

## MINI UNIT 3 Length ♠♥♦♣

### Establish tricks using the power of length in a suit

Look at this Diamond suit:

♦ K 8 5 4 3

You

♦ A 9 7

Dummy

You have a total of 8 cards in the suit so the defenders hold 5. If those 5 cards are distributed 3 in one defender's hand and 2 in the other (3-2), you only have to lose one trick and then you can take a total of 4 tricks in the suit. The defenders' cards in the diamond suit will be exhausted. You will be able to win tricks with those tiny cards because the defenders have no diamonds left after the third round.

Example:

♠ 9 7

♥ J 6 5

♦ A K 8

♣ A 10 5 3 2

Declarer (West)

♠ A J 5 3

♥ Q 4 3

♦ 9 4 3

♣ K 8 6

Dummy (East)

You are playing in 1NT by West and need to take 7 tricks. North leads ♦Q. If clubs divide 3-2 you can generate 4 winners in that suit. Either play ♣K, ♣A and a third club or (better) first play a small club from both hands.

To make full use of the power of length in a suit, it is important to cash your established winners in a suit **in the correct order**. Play the high cards from your **short** hand (the hand in which you hold the fewer number of cards) first and then go to the hand in which you have a greater number of cards (the **long** hand).

West	East	
♠ Q J T 7	♠ A K 3 2	With these holdings the order in which you cash your winners does not matter
♠ A Q J T 5 4	♠ K 8	Cash the ♠K first, then ♠8 to the West hand.
♠ Q J T 7 6 3	♠ A K 2	Cash ♠A and K then play ♠2 to get to the hand in which you have the remaining high cards.

In both the second and third cases, if you cash cards in the wrong order you will be stuck in the wrong hand.

## Quizzes ♠♥♦♣

1)	Which suit is likely to get you more tricks in NT	♥7654 ♣K842	♥AK32 ♣A95	You have 8 ♥s & 7 ♣s so have more chance in ♥s. If split 3:2 will make 3 tricks
2)	Your partnership holding is as follows. How many tricks will you make if opponent's card split 3:3 and 4:	♠AKQ52 ♠AKQ52	♠86 ♠863	5 tricks if split 3:3, & 4 tricks if split 4:2 (which is more likely) 5 tricks if split 3:2 (most likely), & 4 tricks if split 4:1

**Note:** It maybe best to let the opposition win an early trick in the suit if there are likely to be problems with entries. Counting is very important here.

## SET BOARDS

<p><b>Board 1</b></p> <p>♠ 9 7 North Deals ♥ J 6 5 None Vul ♦ A K 8 ♣ A K 8 4 3</p> <p>♠ Q 10 4 2 ♥ K 9 8 2 ♦ 6 5 2 ♣ Q 2</p> <p>♠ K 8 6 ♥ A 10 7 ♦ Q J 10 7 ♣ J 10 5</p> <p>♠ A J 5 3 ♥ Q 4 3 ♦ 9 4 3 ♣ 9 7 6</p> <p>West North East South 1 NT All pass</p> <p>Lead: ♦ Q</p>	<p>North's INT shows 15-17 HCP &amp; a balanced hand. South has 7 HCP - no chance of game so passes</p> <p><b>Theme:</b> Length in clubs</p> <p><b>Lead:</b> ♦Q top of 3 card seq</p> <p><b>Winners:</b> 1♠ 2♦ 2♣</p> <p><b>Play:</b> Win lead, play ♣A &amp; ♣K (noting opponents play to both the ♣ tricks). Lead a 3rd ♣ which loses but ♣4 &amp; ♣3 are now winners. (Alternative is lose first ♣ trick)</p>
<p><b>Board 2</b></p> <p>♠ J 7 3 East Deals ♥ K 8 7 5 None Vul ♦ 8 6 ♣ Q J 8 5</p> <p>♠ 6 4 ♥ A J 6 ♦ J 7 2 ♣ A 10 7 3 2</p> <p>♠ A Q 9 ♥ Q 10 3 ♦ K Q 10 9 5 ♣ K 9</p> <p>♠ K 10 8 5 2 ♥ 9 4 2 ♦ A 4 3 ♣ 6 4</p> <p>West North East South 3 NT All pass 1 NT Pass</p> <p>Lead: ♠ 5</p>	<p>West has 10 HCP so bids game. East has 15-17HCP</p> <p><b>Theme:</b> Length in ♦s</p> <p><b>Lead:</b> ♠5 (4th highest from an honour)</p> <p><b>Winners:</b> 1♠ 1♥ 2♣</p> <p><b>Play:</b> Win lead with ♠Q &amp; immediately play ♦s as can win 4♦ tricks. The ♠Q making the 9th trick. (Advanced: best to hold up on 2nd round of ♠s)</p>