

### For a Future LSBC Newsletter and Corner

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It's usually correct to pull trump immediately when declaring. There are exceptions to this guideline. The most obvious one is when you need the trumps in the short trump hand to ruff with. This is especially true when you are missing the ace of trump, as the defender with the ace can win it and pull a second round of trumps reducing your ruffing power. Good defenders can be counted on to do that. They don't play friendly.

Board	Result	We	They	We	They
1	4♥N+1	450		9.4	
2	3NTN+2	660			1
3	3NTS+1	430			0.1
4	3♥N+1	170		6.6	
5	2♦E+1		110	0.9	
				48.9	1.7

The screenshot shows a bridge hand interface. At the top left is a card box with the number '1'. Below it are four player panels:

- N Robot:** ♠K2, ♥KJ86, ♦K9842, ♣97
- W Robot:** ♠Q983, ♥74, ♦QJ107, ♣K83
- E Robot:** ♠10765, ♥A92, ♦A65, ♣QJ10
- S texasashen:** ♠AJ4, ♥Q1053, ♦3, ♣A6542

In the center, a bidding table shows:

	Pass	Pass	1♣
Pass	1♥	Pass	2♥
Pass	3♦	Pass	4♥
Pass	Pass	Pass	

At the bottom right, there is a score display for North: 4♥ North, 0, 0.

S 1C (meets the suggestion of 22 {20 +2} to open in first or second seat. 11 hcp + 9 cards in my longest 2 suits = 20. 2 aces = 2 Quick tricks)

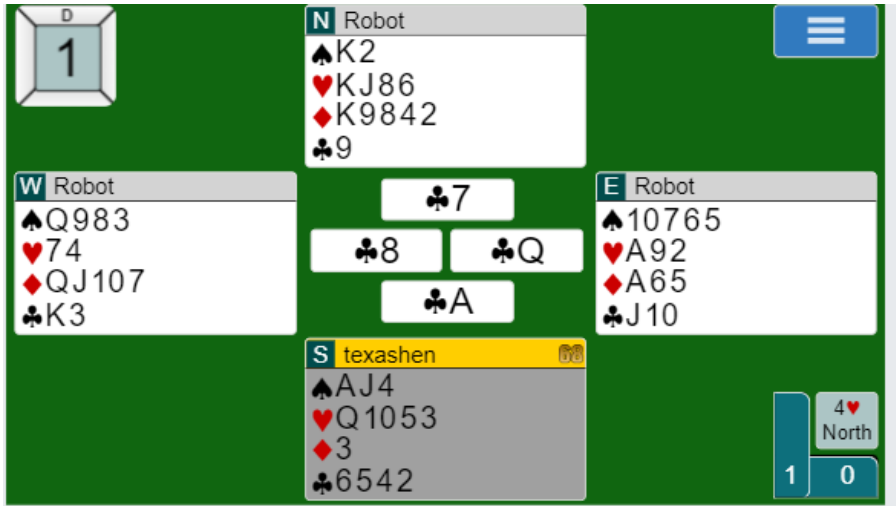
N 1H

S 2H (I think about passing as North is a passed hand and it would take a lot to make game with my minimal opener. At matchpoints, I would pass and apologize if game makes. This is IMPS and I'm not about to miss a game, so 2H it is)

N 3D (Help suit game try. 10-11 hcp and diamonds. Forcing. This is a nice bid by North - always let your partner make the last mistake)

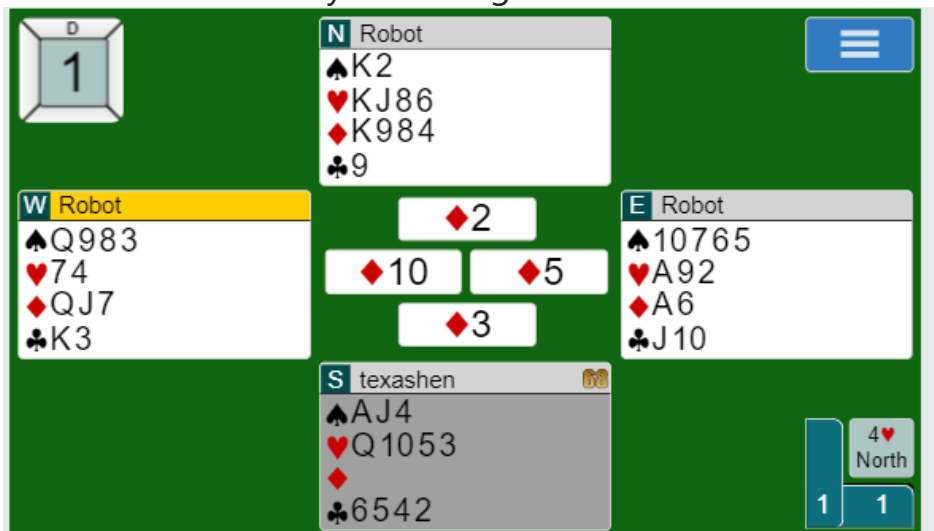
S 4H (At matchpoints I would sign off at 3H. But I have decent trump support, 2 aces, a stiff diamond and a 5 card club suit headed by one of my aces. I will stretch for the game and apologize if I am wrong)

Passed out. East leads the Q of clubs. I win the ace.

