

KRZYSZTOF MARTENS

**VIRTUAL
EUROPEAN CHAMPIONSHIP**
part 1

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Krzysztof Martens

GARSŲ PASAULIS

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ROUND 1 - MATCH AGAINST CROATIA

West is a declarer on all boards.

Board 1	♠ 5 3 ♥ A K 3 2 ♦ K Q 9 8 4 2 ♣ A	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td></td><td></td></tr> </table>	W	N	E	S			♠ A K ♥ J 6 5 ♦ A 7 ♣ Q 8 7 4 3 2
W	N	E							
S									

Contract 6♦. Lead ♥10. You play the jack and win the trick.

Board 2	♠ Q J 4 ♥ A K J ♦ A 9 7 6 5 2 ♣ A	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td></td><td></td></tr> </table>	W	N	E	S			♠ 10 9 8 7 ♥ 4 3 2 ♦ K 4 ♣ K J 4 3
W	N	E							
S									

Contract 4NT. Lead ♥6.

Board 3	♠ A K Q 10 ♥ 5 ♦ A K J 9 4 ♣ A 7 2	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td></td><td></td></tr> </table>	W	N	E	S			♠ 4 3 2 ♥ Q 9 8 ♦ Q 10 8 5 2 ♣ Q 6
W	N	E							
S									

Contract 6♦. Lead ♥A and a switch to ♦6.

Board 4	♠ A Q J 9 7 ♥ 4 2 ♦ Q 9 6 5 ♣ 10 9	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td></td><td></td></tr> </table>	W	N	E	S			♠ 10 8 2 ♥ A 10 9 ♦ A K ♣ A K Q J 2
W	N	E							
S									

Contract 6♠. Lead ♥Q.

Board 5	♠ K Q 9 6 ♥ A 10 9 ♦ A J 2 ♣ A 3 2	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 0 5px;">W</td><td style="padding: 0 5px;">N</td><td style="padding: 0 5px;">E</td></tr> <tr><td style="padding: 0 5px;">S</td><td></td><td></td></tr> </table>	W	N	E	S			♠ J 10 8 2 ♥ K J 8 3 ♦ 10 3 ♣ K 9 6
W	N	E							
S									

Contract 4♠. Lead ♠Q.

Board 6	♠ K 8 4		♠ 7 3
♦	♥ A 5 4 3	N W S E	♥ K Q
	♦ A 8		♦ K 7 6 5 3
	♣ K 6 5 2		♣ A 9 4 3

Contract 3NT. South opened 1♠. Lead ♠J, winning, followed by ♠10, South playing low.

Board 7	♠ K		♠ Q J 4
♦	♥ K J 8 4	N W S E	♥ –
	♦ A K J 4 2		♦ Q 10 9 8
	♣ A K 2		♣ 9 8 7 5 4 3

Contract 6♦. Lead ♠A and ♦3 switch. S plays ♦5.

Board 8	♠ Q J 9		♠ A
♣	♥ A 3	N W S E	♥ 10 9 8 5 2
	♦ 4 2		♦ A K Q J 10
	♣ A K 10 9 8 4		♣ Q 2

Contract 6♣. Lead ♠4.

Board 9	♠ K J 6		♠ A 5
♣	♥ A Q	N W S E	♥ 4 2
	♦ K 10 4 2		♦ A Q 9 8
	♣ A Q 10 8		♣ K J 9 4 2

Contract 6NT. Lead ♠7.

Board 10	♠ K 9 4 2		♠ 8 7 5
♣	♥ K Q 10 9 7 5	N W S E	♥ A J 8 2
	♦ 3		♦ A 8
	♣ J 10		♣ A Q 9 8

Contract 4♥. Lead ♦K.

Solutions of the play problems from the match with Croatia

BOARD 1

♣	♠ Q 10 8 7 6 ♥ Q 10 9 8 4 ♦ 3 ♣ 10 5							
♠ 5 3 ♥ A K 3 2 ♦ K Q 9 8 4 2 ♣ A	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td></tr> </table>	N		W	E		S	♠ A K ♥ J 6 5 ♦ A 7 ♣ Q 8 7 4 3 2
N								
W	E							
	S							
	♠ J 9 4 2 ♥ 7 ♦ J 10 6 5 ♣ K J 9 6							

Contract 6♦. Lead ♥10, you played the jack, which won the trick.

The main point – If you ruff the fourth round of hearts, maybe South will overruff from a four-card trump holding.

Order of play:

2. Ace of diamonds, small safety play against a singleton diamond with South.
3. A heart to the ace.
4. A spade to the king.
5. A heart to the king, if South ruffs, then we draw trumps.
6. Heart ruffed.

The result from the Closed Rooms:

Contract 3NT: +430 for **EW**.

Correct play: +920 = +10 IMP.

Down one: -50 = -10 IMP.

