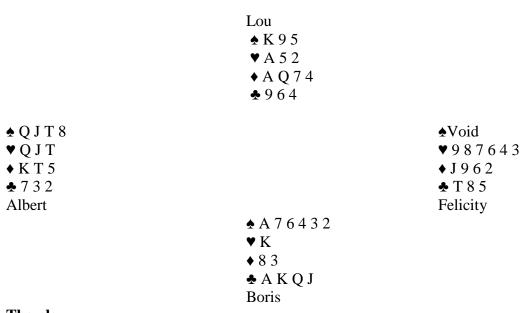
THE ADVENTURES OF BORIS THE IMPROVER

Boris get doubled

The Bidding

Boris was dealer and opened one spade. Lou bid three no trump to show 13-14 points. Boris's thoughts immediately turned to slam. He bid four clubs as an ace ask and after Lou had bid four spades to show two aces went straight to six spades. With the distribution he wasn't worried about kings. The opposition, who had been quiet throughout the auction now suddenly sprang to life. Albert doubled six spades. This became the final contract.



The play

Albert led the Queen of hearts and Boris made his plan. If the spades were split 2-2 making seven would be very easy. The losing diamond could be discarded on the Ace of hearts making the diamond finesse unnecessary. The double showed that the spades were 4-0 and he would have to be very careful. Boris won trick one with the King of hearts and led the 2 of spades.

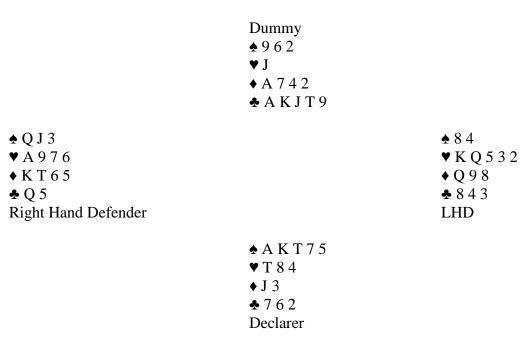
Albert was expecting this and played the ten to force the King. Boris won the trick with the King of spades and was not surprised to see a heart discarded by Felicity. Albert was confidently expecting to make two spades whenever Boris led them again. Boris however had no intention of leading them again and set out reducing his trump holding so that he wouldn't have to. At trick three he led the 5 of hearts and trumped it with the 3 of spades. He then played the 3 of diamonds to the Queen and trumped the Ace of hearts. Next Boris played the 8 of diamonds to the Ace and then trumped the 4 of diamonds. Boris then cashed three rounds of clubs leaving this as the position at trick eleven.

When Boris leads the Jack of clubs Albert is forced to trump in with the Jack and endplay himself. Boris discards the 7 of diamonds from Dummy and makes the last two tricks.

Hand from the club.

Basic card play technique

This hand was played on Monday the 5th November. I have rotated them so that declarer is on the bottom. It was board eight. With each partnership having twenty points and a 5-3 fit in a major this is always going to be a competitive board. At our club four pairs played the contract in spades but none made four as they should. I thought it might be useful to explain how.



The secret to playing this hand is to make a plan. Count how many losers you have and decide what you are going to do about them before you start. On normal distribution you have one spade loser, three heart losers, one diamond loser plus a 50% chance of losing a club. The best way of getting rid of those annoying heart losers is to set up dummy's club suit for discards. Timing is an important element in when to do this. It doesn't matter if the defence trumps a club if they are forced to use a natural trump winner. They will not gain any extra tricks by doing so. It is tempting to ruff hearts in dummy but a shortage of entries back to hand outside the trump suit restrict the ruffs to only one.

Defenders usually started off by leading a diamond. This should be won by the ace in dummy. It's a good idea to cash the ace of clubs next to guard against a singleton queen although in this hand in makes no difference. Two rounds of trumps are now played winning with the Ace and King. It is important not to play a third round as the 9 of spades is guarding against hearts being led. A club is now led towards dummy with the King collecting the Queen. The jack of clubs should now be played and ruffed by LHD.

They can follow this up by playing the King of diamonds and Ace of hearts but that is all they will get. Another round of diamonds will be ruffed by declarer in hand and a heart ruffed in dummy. Another round of clubs is now played and the last heart discarded from hand. This has effectively got rid of two heart losers and enables declarer to make four spades, just as our little computers predicted.

Brian Spendelow.