

Precautions

Board 13
North Deals
Both Vul

♠ A K Q 2
♥ A K Q
♦ A K 10 5 2
♣ A



♠ 7 4 3
♥ 8 4 2
♦ Q J 8 7
♣ 6 3 2

West	North	East	South
	2 ♣	Pass	2 ♦
Pass	3 ♦	Pass	5 ♦
Pass	5 NT	Pass	6 ♦
Pass	7 ♦	All pass	
Lead: ♣ Q			

How do you plan to make thirteen tricks after West leads the ♣Q?

Solution:

♠ A K Q 2
♥ A K Q
♦ A K 10 5 2
♣ A

♠ 10 8 6 5		♠ J 9
♥ J 9 7 3		♥ 10 6 5
♦ —		♦ 9 6 4 3
♣ Q J 10 9 4		♣ K 8 7 5

♠ 7 4 3
♥ 8 4 2
♦ Q J 8 7
♣ 6 3 2

After taking the first trick with the ♣A, the best play is to lead the ♦10 from dummy. When East follows, you overtake it with the jack of trumps from your hand. When West shows out, you switch from planning to ruff the ♠2 in hand (if spades don't split) to ruffing your two low clubs in dummy.

After ruffing a club with the ace of trumps, you will lead a low trump, finessing the seven. Next you will ruff your last club with the king of trumps and lead dummy's remaining low trump for a finesse of the eight. The ♦Q will draw East's remaining trump, as you throw the ♠2 from table. You will make three spades, three hearts, four trumps, the ace of clubs and two club ruffs.

If you had cashed the ace or king of trumps (or played a low trump to the jack), you would no longer be able to make thirteen tricks on the above deal because you would be an entry short to ruff two clubs in dummy. Also, switching back to spades would fail as East would ruff the third round. It was only by unblocking the trump ten and by ruffing high (with the ace and king), that you were able to create the three trump entries to hand that were needed to ruff two clubs in dummy.

The only case left to consider is when West has all four trumps. As it would be impossible to ruff two clubs and draw trumps, you must try to cash top three spades. If spades proved to be 3-3, you will draw the remaining trumps and claim. The advantage of this approach is that it also succeeds when West began with four or more spades for then you would be able to ruff dummy's ♠2 in your hand.