BOARD 2

♦	♠ K 2 ♥ Q 9 7 6 ♦ J 10 8 ♣ 9 6 5 2										
♠ Q J 4 ♥ A K J ♦ A 9 7 6 5 2 ♣ A	<table style="border-collapse: collapse; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 10 9 8 7 ♥ 4 3 2 ♦ K 4 ♣ K J 4 3
	N										
W		E									
	S										
	♠ A 6 5 3 ♥ 10 8 5 ♦ Q 3 ♣ Q 10 8 7										

Contract 4NT. Lead ♥6.

The main point – You must maintain your communications. In particular, you must arrange how you can cash the king of clubs.

Order of play:

2. Win the club ace.
3. Concede a diamond trick. If the diamonds break 3-2, the contract is cold.

The result from the Closed Room:

Contract 3NT: +430 for Croatia.

Correct play: tie.

One off -50 = -10 IMP.

BOARD 3

♦	♠ J 9 6 5 ♥ A K 7 ♦ 7 6 ♣ K 10 9 3	♦									
♠ A K Q 10 ♥ 5 ♦ A K J 9 4 ♣ A 7 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 4 3 2 ♥ Q 9 8 ♦ Q 10 8 5 2 ♣ Q 6
	N										
W		E									
	S										
	♠ 8 7 ♥ J 10 6 4 3 2 ♦ 3 ♣ J 8 5 4										

Contract 6♦. Lead ♥A and a switch to ♦6.

The main point – A squeeze can often give you an extra chance.

Order of play:

2. Win the trick in the dummy (with the eight).
3. Ruff a heart with the diamond ace.
4. Enter the dummy with ♦10.
5. Ruff a heart with the diamond king.
6. Play the club ace.
- 7-8. Play two top spades (in case North has a singleton, or the jack falls).
9. Reach the dummy with ♦Q and run the remaining trumps – the squeeze is ready.

The result from the Closed Rooms:

Contract 4♣: +620 for EW.

You played for the squeeze: +1370 = +13 IMP.

Going down: -100 for EW = -12 IMP.

BOARD 4

♦	♠ 6 5 3 ♥ Q J 8 6 ♦ J 8 3 2 ♣ 7 5	♠ 10 8 2 ♥ A 10 9 ♦ A K ♣ A K Q J 2									
♠ A Q J 9 7 ♥ 4 2 ♦ Q 9 6 5 ♣ 10 9	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
	♠ K 4 ♥ K 7 5 3 ♦ 10 7 4 ♣ 8 6 4 3										

Contract 6♣. Lead ♥Q.

The main point – Do not play the ace of Trumps before seeking discards on the clubs.

Win the heart lead and immediately play clubs. If South ruffs a club, overruff, play the spade ace, go to the table with the diamond ace and play the fourth club. If South ruffs, you overruff enter the dummy with the king of diamonds and pitch a heart on the fifth round of clubs. If North ruffs the third round of clubs, you can try to finesse the spade king.

Closed room: Contract 6♠ +1430 for **EW**.

Play of cards followed the above analysis: – no swing.

Incorrect play (even if you happen to make the contract – for example the heart ace was followed by the spade finesse): -100 = -17 IMP.

BOARD 5

	♣		♠ 5 4	
			♥ 7 6 2	
			♦ 9 7 5 4	
			♣ Q J 10 4	
♠ K Q 9 6		N		♠ J 10 8 2
♥ A 10 9		W	E	♥ K J 8 3
♦ A J 2		S		♦ 10 3
♣ A 3 2				♣ K 9 6
			♠ A 7 3	
			♥ Q 5 4	
			♦ K Q 8 6	
			♣ 8 7 5	

Contract 4♣. Lead Q♣.

The main point – Make sure you try all the options.

Win the first trick with the king of clubs and lead the Three of diamonds. If South has both diamond honours, you can pitch your losing club on the jack of diamonds. If not, then you will have to find the queen of hearts.

Closed room – Contract 3NT: +400 for **EW**.

Play a diamond at trick 2: +420 = +1 IMP.

If not (even if you think you would have guess right in hearts!): -50 = -10 IMP.

BOARD 6

♦	♠ J 10 6 ♥ 10 9 7 6 ♦ 10 9 2 ♣ J 8 7										
♠ K 8 4 ♥ A 5 4 3 ♦ A 8 ♣ K 6 5 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 7 3 ♥ K Q ♦ K 7 6 5 3 ♣ A 9 4 3
	N										
W		E									
	S										
	♠ A Q 9 5 2 ♥ J 8 2 ♦ Q J 4 ♣ Q 10										

Contract 3NT. South opened 1♠. Lead ♠J, winning, followed by ♠10.

The main point – Remember the squeeze. If you cannot set up a squeeze yourself, get the defenders to help you.

Ducking a second spade by South practically guarantees that the suit breaks 5-3.

Defenders do not like to enable a declarer to throw them in.

Win the second spade and concede a spade trick to South. In this way the communication between the defenders is broken. If South runs his winning spades North will have problems with discards. You discard two clubs from your hand and two diamonds and a club from the dummy. According to the cards North throws, you will know which squeeze to execute. You can play for any of three squeezes:

- a) heart-club squeeze against North,
- b) diamond-club squeeze against North,
- c) A double squeeze, diamond-club squeeze against North and diamond-heart squeeze against South.

