

For a Future LSBC Newsletter and Corner

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When it looks too easy, think about what could go wrong. A good example why leading out an unsupported ace is often wrong.

12 4♠S= 620 8

43.9 3.9

N Robot
 ♠ Q75
 ♥ J8
 ♦ AKQ6
 ♣ 9532

W Robot
 ♠ 8
 ♥ A10743
 ♦ 8543
 ♣ AJ7

E Robot
 ♠ J942
 ♥ Q952
 ♦ J2
 ♣ 1084

S texasashen
 ♠ AK1063
 ♥ K6
 ♦ 1097
 ♣ KQ6

Pass 1♦ Pass 1♠
 Pass 1NT Pass 2♣
 Pass 2♠ Pass 4♠
 Pass Pass Pass

4♠ South
 0 0

N 1D

S 1S

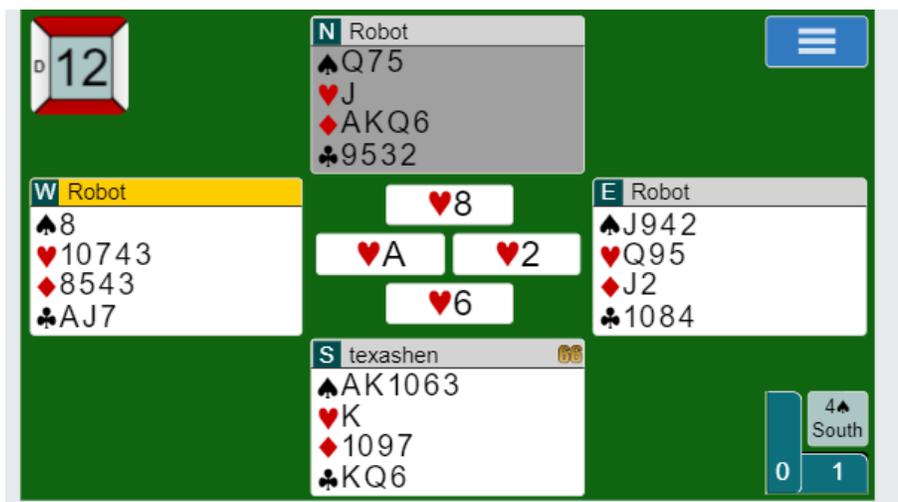
N 1NT (minimal opener, 11-14 hcp)

S 2C (New Minor Forcing, alertable, asking North if North has 3 spades or 4 hearts. Looking for the 5-3 spade fit.)4

N 3S (Admitting to having 3 spades_

S 4S

West leads out the Ace of hearts, making my King good. I silently thank West. Aces are meant for taking Kings, not setting them up to take a trick.



I count:

5 spades (assuming the normal 3-2 spade split)

1 heart (thank you West)

3 diamonds (maybe 4 if I get the against the odds 3-3 diamond split, I don't)

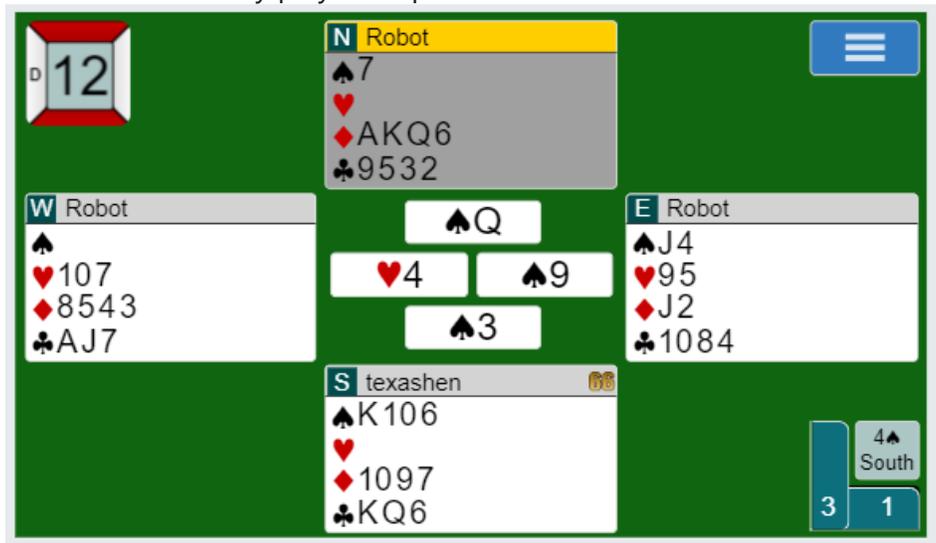
1 club (maybe 2 if the Ace is in front of the KQ6, it's not)

10 easy total tricks - maybe more

What could go wrong? The spades can go 4-1 with the Jack not being the singleton.

What could I do about it? Nothing if West has 4 to the jack of spades. But if East has it I can finesse against it as long as I don't play the AK of spades on the first 2 tricks when I'm in. So, I play the Ace of spades. Both defenders follow. I won't make this if the spades were 5-0.

Then I make the key play of a spade to the Queen. West shows out.



Now I take the marked finesse against the Jack of spades.

The screenshot displays a bridge game interface with the following details:

- Score:** 12 (shown in a red-bordered box in the top left).
- North (N) Robot:**
 - ♠ AKQ6
 - ♥ 9532
- West (W) Robot:**
 - ♠ 10
 - ♥ 8543
 - ♦ AJ7
- East (E) Robot:**
 - ♠ J
 - ♥ 95
 - ♦ J2
 - ♣ 1084
- South (S) texashen:**
 - ♠ K6
 - ♥ 1097
 - ♣ KQ6
- Tricks:** 7 (♠), 7 (♥), 4 (♠), 10 (♠).
- Game Record:** 4 (♠) South, 1 (♠).

Making my vulnerable game at IMPS.