

## A NEW FORM OF BRIDGE PUZZLE

At a recent Club Swiss Pairs event the following “duplimated(sic)” (ie computer dealt and assessed) N/S hands occurred:

S 10 8 3  
H J 3  
D A K 10 6 3  
C A 9 8

S A Q 4  
H A K Q 2  
D J  
C J 7 4 3 2

The computer advised that North can make 12 tricks in NTs, Hearts, Diamonds, or Clubs, against any defence, [but only 10 in Spades, for which we should surely be thankful?].

This gives rise to a novel form of Double Dummy problem: reconstructing the E/W hands! I leave it up to the interested reader, a solution is given on the next page.

## SOLUTION

There may be several similar solutions but on the night the honours for the full deal were placed thus:

	S 10 8 3	
	H J 3	
	D A K 10 6 3	
	C A 9 8	
S x x		S K J x x x
H 10 x x x		H x x x
D Q x x x		D x x x
C Q x x		C K 10
	S A Q 4	
	H A K Q 2	
	D J	
	C J 7 4 3 2	

Even then, in 6NT, 6H or 6C it may not be obvious how to play the Club suit. To make 4 tricks one has to lead low from North. If East plays the 10, the King drops on the next round. If East wins with the King, then a scoop finesse of the Jack on the next round pins the 10 and wraps up the suit.

One still has to work out how to make 12 tricks in Diamonds, without losing a Club trick, or a Spade. That pesky computer, how does it do it? Who taught it the necessary "*Elopement*" technique? One has to take the Diamond finesse [it doesn't matter if West covers or not]. Then cash the AC, if not already done so. Draw two more rounds of trumps, then all the Hearts discarding Clubs from North. Ruff a Club, return to South in the Spade suit taking up to two rounds, by a finesse if necessary. When South leads another Club, North elopes with the long diamond to win the 12th trick. So N/S makes 2 Spades, 4 Hearts, 5 diamonds, and 1 Club.

I would hate to play against that computer!!

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