

**WEDNESDAY JUNE 24**

**AVOIDANCE AND TRUMP MANAGEMENT**

**LETS MAKE A DEAL AND RESTRICTED CHOICE**

Here is your suit: 109xx

AK854

When you cash the Ace LHO drops the Queen(or the Jack). Do you finesse or play for the drop?

Ok, lets talk about the old game show “Let’s Make a Deal”. Monty Hall would show you three doors, one of which had a grand prize behind it. When you chose a door he would then open one of the two remaining doors, showing you a booby prize and ask if you wanted to stay with your original guess or switch to the other closed door.

To determine whether we should stay or switch we have to use some math.

At the beginning we had a 1 in 3 chance of guessing the correct door. In other words we would chose the grand prize 33% of the time and a bad door 67% of the time.

Now here is the kicker, if we always change our minds we will be right 67% of the time. Only when we chose the right door at the beginning will we be wrong to switch, which is 33% of the time. Any time we were wrong we are now forced to choose the right door.

Now how does this apply to restricted choice? Well, if the defender is dealt the singleton Queen or Jack, he is forced to play it. With doubleton QJ he has a choice which honor to play. So Declarer decides to play for stiff honor. Declarer is wrong 33% of the time when the defender was dealt doubleton QJ. Declarer is right 67% of the time when the defender is forced to play his stiff honor, just as changing your door on the games how is the right decision 67% of the time when Monty is forced to open the only bad door left to him.

**Board 1**     ♠ 8 6 3 2  
 North Deals ♥ 4  
 None Vul     ♦ A K Q J 10  
                  ♣ K 9 7

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

♠ A 10 9 7  
 ♥ A 8 7  
 ♦ 8 2  
 ♣ A J 3 2

*West North East South*

1 ♦    Pass 1 ♠

2 ♥    2 ♠    Pass 4 ♠

Pass Pass Pass

4 ♠ by South

Lead: ♥ K

Simple auction. North's raise to 2S will promise 4 card support if the partnership is playing support doubles. If declarer wins the Heart Ace and starts to ruff hearts he can easily end up in trouble. If he uses the SA to get back to his hand he may lose control and if he uses the Club Ace he the defense can establish their 4th trick by attacking clubs. The safest way to make 4S is to understand that declarer can afford to lose 3 trump tricks. Win the Heart Ace, cash the SA and start running the Diamonds. Eventually you will be able to discard your clubs on the diamonds and ruff a club in your hand. The defense will be able to score their three trump tricks but that will be all.

**Board 2**      ♠ J 5 3  
 East Deals    ♥ 6 5 2  
 N-S Vul      ♦ A K Q 8 5  
                  ♣ 8 2

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

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

*West North East South*

                 Pass 1 NT

2 ♥   3 ♦   Pass 3 ♠

Pass 4 ♠   Pass Pass

Pass

Lead: ♥ A

South has a normal 1NT, if West passes then the contract is likely to be 3NT, down 2. However let's suppose west overcalls 2H. North will respond 3D( a new suit is forcing in competition) and South is stuck. With no heart stopper he should show his good 4 card spade suit and North is happy to raise to game. The key to this hand is declarer must pitch a club on the third heart to avoid shortening himself. He has 10 tricks if he can avoid the force. If West continues with a 4th heart, South can ruff high in dummy and take 10 tricks.

**Board 3**     ♠ 7 3 2  
 South Deals ♥ 4  
 E-W Vul     ♦ A K Q 7 6 5  
                  ♣ 8 5 3

♠ J 9 5 4 ♥ A K Q 9 5 ♦ 3 2 ♣ A 4	<table border="1" style="border-collapse: collapse; width: 100px; height: 100px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 8 ♥ J 10 8 ♦ 10 8 4 ♣ Q J 10 9 6 2
	N										
W		E									
	S										

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

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

Lead: ♥ A

North has a choice at his first bid. He can raise spades directly with an underbid of 2S or a trump light bid of 3S (or a cuebid of 3H for those that would play the jump in competition as a preemptive raise). One idea is a temporizing bid of 3D, although it is an overbid since it is gameforcing. South has no options other than rebidding his nice spade suit and North carries on to game. Perhaps the immediate limit raise would have been best after all, but since South would have bid game anyway, no harm is done.

After two rounds of hearts with the second one being trumped in dummy, South seems to have lots of tricks. In fact making 6 looks like a normal result. However, when things look good, good bridge players are pessimists. What can go wrong? Well if spades don't break we could lose a spade, a heart and two clubs. Trying to ruff hearts in dummy won't work since we are likely to be overruffed. The safest line is to try and lose an early trump trick to West. Ruff the second heart in dummy and lead a spade to the ten. Win or lose you are assured of your contract.

**Board 4**

West Deals

Both Vul

♠ 7 5  
♥ K J 8 7 6  
♦ 7 4  
♣ A K 6 5

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

	N	
W		E
	S	

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

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

West    North East South

2 ♠      Pass   Pass 3 ♦

Pass    3 ♥    Pass 3 NT

All pass

3 NT by South

Lead: ♠ K

West has a light but acceptable weak 2 bid at both vulnerable. North wants to bid, but doesn't have enough values. South should balance with 3D, 2NT is a possibility but you need values from partner to make a game so 3D is probably best. North shows hearts and South ends up in 3NT.

South ducks the first two rounds of spades, just in case West has committed a 5 card weak two bid. After winning the third spade, South knows he must develop diamond tricks while keeping West off the lead. Lead a club to dummy and a diamond toward the South hand. When a low card appears, win the Ace and go back to dummy with a heart. Lead another diamond and when the Queen shows, duck!!!!. Now 10 tricks are easy.

Can you find the way for the defense to prevail after three rounds of spades. How about East discarding the Diamond Queen on the third round of spades.