

Ducking & The Danger Hand

<p>♠AKQ ♥KQ3 ♦AJ87 ♣K76</p> <p>♠832 ♠10954 ♥1086 ♥AJ942 ♦Q64 ♦53 ♣J1083 ♣Q9</p> <p>♠J76 ♥75 ♦K1092 ♣A542</p>	<p>Board 1 : Dealer North : Love all</p> <table border="0"> <tr> <td><i>West</i></td> <td><i>North</i></td> <td><i>East</i></td> <td><i>South</i></td> </tr> <tr> <td></td> <td>2♣⁽¹⁾</td> <td>Pass</td> <td>2♦⁽²⁾</td> </tr> <tr> <td>Pass</td> <td>2N⁽³⁾</td> <td>Pass</td> <td>3NT</td> </tr> </table> <p>All Pass (¹)Eight playing tricks or 21-22 balanced; (²)Relay; (³)21-22 balanced</p> <p>East leads ♥4 to West's ♥10. Declarer wins ♥K. Danger Hand: West, because West can return a heart through declarer's remaining ♥Q 3. Cunning Plan: Declarer has eight top tricks and needs to develop one more diamond trick. He cashes ♦K and finesses ♦10 into the safe East hand.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		2♣ ⁽¹⁾	Pass	2♦ ⁽²⁾	Pass	2N ⁽³⁾	Pass	3NT
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>										
	2♣ ⁽¹⁾	Pass	2♦ ⁽²⁾										
Pass	2N ⁽³⁾	Pass	3NT										
<p>♠84 ♥J1097 ♦986 ♣10954</p> <p>♠765 ♠A32 ♥AK5 ♥Q64 ♦10542 ♦AKJ3 ♣AK7 ♣632</p> <p>♠KQJ109 ♥832 ♦Q7 ♣QJ8</p>	<p>Board 2 : Dealer East : NS vulnerable</p> <table border="0"> <tr> <td><i>West</i></td> <td><i>North</i></td> <td><i>East</i></td> <td><i>South</i></td> </tr> <tr> <td>3NT</td> <td>All Pass</td> <td>1NT</td> <td>Pass</td> </tr> </table> <p>South leads ♠K. Declarer takes ♠A on third round of spades Danger Hand: South, because South can cash spades. Cunning Plan: Declarer has eight top tricks and needs to develop one more diamond trick. He should start by cashing ♦A K, just in case South has a singleton or doubleton ♦Q. If that didn't work he would have to play a third diamond and hope North won it. With this diamond combination it is normal to finesse ♦J, but here the priority is to prevent South gaining the lead.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	3NT	All Pass	1NT	Pass				
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>										
3NT	All Pass	1NT	Pass										

