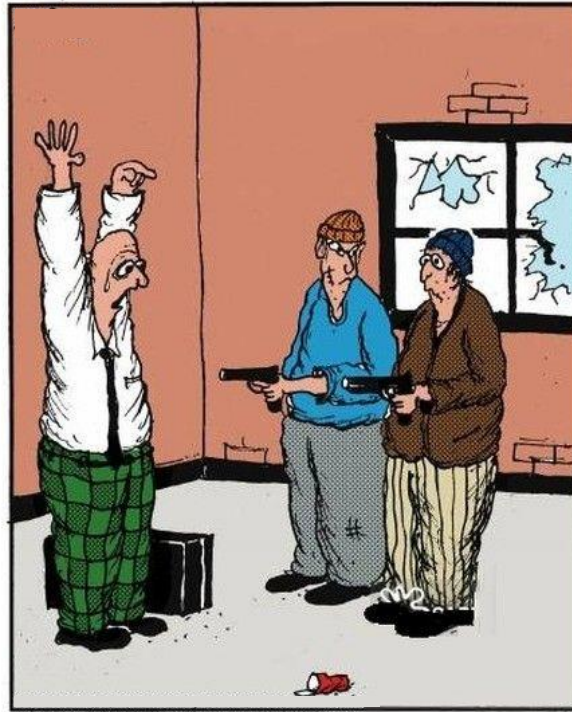


Transportation

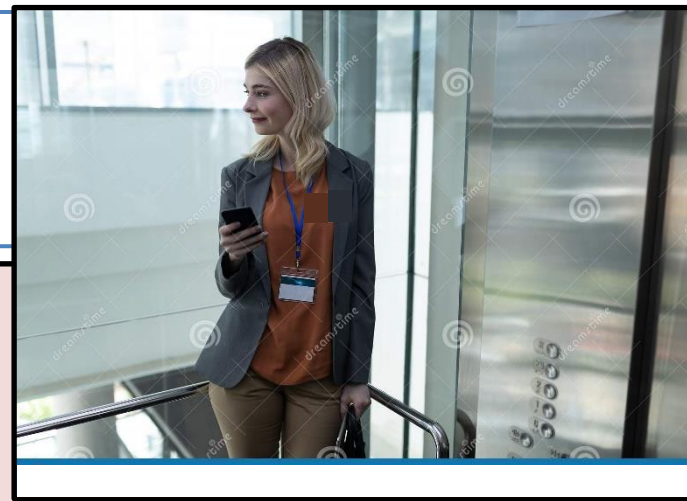


"Hey, wait a second! Aren't we friends on Facebook?! You're Ralph's cousin, right? Yeah, we just friended each other last month."



Tom Snow
(805) 305-5035
coinerbop@gmail.com

Time for a Joke



A man just got off work and is waiting for the elevator to go home.

The door opens, and there's a blonde with a huge smile on her face. "T.G.I.F." she says to the guy.

He looks at her, shakes his head and replies, "S. H. I. T."

The blonde looks at him, somewhat shocked. "T. G. I. F." she says again, adding "Thank goodness it's Friday!"

The man looks at her again, scowling a little this time. "S. H. I. T." he replies once more. "Sorry honey, it's Thursday!"

Basics of Transportation



A)

Contract: 1NT
Lead: 6♠

North: ♠KQ²

South: ♠A³

In general, avoid blocking a suit by getting the honors out of the short side first.

B)

Contract: 3NT
Lead: Q♠

North: ♠A⁷ ♥KQJ95 ♦432 ♣864

South: ♠K⁵3 ♥104 ♦AK76 ♣A975

Plan your play before you play to trick one! Here you need to take the lead in your hand, reserving the A♠ to get to the long ♥'s after you've knocked out the A♥. Notice that you can't afford to take the ♠ at trick one.

C)

Contract: 3NT
Lead: 6♠

North: ♠A² ♥AK43 ♦8765 ♣984

South: ♠K⁸865 ♥QJ ♦AK4 ♣A752

Take the lead in your hand with the K♠. Cash the Q♥ and J♥, then play the A♦, K♦ and a low ♦ (assuming both opponents followed twice). You might even make an overtrick.

Hand #1

Transportation



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
Pass	1S	4D	1C
Pass	Pass		Pass

North
 ♠ 9
 ♥ 8754
 ♦ 10843
 ♣ K1092

Lead: 6♠

West
 ♠ 6
 ♥
 ♦
 ♣

East
 ♠ A
 ♥ 3
 ♦
 ♣

South
 ♠ 2
 ♥ AK2
 ♦ KQJ9762
 ♣ Q

Losers: 1 ♠, 1 ♥, 1 ♦ and
 1 ♣.

Plan the play.

Hand #1

Transportation



Wow, all the way from the couch.
Have the endorphins kicked in?

