

## IMAGINATION PART II

This hand from a recent column in the Richmond paper illustrates once again the need to imagine the hands that the defense might hold, and what you might need to do to insure your contract,

J 10 3	You are in four spades and they lead a diamond. You take stock. If spades split, you have 7 spades, a heart and a diamond, Losers: a club loser, and three heart losers. If you pull trump, you cannot get rid of your heart losers, and if trump do not split, you may be down several. You need to trump a diamond in your hand, and lead a heart to dummy.
Q 4	
A J 5	
K 10 9 3 2	
A K 8 7 6 5 4	When the queen holds, lead a heart to your hand, and duck.
K 7 5 3	If West wins, and can lead a spade, spades must come home, so he leads another diamond. You win, trump heart
5	with dummy's 10, play a spade to your hand, and trump a heart with the jack. Even if East overtrumps either heart, there is no way to stop you from trumping a heart with the jack, and making ten tricks.
7	

It is important to imagine this position before you play to trick two, before you even think about pulling trump.

Remember:

Count your winners. Not enough. You can insure an extra one by trumping hearts in the dummy, which will bring you to ten, if trump split, and if you can trump two, you will have insurance, if the trump do not split, and you wind up wot a trump loser.

Count your losers. Too many. Again, you can get rid of one or two by trumping in dummy, and creating an extra winner at the same time.

What can go wrong? They might get trump running before you can start trumping hearts. Start right away. Lead hearts before you pull trump or before you lead clubs. Trump high. If East has two hearts and can overruff your 3 of spades, you are in trouble, if he can ruff the next one with the Queen. If you ruff high, even if he overruffs, you can ruff the next one with the jack.

It turns out that East had three spades, and two hearts were necessary in order to make the contract.

Here is a cute hand from a recent on line game. I was South.

A K 4 3	East opened 3 diamond, I passed, partner doubled, a great bid.
Q J 10	East bid four diamonds. Right or wrong, I bid four hearts. West led
A	a diamond. Three heart winners, one diamond, three spades and
5 4 3	one club, Two short. Losers, even worse. Two heart losers,
	two club losers, and two diamond losers. Way too many. But,
Q 5	I could trump away two diamond losers. And maybe throw a club
9 8 7 6 5	loser on a high spade, but I would need some luck. West, who
5 4 2	preempted, and bid again must have at least seven diamonds, and
A 9 8	not enough room for three spades. But, this is about the only
	chance that I had to make the contract, so I had to play for it.

Win the ace of diamonds, spade to the queen, trump a diamond, club to the ace, trump a diamond, Now, ace of spades, everyone followed. Almost home. King of spades. East was out, but his only heart was the king. He ruffed, but I was able to pitch a club, loser on a loser. Making four.

Again, imagination was necessary. Find a position that might work, and play for it. You must work this out at trick one. If you don't, they will lead trump, and you wont be able to get rid of your diamond losers. Worse yet, you might lead trump, and you cannot afford to lead them even once.