<p>♠765 ♥AK5 ♦A10654 ♣K7</p> <p>♠KQJ109 ♠84 ♥83 ♥J10972 ♦Q97 ♦8 ♣QJ8 ♣109542</p> <p>♠A32 ♥Q64 ♦KJ32 ♣A63</p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table border="0"> <tr> <td><i>West</i></td> <td><i>North</i></td> <td><i>East</i></td> <td><i>South</i></td> </tr> <tr> <td>Pass</td> <td>3NT</td> <td>All Pass</td> <td>1NT</td> </tr> </table> <p>West leads ♠K. Declarer takes ♠A on the third round of spades. Danger Hand: West, because that hand can cash spades. Cunning Plan: Declarer has eight top tricks and needs to develop one more diamond trick. He finesses dummy's ♦10. With this diamond combination it would be normal to play for the drop but here the priority is to stop West gaining the lead. Declarer has finessed into the safe East hand.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	Pass	3NT	All Pass	1NT
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>						
Pass	3NT	All Pass	1NT						
<p>♠QJ1097 ♥A653 ♦32 ♣64</p> <p>♠K86 ♠A5 ♥K7 ♥942 ♦A754 ♦KQJ8 ♣K1098 ♣AJ32</p> <p>♠432 ♥QJ108 ♦1096 ♣Q75</p>	<p>Board 4 : Dealer West : All vulnerable</p> <table border="0"> <tr> <td><i>West</i></td> <td><i>North</i></td> <td><i>East</i></td> <td><i>South</i></td> </tr> <tr> <td>1NT</td> <td>Pass</td> <td>3NT</td> <td>All Pass</td> </tr> </table> <p>North leads ♠Q. Declarer wins ♠A. Danger Hand: South, because South can lead a heart through declarer's ♥K 7. Cunning Plan: Declarer has eight top tricks and needs to develop one more club trick. He cashes ♣A (lest there's a singleton queen) and runs ♣J. There are now ten tricks.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	1NT	Pass	3NT	All Pass
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>						
1NT	Pass	3NT	All Pass						
<p>♠KQJ8764 ♥K65 ♦4 ♣63</p> <p>♠- ♠52 ♥QJ10 ♥A74 ♦K1083 ♦9765 ♣QJ10987 ♣AK42</p> <p>♠A1093 ♥9832 ♦AQJ2 ♣5</p>	<p>Board 5 : Dealer North : NS vulnerable</p> <table border="0"> <tr> <td><i>West</i></td> <td><i>North</i></td> <td><i>East</i></td> <td><i>South</i></td> </tr> <tr> <td>All Pass</td> <td>3♠</td> <td>Pass</td> <td>4♠</td> </tr> </table> <p>East leads ♣A and switches to a trump. Danger Hand: West, because West can return a heart through declarer's ♥K 6 5 Cunning Plan: Declarer draws trumps and plans to take a ruffing finesse in diamonds: ♦A and ♦Q. If West covers with ♦K declarer ruffs and later discards ♥5 on ♦J. If West plays low on ♦Q declarer will discard ♥5 anyway.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	All Pass	3♠	Pass	4♠
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>						
All Pass	3♠	Pass	4♠						

<p>♠ -void- ♥ QJ10 ♦ 653 ♣ KQ109875</p> <p>♠ 9532 ♠ AJ 108764 ♥ 9832 ♥ K65 ♦ AJ109 ♦ 4 ♣ A ♣ 63</p> <p>♠ KQ ♥ A74 ♦ KQ872 ♣ J42</p>	<p>Board 6 : Dealer East : EW vulnerable</p> <table border="0"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td></td> <td>3♠</td> <td>Pass</td> </tr> </table> <p>4♠ All Pass</p> <p>South leads ♦K.</p> <p>Danger Hand: North, because North can return a heart through declarer's ♥K 6 5</p> <p>Cunning Plan: Declarer wins ♦A, cashes ♠A, crosses to ♣A in dummy and leads ♦J, discarding ♥5. South wins but declarer now has two diamond winners in dummy. Leading ♦J is really a marked ruffing finesse because declarer knows South has ♦Q. It acts as a so-called loser-on-loser play. Declarer discards a losing heart on a losing diamond but the play is rewarded with two diamond winners (♦10 9)</p>	West	North	East	South			3♠	Pass
West	North	East	South						
		3♠	Pass						
<p>♠ A1032 ♥ 764 ♦ QJ10 ♣ A76</p> <p>♠ 8 ♠ Q94 ♥ A85 ♥ QJ109 ♦ 8432 ♦ 95 ♣ QJ1095 ♣ K432</p> <p>♠ KJ765 ♥ K32 ♦ AK76 ♣ 8</p>	<p>Board 7 : Dealer South : All vulnerable</p> <table border="0"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td></td> <td></td> <td>1♠</td> </tr> </table> <p>Pass 3♠ Pass 4♠</p> <p>All Pass</p> <p>West leads ♣Q. Dummy takes ♣A.</p> <p>Danger Hand: East, because East can return a heart through declarer's ♥K 3 2</p> <p>Cunning Plan: Given time declarer can discard a heart from dummy on his fourth diamond but first he must draw trumps. He cashes ♠A and finesses his ♠J. With this spade combination it would have been usual to play for the drop. This play (an <i>obligatory finesse</i>), however, keeps the danger hand, East, off play and guarantees the contract no matter who holds ♠Q. The vulnerable ♥K has been protected until the contract has been made safe.</p>	West	North	East	South				1♠
West	North	East	South						
			1♠						