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
			1C
Pass	1S	4D	Pass
Pass	Pass		

North
 ♠ 9
 ♥ 8754
 ♦ 10843
 ♣ K1092

East
 ♠ A1087543
 ♥ J63
 ♦ ---
 ♣ J43

Lead: 6♠

West
 ♠ K.6
 ♥ Q109
 ♦ A5
 ♣ A8765

South
 ♠ Q2
 ♥ AK2
 ♦ KQJ9762
 ♣ Q

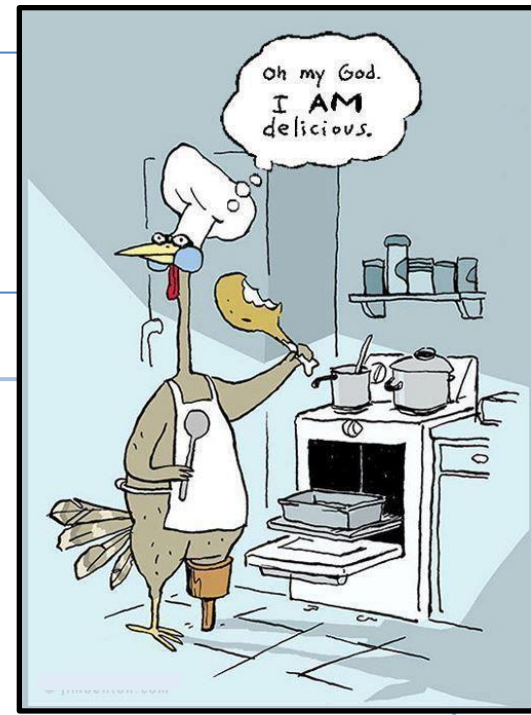
Declarer needs to set up the K♣ for a ♥ discard immediately.

If Declarer goes after trumps first, they will take their A♦ and knock out the K♥ before the ♣ discard is established.

There's quick **Transportation** back to dummy by ruffing a ♠.

This example shows that Timing can be a crucial part of **Transportation**.

Hand #2 - More Transportation



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1S	Pass
2H	Pass	4NT	Pass
5D	Pass	6S	Pass
Pass	Pass		

North
 ♠ 32
 ♥ AK763
 ♦ 32
 ♣ KQJ4

Lead: Q♥

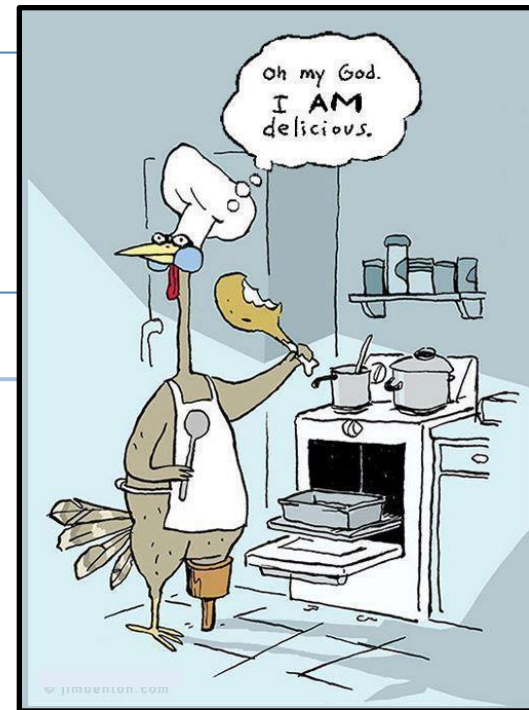
West
 ♠
 ♥ Q
 ♦
 ♣

East
 ♠
 ♥ 2
 ♦
 ♣

South
 ♠ AKQJ10976
 ♥ 5
 ♦ K75
 ♣ A

Losers = 1 or 2 or 3 ♦'s.
 Plan the play.

Hand #2 - More Transportation



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1S	Pass
2H	Pass	4NT	Pass
5D	Pass	6S	Pass
Pass	Pass		

