

Answers throw in and end plays

Ok hands 1-----3 may be a bridge too far for you at the moment (sorry) but go along with it – it is really just about giving the lead to the opponents when you would like them to lead something favourable to you.

1) There are lots of winners (11) and 2 losers.

You win the heart lead and draw trumps.

Now you might think the obvious way to try for a 12th trick would be to take a club finesse of the Q (trouble is it might not work and in fact it doesn't !).

Before resorting to the club finesse you should play like this .

[I will play the cards from trick 1]

1) Ace Hrts 2) Ace sp 3) K sp so we have drawn trumps

4)Ace diamonds 5) Q diamonds 6) K diamonds so we have eliminated diamonds

7) K hearts these are the cards you have left..

<u>Declarer</u>	<u>Dummy</u>
Q98	J105
2	6
Void	void
54	AQ

Trick 8) lead the 2 hearts so we have eliminated hearts. The opponents win the heart lead.

Now the player who wins the heart lead will HAVE to play clubs (if they led a diamond or heart we would get a ruff and discard and make our 12 th trick that way) so they have to lead a club.

If they are leading a club up to our AQ in dummy then it is impossible for us not to make both the A + Q clubs.

(Your diagram shows that this elimination and endplay forced the opponent to lead away from their K clubs).

As the cards lie this line was 100%. If you had taken the club finesse yourself you would go down

2) You are told the play up to this point

<u>Declarer</u>	<u>Dummy</u>
6	Q2
AQ3	654
QJ10	54
AQ2	543

You have made 2 tricks and can also make 3 more diamonds and the Q sp and Ace clubs and Ace hearts.

The 9th trick looks like you need to take a successful finesse in clubs or hearts.

But as ever you can enlist the opponents assistance ...as follows

Play Q + J + 10 diamonds (throwing a club from dummy). So you have eliminated diamonds.

Play Q spades . Play 3 spades (throwing a heart from hand).

The original leader will have to win this 13th spade and have to lead a heart or club round to your AQs. ("have to" as they have no spades or diamonds left).

Contract made wherever the missing Ks are.

- 3) Win Ace hearts. Draw 2 rounds of trumps (so the opponents have no trumps left).
Play A + K clubs . (So you have eliminated the clubs).

Lead the 2 hearts which the opponents win. They will cash another hearts no doubt.

Now they may be a little stuck. If they led a club or heart that would be a ruff and discard (and we would chuck a diamond and ruff in the other hand and avoid losing a trick because of it). So ...they have to lead a diamond. And that could really help.

Suppose the position is this (with only diamonds shown)

	<u>Dummy</u>
Opponent	Q62
<u>On lead</u>	
A103	
	<u>Declarer</u>
	K54

And declarer MUST make 2 diamond tricks. (play it out to see why)

- 4) 1NT (or double if you like). Don't pass whatever you do.
- 5) Double ..easily the best BUT 2D if you really must. Don't pass
- 6) Win with the Q obviously BUT consider NOT cashing the Ace diamonds.

After all unless partner has led a singleton or doubleton diamond cashing the Ace just sets up dummy's King. Better to try a switch.

The 3 clubs is the switch.

- 7) Well nothing is right (I mean there is no lead that is stupendous) but there are some leads which are bad ie leading a club marks you out as a poor switcher (and a few other things too but I wont get personal).
A diamond lead though has a few things going for it.
If declarer decides to finesse well we have lost little extra (they could finesse without our lead of the suit). Why lead a diamond apart from this "negative" safe aspect ?
Well if you lead the 9 diamonds it may look like you are leading a top of nothing safe exit –then declarer wont be so keen on taking the finesse!
The 9 diamonds would be a putting the frightners on type of lead.