<p>♠ J987 ♥ QJ10 ♦ 5 ♣ 87543</p> <p>♠ 2 ♠ AKQ10543 ♥ 732 ♥ K965 ♦ KQ108632 ♦ A4 ♣ A6 ♣ -void-</p> <p>♠ 6 ♥ A84 ♦ J97 ♣ KQJ1092</p>	<p>Board 8 : Dealer West : Love all</p> <table border="0"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td>3♦</td> <td>Pass</td> <td>4♠</td> <td>All Pass</td> </tr> </table> <p>South leads ♣K. Declarer takes ♣A, discarding a heart.</p> <p>Danger Hand: North, because North can return a heart through declarer's remaining ♥K 9 6</p> <p>Cunning Plan: Given time declarer can discard his hearts on dummy's diamonds but trumps should be drawn first. To keep North off lead he should finesse ♠10 at trick 2.</p>	West	North	East	South	3♦	Pass	4♠	All Pass
West	North	East	South						
3♦	Pass	4♠	All Pass						
<p>♠ A32 ♥ Q64 ♦ KJ32 ♣ A63</p> <p>♠ 84 ♠ KQJ109 ♥ J10973 ♥ 82 ♦ 54 ♦ Q76 ♣ 10954 ♣ QJ8</p> <p>♠ 765 ♥ AK5 ♦ A1098 ♣ K72</p>	<p>Board 1 Talk : Dealer North : Love all</p> <table border="0"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td>1NT</td> <td>Pass</td> <td>3NT</td> </tr> </table> <p>All Pass</p> <p>East leads ♠K. Declarer takes ♠A on third round of spades (not the second round as he cannot be 100% sure that East has the spade length until he sees West pitching on the third round).</p> <p>Danger Hand: East, because East can cash spades.</p> <p>Cunning Plan: Declarer has eight top tricks and needs to develop one more diamond trick without East gaining the lead. He cashes ♦K and finesses ♦J through the danger hand. As East holds the queen of diamonds, declarer is rewarded with ten tricks.</p>	West	North	East	South		1NT	Pass	3NT
West	North	East	South						
	1NT	Pass	3NT						

<p>♠ J97 ♥ 875 ♦ J109 ♣ J965</p> <p>♠ 64 ♠ KQ3 ♥ 632 ♥ AKQ ♦ AK876 ♦ 5432 ♣ 432 ♣ AK7</p> <p>♠ A10852 ♥ J1094 ♦ Q ♣ Q108</p>	<p><i>Board 2 Talk</i> : Dealer East : NS vulnerable</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>2♣⁽¹⁾</td> <td>Pass</td> </tr> <tr> <td>2♦⁽²⁾</td> <td>Pass</td> <td>2N⁽³⁾</td> <td>Pass</td> </tr> </tbody> </table> <p>3NT All Pass (¹)Eight playing tricks or 21-22 balanced; (²)Relay; (³)21-22 balanced</p> <p>South leads ♠5 to North's ♠J. Declarer wins ♠K. Danger Hand: North, because North can return a spade through declarer's remaining ♠Q 3. Cunning Plan: Declarer has eight top tricks and needs to develop one more diamond trick. There is no finesse to take but when declarer leads a diamond South plays ♦Q, the <i>highest missing diamond</i>. Declarer allows ♦Q to hold the trick. Spades protected and four diamonds in the bag.</p>	West	North	East	South			2♣ ⁽¹⁾	Pass	2♦ ⁽²⁾	Pass	2N ⁽³⁾	Pass
West	North	East	South										
		2♣ ⁽¹⁾	Pass										
2♦ ⁽²⁾	Pass	2N ⁽³⁾	Pass										