North
 ♠ 32
 ♥ ~~A~~K763
 ♦ 32
 ♣ ~~K~~QJ4

East
 ♠ 85
 ♥ ~~842~~
 ♦ QJ96
 ♣ 10865

Lead: Q♥

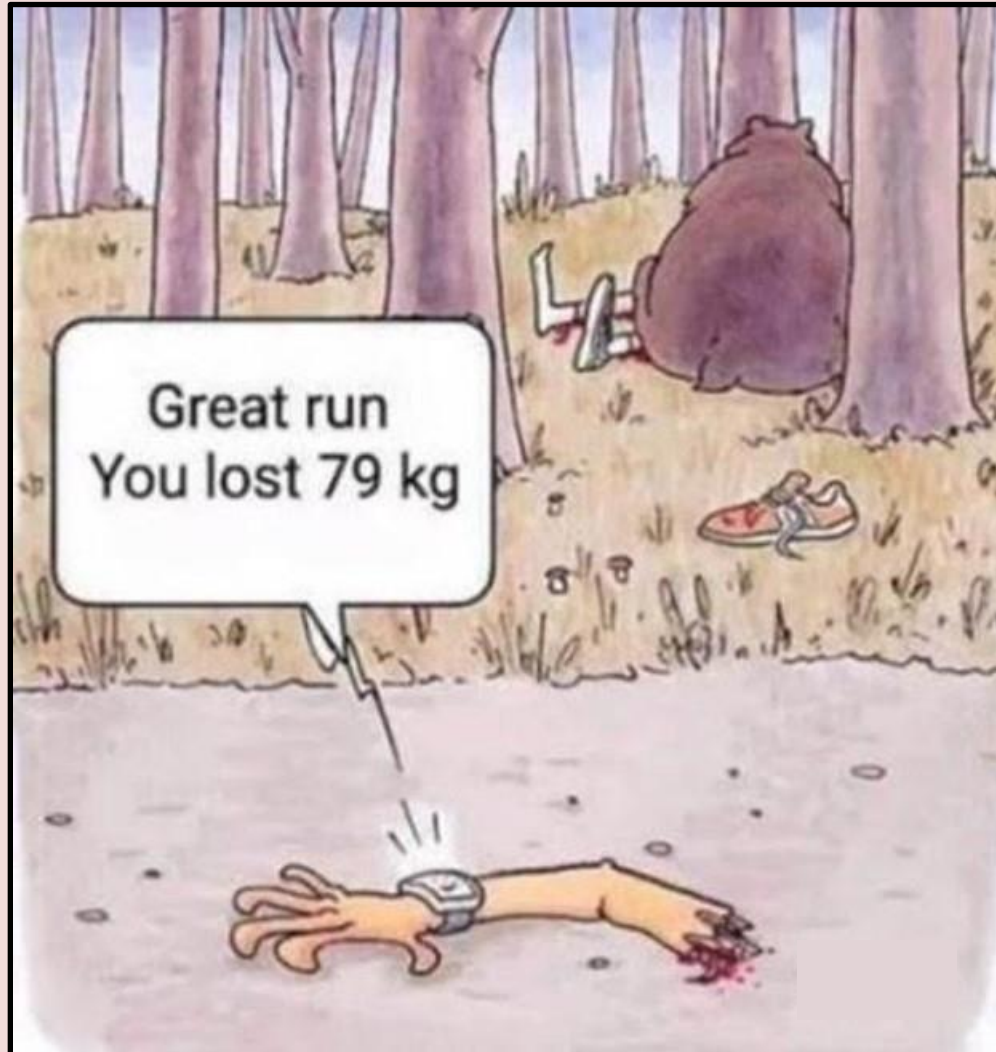
West
 ♠ 4
 ♥ ~~Q~~J109
 ♦ A1084
 ♣ 9732

South
 ♠ AKQJ10976
 ♥ ~~5~~
 ♦ K75
 ♣ ~~A~~

Declarer needs to take dummy's A♥ and K♥, tossing the A♣. Then he can discard his ♦'s on dummy's high ♣'s before drawing trumps.

This example shows a technique sometimes used in Transportation called Unblocking.

Another Joke (It's a Visual)



#3 - Even More Transportation



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		Pass	1C
Dbf	2D	2S	Pass
Pass	3C	3S	Pass
Pass	Pass		

North
 ♠ QJ107
 ♥ A54
 ♦ J5
 ♣ A1073

Lead: 3♠

West
 ♠ ③
 ♥
 ♦
 ♣

East
 ♠ ②
 ♥
 ♦
 ♣

South
 ♠ AK986
 ♥ 1062
 ♦ 8742
 ♣ 6

We're taught to ruff on the short side of trumps to gain tricks, but will ruffing two ♦'s in dummy succeed?

Plan the play.

#3 - Even More Transportation

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		Pass	1C
Dbf	2D	2S	Pass
Pass	3C	3S	Pass
Pass	Pass		

Lead: 3♠

West
 ♠ 543
 ♥ KJ3
 ♦ AQ
 ♣ Q8542

North
 ♠ QJ107
 ♥ A54
 ♦ J5
 ♣ A1073

East
 ♠ 2
 ♥ Q987
 ♦ K10963
 ♣ KJ9

South
 ♠ AK986
 ♥ 1062
 ♦ 8742
 ♣ 6



Because they kept playing trumps, we can only ruff one diamond in dummy.

We make 5 ♠ tricks, one ruff in dummy, one ♥ trick and one ♣ trick = 8 tricks, for down 1.

#3 - Even More Transportation



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		Pass	1C
Dbf	2D	2S	Pass
Pass	3C	3S	Pass
Pass	Pass		

Lead: 3♠

West
 ♠ 543
 ♥ KJ3
 ♦ AQ
 ♣ Q8542

North
 ♠ QJ107
 ♥ A54
 ♦ J5
 ♣ A1073

♠ QJ107
 ♠ AK98x

East
 ♠ 2
 ♥ Q987
 ♦ K10963
 ♣ KJ9

South
 ♠ AK986
 ♥ 1062
 ♦ 8742
 ♣ 6

You can also gain a trick in a suit contract by ruffing on the long side of trumps, provided you ruff that side down to fewer trumps than the short side of trumps.

This is called a Dummy Reversal.

Whenever you have a great amount of Transportation, check to see if a Dummy Reversal is “on the cards”.

Ugh! Sorry!



Time for the Game