Closed room – Contract 5♣ +600 for EW.

You played a spade in a third trick, I presume that you have handled this one: +600 – no swing.

You tried some other option: – down one -100 = -12 IMP.

BOARD 7

♦	♠ A 8 7 6 2 ♥ A Q 9 5 ♦ 7 6 3 ♣ 6	♠ Q J 4 ♥ – ♦ Q 10 9 8 ♣ 9 8 7 5 4 3									
♠ K ♥ K J 8 4 ♦ A K J 4 2 ♣ A K 2	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
	♠ 10 9 5 3 ♥ 10 7 6 3 2 ♦ 5 ♣ Q J 10										

Contract 6♦. Lead ♠A and switch to ♦3. S plays ♦5.

The main point – Protect the contract against unfavourable distribution whenever possible.

Order of play:

2. Win the diamond in the dummy.
- 3-4. Pitch two clubs to two spades.
5. Play a club to the ace.
6. Enter dummy with a diamond.
7. Ruff a club with the ace of diamonds.
8. Enter dummy with a diamond.
9. Ruff a club.

You have made the contract against a 3-1 distribution of both diamonds and clubs (3 diamonds with a singleton club).

Closed room: Contract 3NT, +600 for EW.

If you played successfully: +1370 = +13 IMP.

If you failed: -100 = -12 IMP.

BOARD 8

♣	♠ 10 8 7 4 ♥ Q J 4 ♦ 9 8 ♣ J 7 5 3										
♠ Q J 9 ♥ A 3 ♦ 4 2 ♣ A K 10 9 8 4	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A ♥ 10 9 8 5 2 ♦ A K Q J 10 ♣ Q 2
	N										
W		E									
	S										
	♠ K 6 5 3 2 ♥ K 7 6 ♦ 7 6 5 3 ♣ 6										

Contract 6♣. Lead ♠4.

The main point – Concede a trump trick when it is safe to do so.

At the second trick lead ♣2 and finesse ♠10!

To make the contract you need only five trump tricks, to go with five diamonds and the major-suit aces. You should lose a trump trick while dummy has a trump to protect you against a spade continuation. North is powerless.

Closed room – Contract 6♦ +940 for **EW** (Lead ♣6).

You finessed the Ten of clubs: +920 = -1 IMP.

You played carelessly: one off -50 = -14 IMP.

BOARD 9

♣	♠ Q 10 9 4 2 ♥ K 8 7 5 2 ♦ 3 ♣ 7 3										
♠ K J 6 ♥ A Q ♦ K 10 4 2 ♣ A Q 10 8	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A 5 ♥ 4 2 ♦ A Q 9 8 ♣ K J 9 4 2
	N										
W		E									
	S										
	♠ 8 7 3 ♥ J 10 9 6 ♦ J 7 6 5 ♣ 6 5										

Contract 6NT. Lead ♣7.

The main point – When you have a two-way finesse, choose your play so that you will have a second chance if you guess wrongly.

Play the ace and queen of diamonds. If South holds four diamonds to the jack, you can finesse on the third round. If North holds four diamonds, you can remove his clubs and throw him in on the fourth round of diamonds. He will then have to give you a twelfth trick in one of the major suits.

The result from the Closed Room – Contract 6NT, +1440 for **EW**.

You made the correct play of the ace and queen of diamonds: +1440 – no swing.

If not: -100 = -17 IMP.

BOARD 10

♣	♠ A 6 3										
	♥ 6										
	♦ K Q 10 7 5 2										
	♣ 6 4 2										
♠ K 9 4 2	<table style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 8 7 5
	N										
W		E									
	S										
♥ K Q 10 9 7 5		♥ A J 8 2									
♦ 3		♦ A 8									
♣ J 10		♣ A Q 9 8									
	♠ Q J 10										
	♥ 4 3										
	♦ J 9 6 4										
	♣ K 7 5 3										

Contract 4♥. Lead ♦K.

The main point – Keep the dangerous opponent off lead.

With the intention of keeping South off lead, and preventing a lead through the king of spades, you should allow the king of diamonds to win the first trick. You can then pitch a club on the ace of diamonds and, after drawing trumps, take a ruffing club finesse into the safe hand.

Closed room – Contract 4♥, +620 for EW.

You conceded the king of diamonds – no swing.

You took the first trick with the ace of diamonds: -100 = -12 IMP.

The first match with Croatia has finished. How did you fare in the European Championships? Faultless declarer’s play would bring you an impressive 36 IMP. In this event the teams play 20-board matches. After converting it to VP, a 36-IMP win would produce a 22-8 score in VPs. This is the conversion table:

0-3 = 15-15	17-21 = 19-11	37-41 = 23-7	60-65 = 25-3
4-8 = 16-14	22-26 = 20-10	42-47 = 24-6	66-72 = 25-2
9-12 = 17-13	27-31 = 21-9	48-53 = 25-5	73-79 = 25-1
13-16 = 18-12	32-36 = 22-8	54-59 = 25-4	+80 = 25-0

Your next match will be played against Bulgaria.