



## HANDS OF INTEREST

This is the second declarer problem in a new column that is intended to be educational, while achieving a balance between being undemanding and difficult.

Hands will come from club play where possible - and members are invited to submit a suitable hand that they have observed or experienced.

### How would you play 7♣ by South, after the lead of ♠J?

The opponents have passed throughout the auction. Assume there are no adverse breaks.

#### NORTH

♠ A 7 2  
♥ A 6 5 4  
♦ A 7 5  
♣ K Q 2

#### DECLARER

♠ K Q 3  
♥ 2  
♦ K Q 6 3  
♣ A T 7 5 3

There are an obvious 12 tricks available, but **where will the 13th come from?** If diamonds break 3/3 (only a 36% chance) then diamonds will provide the trick required. Is there anything better?

When learning the game, we are taught to ruff losers in the dummy, and that we will not gain from ruffing in our own hand. This is generally true, but there are two exceptions to this rule; one of which is illustrated here.

Playing normally, you have 5 trump tricks only, as dummy's trumps are unable to provide any ruffs. However, if you can ruff 3 of dummy's hearts in hand and use dummy's trumps to draw the outstanding trumps, then you will have made 6 trump tricks.

Win the ♠J lead in hand (crucial) and cross to ♥A and ruff a heart. Cash ♣A and cross to the ♣K and ruff a heart. Cross to ♦A and ruff the fourth and last heart. Now play a spade to the Ace (that's why you won the lead in hand), cash the ♣Q drawing East's jack, and return to the ♦K and ♦Q, and winning spade.

This is a classic example of a **Dummy Reversal**, resulting in a sixth club trick - three club tricks in dummy and three ruffs in hand. The two requirements for this technique are good trumps in dummy to draw the opponent's trumps, and sufficient entries to dummy - in this example three entries to ruff three hearts.

The defenders' cards were:

♠ J T 8 5	♠ 9 6 4
♥ K J 8	♥ Q T 9 7 3
♦ J T 8 4	♦ 9 2
♣ 6 4	♣ J 9 8

**Tip.** The Dummy Reversal is a useful technique to keep in mind, either to generate an extra trick to make the contract, or to gain an overtrick - a necessary consideration to do well at pairs.

*(**Hands of Interest** is sourced and written by Richard Rule; if you have questions or would like to suggest a hand for inclusion, please drop him an email or write via [secretary@wallingfordbridgeclub.org.uk](mailto:secretary@wallingfordbridgeclub.org.uk))*