

Strategy and Tactics – The End Game

BONUS HAND:

	♠J8	
	♥K65	
	♦AT72	
	♣K982	
♠AK762		♠QT943
♥QJT		♥9842
♦63		♦95
♣J74		♣??
	♠5	
	♥A73	
	♦KQJ84	
	♣????	

Auction (South dealer):

1D – 1S – 2S – 4S

5C – Pass – 5D – Pass

Pass – Pass //

Sometimes, you don't have the ability to control your own fate. Declarer and the cards dictate when you must win a trick.

You lead the ♠A and dummy is tabled. If you can take two spade tricks, you see a chance to set this contract; but the auction doesn't give you much hope. Partner signals for a spade continuation, but declarer ruffs that trick. Declarer pulls two rounds of trumps and

partner follows suit to both rounds. Declarer now plays the ♥A and the ♥K. You see it coming, but there's nothing you can do. You must win the third heart trick – and you have no choice. You must lead a spade, giving declarer a ruff and sluff; or you must break the club suit for declarer. What are you going to do?

BONUS HAND – YOU'RE ON LEAD:

	♠--	
	♥---	
	♦A--2	
	♣K982	
♠--762		♠QT4--
♥---		♥9---
♦--		♦--
♣J74		♣Q?
	♠-	
	♥---	
	♦-Q--4	
	♣A???	

You should have a very good idea of declarer's and partner's hands by now. Declarer started with one spade and five diamonds. He played three hearts, and since he jumped to 5C, he must hold four clubs. If he doesn't hold the ♣A, his bidding was foolhardy and the contract is already set, so give him that card. That gives him five diamond tricks, two heart tricks, and two club tricks. If declarer also holds the ♣Q, that's his eleventh trick, so give partner that card. Partner's original distribution must have been 5-4-2-2. Declarer needs two more tricks, so giving him one with a sluff and ruff doesn't give him the contract. On the other hand, if you break the club suit

for him, what does that do?

BONUS HAND – FULL DEAL:

	♠J8	
	♥K65	
	♦AT72	
	♣K982	
♠AK762		♠QT943
♥QJT		♥9842
♦63		♦95
♣J74		♣Q6
	♠5	
	♥A73	
	♦KQJ84	
	♣AT53	

Here's the complete deal. If you give declarer a sluff and ruff, he'll still have to lose a club trick. If you break the club suit, declarer will need to finesse for your ♣J and he might guess wrong, but your play gives him a chance. This hand is also an example of the normally superior 4-4 trump fit. 5C cannot be set.