

**Foiled  
by Roger Lord**

Dealer: East  
Vul: Both

	<b>North</b>		
	♠ A74		
	♥ 92		
	♦ QJ94		
	♣ QJ32		
<b>West</b>		<b>East</b>	
♠ 1032		♠ J65	
♥ KQJ106		♥ 874	
♦ 1032		♦ 876	
♣ K5		♣ 9764	
	<b>South</b>		
	♠ KQ98		
	♥ A53		
	♦ AK5		
	♣ A108		
<b>East</b>	<b>South</b>	<b>West</b>	<b>North</b>
Pass	2 Notrump	Pass	3 Notrump
All Pass			

**Contract: 3 Notrump**

**Opening Lead: Heart King**

For this writer, who sat South on this Bridge Center deal (Tuesday, September 13, # 26), there was a mixture of regret, from the failure to make a higher score, and admiration of the play made by my left-hand opponent.

South's opening two notrump was raised to three. West, Becky Hubert (playing with Rose Morrison), led the heart king, South ducking, and continued with the heart queen, which South won. Declarer could count nine sure tricks—four diamonds, the heart ace, the club ace, and three spades. Overtricks would depend upon the location of the long spade and the potential finesse in the club suit.

Declarer proceeded to run diamonds. On the fourth diamond, East pitched the four of clubs. From the standpoint of East's lowering her possible guard in clubs as well as from the discouraging intent of the club signal, declarer became convinced that the king of clubs was in the left hand. Therefore, disdaining the club finesse, declarer played four rounds of spades, which broke 3-3. Meanwhile, West discarded a heart on the fourth diamond, and the club five on the fourth spade.

South's last three cards were a low heart and the club A10. South did not hesitate to exit with the heart. West, he presumed, would be endplayed and compelled to lead away from the club king and give declarer his eleventh trick.

However, Becky produced not one but two hearts! She had blanked the club king. This gambit risked allowing declarer to capture the club king and win the rest of the club tricks, but West was willing to accept that risk in exchange for holding declarer to ten tricks and depriving him of a top.

Suit Combinations

Entries are available in both hands.

1. Dummy  
754
- How do you play to lose only one trick?

Declarer  
AJ10632

2. Dummy  
754
- How do you play to lose only one trick?

Declarer  
AJ8632

Answers:

1. Go to dummy and lead low toward your hand and, if a high honor does not appear, finesse the 10. If the 10 loses, return to dummy and lead toward your hand to finesse the jack.
2. Go to dummy and lead low toward your hand. If East (RHO) plays the queen or king, win and return to dummy to lead toward your jack, playing the jack if the remaining high honor does not appear. If East, instead, plays low to the first lead, do not play the jack—go up with the ace. If West (LHO) follows low, you'll need a 2-2 split. However, if West drops the king or queen under your ace, return to dummy and lead toward your jack, preparing for East to have held Kxx or Qxx. This line works also if West held KQ doubleton.

At trick one, it is not necessary to start play from the dummy, but you do that in order to induce East to split his honors if he has KQx. This situation is a good lesson for a defender as well—play second-hand low and hope declarer goes wrong.