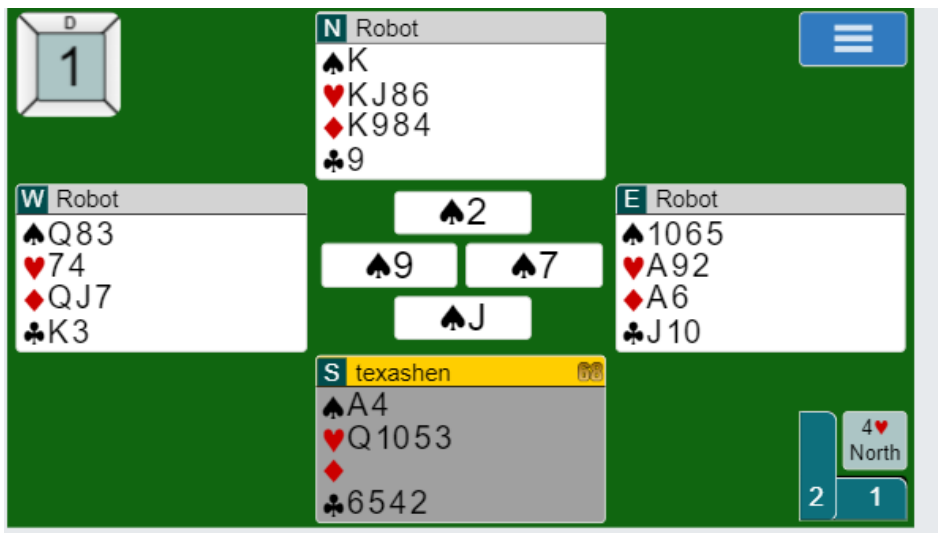


I count AK of spades and ace of clubs. Maybe I can ruff enough diamonds to make the King. If West plays friendly and leads a spade, I can get a third spade trick. My only chance to make this is to ruff as much as possible. Although I could be overruffed at some point, my good intermediate trumps will help.

I play the 3 of diamonds from the board, hoping West will rise with the ace. When West plays the 10, I believe that East has the Ace. Most defenders are not ducking the ace when dummy has a singleton.

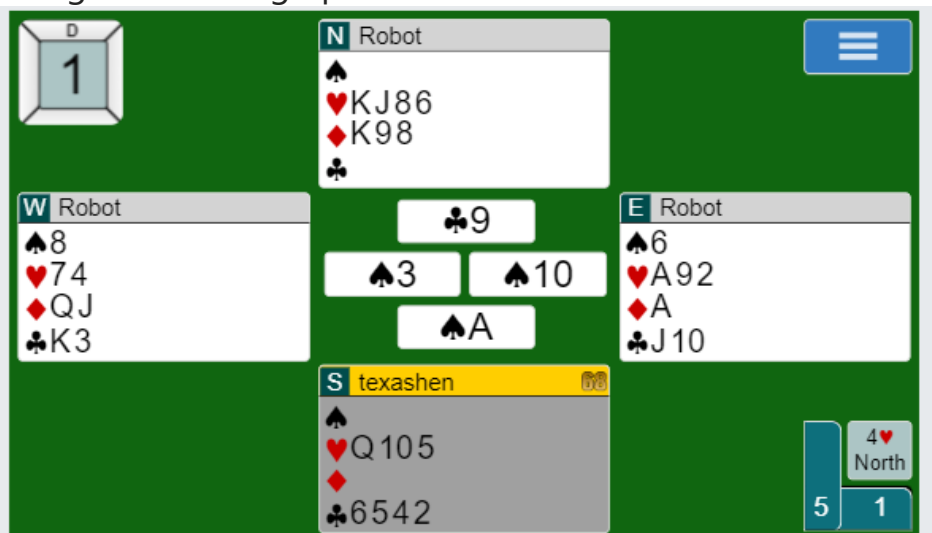


West plays the 9 of spades to my Jack. Defense is hard.

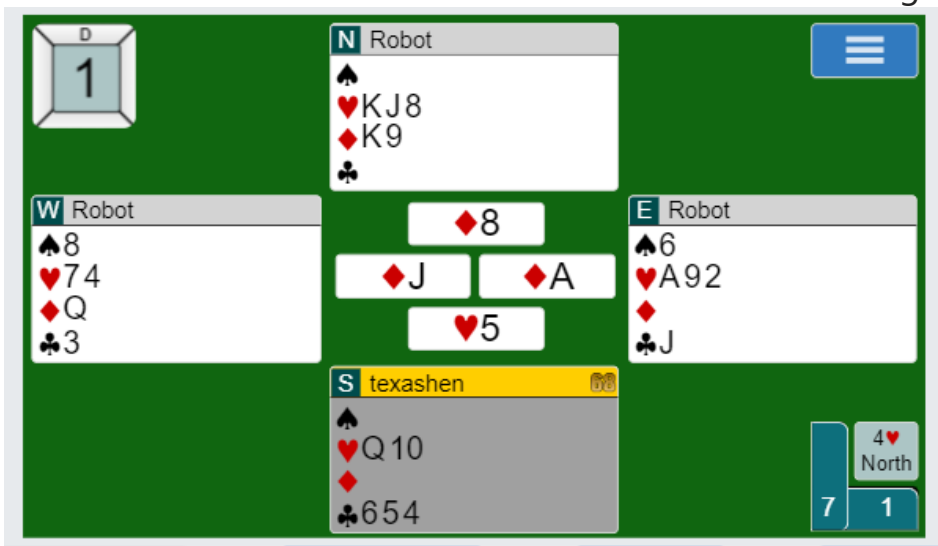


I lead to the King of spades. Then ruff a diamond in my hand and toss dummy's club on my ace of spades.

Things are looking up:



I then ruff a club and a diamond and East's ace falls. It's good to be lucky.



Of course I have the ace of hearts to lose but otherwise dummy is good. Making 5.

Some passed this out. Some passed North's 1H bid, but most got to 4H going down when they thought it was a good idea to pull trump first and worry about all those losers later. I've never found that to be a viable strategy.