

## §49. The Art of Counting (Points).

**By the end of this chapter you should understand the following term:**

**Counting the points:** As a declarer you should count how points are distributed between the opponents. You need to take heed of the following aspects:

- Players don't, in general, Pass initially with 12 or more points;
- Players don't Pass in response to an opening bid with 6 or more points;
- When players have made a *limit bid* (such as opening 1NT) you can often work out what they have left in their hands.

As a declarer you are often faced with making critical guesses in the play. Sometimes that may be a two-way finesse for a Queen (a **Find the Lady** play) or it may be a classic King-Jack guess.

Often these plays are simple 50-50 guesses, but there are occasions when you can reduce these guesses to certainties. Reviewing the auction and what it tells you may help locate the missing honour cards. Hand 1 shows a simple example. Put yourself as South, at the helm in 4♠, and take careful note of the auction. How should you play the hand?

**Hand 1**  
South plays in 4♠.  
West leads the ♠Q.

♠ K J 7 3 2
♥ K 10 5 3
♦ K J
♣ K 3

West	North	East	South
1NT	2♣ <sup>1</sup>	2♦	3♠
Pass	4♠	Pass	Pass
Pass			

♠ Q 8	N	♠ 4
♥ Q J 9 4	W	♥ 8 7 2
♦ A 6 4	E	♦ Q 10 9 3 2
♣ Q J 10 9	S	♣ A 8 6 4

1. 2♣ shows both majors.

♠ A 10 9 6 5
♥ A 6
♦ 8 7 5
♣ 7 5 2

After the ♠Q lead makes mincemeat of dummy's ♠K you are faced with having to avoid two Diamond losers. The hand appears to be a *classic King-Jack guess*. Is it really a guess, though? You are missing 18 points and East has already turned up with four of them in the guise of the Ace of Clubs. If he held the ♦A as well that would leave West with a miserable 10 points, and he did open 1NT.

Simple arithmetic says West has to have the ♦A – the location of the ♦Q is an irrelevance. You draw trumps, therefore, and play a Diamond to the King, claiming your contract shortly afterwards.

What about Hand 2? Once again you are in 4♠ and West leads the three top Diamonds before switching to the ♠J. Just how should you play trumps?

**Hand 2**  
South plays in 4♠.  
West leads the ♦A.

♠ K 10 7 2
♥ A K Q 4
♦ J 9 7
♣ K 4

West	North	East	South
Pass	1♥	Pass	Pass
Pass	3♠	Pass	4♠
Pass	Pass	Pass	

♠ 6	N	♠ Q 9 5
♥ 10 8 6 3 2	W	♥ J 7
♦ A K Q 4	E	♦ 10 8 6
♣ J 10 9	S	♣ Q 8 7 6 2

♠ A J 8 4 3
♥ 9 5
♦ 5 3 2
♣ A 5 3

This is a **Find the Lady** hand. You have to pick up the Queen of trumps or you'll have a fourth loser. How might you do that? Well, you should reflect that West has Passed in second seat and yet has turned up with 10 points (the ♦A K Q and the ♠J). Can he really have the ♠Q as well? Not really, as he'd surely have opened the bidding with 12 points.

On that basis, you should take the ♠K, cash the ♠K and finesse the ♠J, scoring your game.

West's silence gave it away. Sherlock Holmes would have referred to it as, "A case of the dog that didn't bark in the night".

What about Hand 3? South has overbid his hand outrageously – can you rescue him by making his optimistic contract? West, having bid both red suits enthusiastically, leads the ♥K against 5♣ by South.

**Hand 3**  
South plays in 5♣.  
West leads the ♥K.

<p>♠ K 7 ♥ K Q 9 8 5 ♦ A J 10 9 7 ♣ K</p>	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td><td></td><td style="text-align: center;">E</td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">S</td></tr> </table>	N		E	W		S	<p>♠ A J 10 8 ♥ A 10 6 4 ♦ 4 3 ♣ J 6 3</p> <p>♠ 9 6 5 3 ♥ 7 3 2 ♦ K 6 5 2 ♣ 8 4</p> <p>♠ Q 4 2 ♥ J ♦ Q 8 ♣ A Q 10 9 7 5 2</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> <tr> <td></td> <td>Pass</td> <td>Pass</td> <td>1♣</td> </tr> <tr> <td>1♥</td> <td>Dble</td> <td>Pass</td> <td>2♣</td> </tr> <tr> <td>3♦</td> <td>4♣</td> <td>Pass</td> <td>5♣</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </table>	West	North	East	South		Pass	Pass	1♣	1♥	Dble	Pass	2♣	3♦	4♣	Pass	5♣	Pass	Pass	Pass	
N		E																											
W		S																											
West	North	East	South																										
	Pass	Pass	1♣																										
1♥	Dble	Pass	2♣																										
3♦	4♣	Pass	5♣																										
Pass	Pass	Pass																											

To make this contract with two Diamond losers you need the Spade finesse to succeed and you need to pull in the Club suit without loss. Now, taken in isolation, the Club finesse is twice as likely to succeed as the play to drop the singleton King (the more so when West is marked with at least ten red cards) but there is something about this hand that doesn't add up.

