

13. Transferring with six-four in the majors

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	♠ K106 ♥ AJ65 ♦ AQ ♣ J953																		
♠ Q92 ♥ 72 ♦ 8742 ♣ A1082			♠ 843 ♥ Q ♦ KJ1065 ♣ KQ76																
	♠ AJ75 ♥ K109843 ♦ 93 ♣ 4																		
	<table style="margin: auto;"> <tr> <td style="padding: 0 10px;">W</td> <td style="padding: 0 10px;">N</td> <td style="padding: 0 10px;">E</td> <td style="padding: 0 10px;">S</td> </tr> <tr> <td></td> <td style="text-align: center;">1NT</td> <td style="text-align: center;">P</td> <td style="text-align: center;">2♦</td> </tr> <tr> <td style="text-align: center;">P</td> <td style="text-align: center;">2♥</td> <td style="text-align: center;">P</td> <td style="text-align: center;">4♥</td> </tr> <tr> <td colspan="4" style="text-align: center;">All Pass</td> </tr> </table>	W	N	E	S		1NT	P	2♦	P	2♥	P	4♥	All Pass					
W	N	E	S																
	1NT	P	2♦																
P	2♥	P	4♥																
All Pass																			
--North-South Vulnerable--																			

The bidding:

North opens 1NT with 15 high card points and a balanced hand. South has four spades, but does not use Stayman because he has six hearts. At best North-South could have an eight-card spade fit, but they are guaranteed an eight-card heart fit with the possibility of a ten-card heart fit.

It should be noted that a four-four fit is better than a six-two or five-three (but not six-four or six-three) fit because the declarer can pick either hand with which to make the short-hand ruffs. If the hand where the ruffs are needed has only two or three trump, the ruffing power is weak and subject to trump leads by defense.

South transfers to hearts, and with game-going points, bids four hearts. Distribution can be counted once an eight-card (or better) fit has been found.

The opening lead: King of clubs

The play:

Declarer ruffs the second round of clubs and plays to the ace of hearts. He then ruffs a club, returning to his hand on the jack of trump. He then ruffs the last club thus stripping the hand. The declarer refuses to finesse diamonds by playing the ace and then the queen of diamonds. East wins the king and has only diamonds or spades to return. A club or diamond return gives declarer a sluff-and-a-ruff and a spade return finds the queen of spades.

East decides to return a diamond and declarer ruffs in dummy pitching a spade from his hand. Declarer takes the rest of the tricks without needing to guess the spades.

The result: 4 spades making plus one for +650.