

Sure Thing

We don't condone the North-South bidding, we just report the facts. Back in the good old days West's double might have been thunderous, but now we have bidding boxes, keeping down the decibels on those occasions when West thinks he is on to a sure thing.

After leading the ♠K, West got the first bit of bad news when he saw the ♥K in dummy, and realized that he did not have four certain trump tricks. "No matter", thought West, "surely we can scrounge up a trick or two in the side-suits". Not so! Declarer was able to abscond with ten tricks thanks to this well-timed line of play:

- At trick one he won the ♠A
- Then he cashed the ♣A and ♦A
- Over to dummy with a spade ruff
- Cash ♣K and ♣Q (pitching diamonds)
- diamond ruff
- spade ruff

By now declarer had eight tricks. Next came another club winner, and luck was on declarer's side when it turned out that West was the defender with four clubs. East gamely ruffed the club with the eight, but was overruffed by declarer's nine.

Now for the *coup de grace* or, more specifically, a *coup en passant*. West's last four cards were the AQJ10 of trumps, and dummy was down to the singleton king. But, when declarer led his last spade, that singleton king would score a trick one way or the other ... if West ruffed high then the king would be good ... if West ruffed low then dummy would overruff.

Board 16

West Deals
E-W Vul

♠ K Q 3
♥ A Q J 10
♦ Q 5
♣ 10 9 8 6

♠ 4
♥ K 3 2
♦ 10 7 4 3
♣ K Q 7 5 2



♠ J 10 9 7 6
♥ 8
♦ K J 8 2
♣ J 4 3

♠ A 8 5 2
♥ 9 7 6 5 4
♦ A 9 6
♣ A

West	North	East	South
1 ♣	Pass	1 ♠	2 ♥
2 ♠	4 ♥	Pass	Pass
Dbl	All pass		

4 ♥ x by South
Lead: ♠ K