one round in case East started with five hearts. (Quite likely, since he knows we have four of them.)

After taking the second heart round, declarer leads a low diamond to the ten. West wins with the jack and returns a heart. Opponents take their heart winners, but now declarer can play another diamond finesse (at the first opportunity) by leading low to the queen. This makes, because East holds the king.

Board 21

Board: 21 Dealer: North Vuln: N/S

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

W	N	E	S
	1NT	pass	2NT
pass	3NT	end	

Contract: 3NT by North

Lead: ♦ 7

On the diamond lead, our priority is to set up the club suit. We don't want the third round to be won in hand, so we should first play the king and jack from the short hand. West can see dummy and will probably hold up the ace until the second round. If he returns a heart, then we have a slight problem, because we need to set up a spade trick as well. We must hold up the ♥A until the third round and hope that the opponent with ♠A has only three hearts.

Board 22

Board: 22 Dealer: East Vuln: E/W

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

W	N	E	S
		1♦	pass
1♥	pass	1♠	pass
4NT	pass	5♥	pass
6♠	end		

Contract: 6♠ by East

Lead: ♣10

On the normal rule for 4-4-4-1 hands ('highest 4-card minor'), East should open 1♦. There is no need for anything from West other than 1♥, leaving plenty of space to investigate. East really ought to rebid 1♠, and the spade slam is found easily. If East does decide on 1NT, then West will bid 6NT.

All thirteen tricks are made easily in spades.

Board 23

Board: 23 Dealer: South Vuln: All

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

W	N	E	S
1♠	pass	4♠	pass end

Contract: 4♠ by West

When partner opens 1♠, East expects to make game despite only having 9 points. She bids 4♠ directly to show a distributional hand.

The defence can take two club tricks immediately. If they don't, then declarer will make thirteen tricks. She will draw trumps, discard one of dummy's clubs on a master heart, and then trump out defenders' last heart for a second club discard on declarer's fifth heart.

After ruffing the fourth heart, declarer should return to hand via a diamond ruff rather than wasting a trump, because both of dummy's trumps are needed to ruff the clubs.

Board 24

Board: 24 Dealer: West Vuln: None

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

W	N	E	S
1♥	pass	pass	1♠
pass	4♠	end	

Contract: 4♠ by South

Lead: ♣K

North has opening points but no suitable bid over 1♥. South has a reasonable protective 1♠. With excellent spade support, and knowing that partner is short in hearts, North bids game.

Trumps fall 2-2 and the diamond finesse works. So, declarer makes 12 tricks despite having only 21 points between the two hands.