

Jude's Excellent Adventures

by
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I dropped in on my friend Jude again. He's been operating on familiar ground. His obscure lines of play are remarkably successful. Instead of giving only hands as in the usual quizzes, I will show you all four so you can try to anticipate his manoeuvres.

On the first deal, Jude played a fairly normal contract. An elegant end position developed, but the key was the early play.

Pairs. Dealer West. N/S Game.

	♠ Q1087		
	♥ Q874		
	♦ K8		
	♣ KQ10		
♠ A64		♠ J93	
♥ A3		♥ K1095	
♦ QJ1065		♦ 2	
♣ 962		♣ AJ853	
	♠ K52		
	♥ J62		
	♦ A9743		
	♣ 74		
West 1♦ All Pass	North Dble	East 1♥	South 1NT

West led the queen of diamonds. How would you play?

Jude won the king and called for the eight of spades. He did not request a low spade, he named the eight. When East covered with the nine, Jude placed the spade jack on his right. West took the king with his ace and tried another high diamond, on which East released a club. Jude grabbed the diamond ace to lead a spade to the queen, then tucked East in with another spade. East had little alternative but to play a heart to his partner's ace. West could not afford to cash the high diamond, lest South's spots be established with the heart jack for entry, so he returned a heart. East inserted the nine. Jude took the trick and led a club to the king. This left a position which doubtless annoyed East:

♠ -	♠ 10	♠ -
♥ -	♥ Q8	♥ K10
♦ 1065	♦ -	♦ -
♣ 962	♣ KQ10	♣ AJ83
	♠ -	
	♥ 6	
	♦ 974	

Had East taken the trick, he would have had to surrender a trick immediately, so he ducked. Jude cashed the spade winner, and with a complete count, graciously allowed East to choose the suit in which he would be endplayed.

The second deal was played in a Swiss match with IMP scoring. Jude guessed the wrong game to bid, but that merely increased the interest.

Game All. IMPs. Dealer East.

	♠ Q53		
	♥ 842		
	♦ KQ62		
	♣ K53		
♠ -		♠ KJ987642	
♥ KJ109		♥ 6	
♦ J854		♦ 97	
♣ J10964		♣ 82	
	♠ A10		
	♥ AQ753		
	♦ A103		
	♣ AQ7		

West	North	East	South
-	-	3♠	4♥
All Pass			

West led the jack of clubs, suggesting the spade division. Jude could see nine easy tricks in no-trumps, but unfortunately had guessed to try the major. Since a reasonable trump break would make the hand easy, and even perhaps win an IMP or two (hah! team-mates opened four spades and suffered a four figure penalty), Jude won in hand again and persisted with hearts, only to see West pursue the club suit once more. This time East discarded a spade. From the dummy, Jude tried a spade, but of course East inserted the jack. West ruffed the ace to play a fourth club.

How would you play now?

With the entire distribution marked, Jude unveiled a card combination I had not seen before. Whereas I saw only A-10-x opposite K-Q-xx, Jude looked closely at the value of those spots. He placed the ten of diamonds on the table picking up the suit and his contract.

The next deal features one of Jude's bizarre defences. Even while looking at all the cards, it is difficult to see how a normally competent declarer could generate so many losers.

Love all. Pairs. Dealer North.

	♠ J10		
	♥ K9865		
	♦ K9		
	♣ J965		
♠ Q52		♠ 973	
♥ Q32		♥ J74	
♦ A643		♦ Q1085	
♣ AQ4		♣ 872	
	♠ AK864		
	♥ A10		
	♦ J72		
	♣ K103		

West	North	East	South
-	Pass	Pass	1♠
Pass	1NT(ii)	Pass	2♣(ii)

- (i) Forcing
- (ii) May be 3 cards

Knowing from his plethora of high cards that partner would not get involved, Jude began to think about the opening lead as soon as South opened the bidding. Thus he was able to pass in tempo, and placed the Queen of hearts on the table. Those BOLS Tips pay off! With lots of work to do, and knowing little about the hand, declarer innocently won the ace and passed the ten of hearts to East's jack. A low club came back. Jude won his honours (so that South could see them), and switched to a low diamond. Declarer was in no state to guess correctly, and so went down in a contract which often yielded an over-trick on a normal low heart lead.

On our final deal, Jude again played a normal contract. I bet you can't guess which cards took the last two tricks!

Love All. Pairs. Dealer West.

	♠ 6		
	♥ J103		
	♦ AK9853		
	♣ 1043		
♠ KQ10854		♠ J32	
♥ —		♥ Q9872	
♦ 7642		♦ J10	
♣ KQ5		♣ J96	
	♠ A97		
	♥ AK654		
	♦ Q		
	♣ A872		

West	North	East	South
2♠	Pass	Pass	Dbf
Pass	3♦ (i)	Pass	3♥
Pass	4♥	All Pass	

- (i) Natural, showing values

The opening lead was the king of spades. Jude took the ace, unblocked the queen of diamonds, and ruffed a spade in dummy. Now he cashed the king of diamonds, discarding a club. East followed to the diamonds with the jack and ten, so declarer knew another one would be ruffed. How would you play?

Jude played a high diamond, and when East ruffed with the seven, discarded another club. The club return was taken, and South crossed to dummy by ruffing the last spade. Now came another high diamond, with Jude throwing his last club as East ruffed with another intermediate spot. Down to only trumps, Jude ruffed the next club and had secured the contract.

Jude chose this moment to unveil a new coup, declarer's equivalent of the Grosvenor Gambit. He made a play which could never gain a trick, but which could lose one if his reading of the distribution had been inaccurate. There were only three trumps outstanding, but Jude surmised from the club spots that East had begun with a 3-5-2-3 pattern. He led a low trump to the jack, ruffed East's return and took the last two tricks with the ace and king. While Jude may have conceived this ploy just to annoy his opponent (always a worthwhile goal in Jude's view), I think the real motive was to be able to recount a deal in which the ace and king of trumps took tricks twelve and thirteen. Except in games in which there is a bonus for last trick I have never seen that ending.