Why did West not lead the ♦A? Why choose the ♥K from a holding of, at best, ♥K Q 9? Surely West doesn't have the ♦A K? If that is so, East must have a Diamond honour, and that means he surely doesn't have another King. With 6 points surely East would either have made a nuisance raise of 2♥ over North's Double or would have bid 4♦ over 4♣. The only possibility is that East has next to nothing, and that which places the ♣K with West.

Well, on that basis it's best to play the ♣A and hope to drop the singleton King. Eureka! His Majesty appears, albeit reluctantly, on the ♣A and 5♣ makes when the Spade finesse succeeds as well.

Try putting yourself at the helm in a decidedly tricky 4♠ after West has opened 1NT. West kicks off with three top Clubs, with you ruffing the third round. What is your Plan?

**Hand 4**  
South plays in 4♠.  
West leads the ♣A.

<p>♠ 6 5 2 ♥ Q 9 8 6 ♦ Q 6 ♣ A K Q 7</p>	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td><td></td><td style="text-align: center;">E</td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">S</td></tr> </table>	N		E	W		S	<p>♠ A J 10 7 ♥ A K J 2 ♦ K J ♣ J 9 2</p> <p>♠ 4 ♥ 10 4 ♦ A 9 8 4 3 2 ♣ 10 8 5 3</p> <p>♠ K Q 9 8 3 ♥ 7 5 3 ♦ 10 7 5 ♣ 6 4</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> <tr> <td>1NT</td> <td>Dble</td> <td>2♦</td> <td>2♠</td> </tr> <tr> <td>Pass</td> <td>4♠</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td></td> <td></td> <td></td> </tr> </table>	West	North	East	South	1NT	Dble	2♦	2♠	Pass	4♠	Pass	Pass	Pass			
N		E																							
W		S																							
West	North	East	South																						
1NT	Dble	2♦	2♠																						
Pass	4♠	Pass	Pass																						
Pass																									

This is another pesky King-Jack guess. However, to make the hand the Heart finesse will have to work, so West will simply have to have the ♥Q. That means you can place West with the ♣A K Q and the ♥Q. can he have the ♦A as well?

Not really, as he'd then have 15 points, too many to open a weak No-trump. The only layout of the East-West cards to give you any hope is the one above, where West has the ♦Q and East the Ace. Note that if West has the ♦A then the Heart finesse is sure to fail.

Thus, after ruffing the third Club you should play a Heart to the Jack. When that wins, you draw trumps, ending in the closed hand, and play a Diamond to the Jack. When East takes the Ace you can claim your game.

Elementary, my dear Watson.

## §49. Quiz on the Art of Counting (Points).

Here are three full deals for you to try.

In each case you are South, declarer. Obviously, your first act is to **Count** and **Plan**.

The Preliminary Analysis talks you through the first trick or two. What is your best subsequent play?

The answers are overleaf.

### Q1.

How should you play in 2♠?

West leads the ♥10.

#### Preliminary Analysis.

You play in a low-level part-score after East opens a weak No-trump (12-14).

West's ♥10 lead is covered by the Jack and King. East switches to the ♦K. When that holds, he plays the ♦Q and a Diamond to West's ♦A. West plays another Heart, which you ruff.

You play the ♠A K, on which East follows with the ♠J x. What next?

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

Dummy	
W	E
Declarer	

♠ A K 10 9 8 2  
♥ 4  
♦ J 10 8  
♣ A J 5

West	North	East	South
Pass	Pass	1NT	2♠
Pass	Pass	Pass	
2♠ by South		Opening lead: ♥10	

### Q2.

How should you play in 3♦?

West leads the ♠A.

#### Preliminary Analysis.

Your third-in-hand pre-empt wins the auction.

West leads the ♠A K. You ruff and draw two rounds of trumps, East having ♦J x. You play a Heart to the Jack, East taking the ♥K. You ruff the Club return and play another Heart, East takes the ♥A and exits with the ♣J. How should you play Spades?

♠ K J 4 3  
♥ Q J 6  
♦ Q 5  
♣ 9 6 5 3

Dummy	
W	E
Declarer	

♠ 8 6  
♥ 10 7 5  
♦ A K 10 8 7 6 4  
♣ Q

West	North	East	South
Pass	Pass	Pass	3♦
Pass	Pass	Pass	
3♦ by South		Opening lead: ♠A	

### Q3.

How should you play in 3NT?

West leads the ♠A.

#### Preliminary Analysis.

West cashes the ♠A K Q 10 before switching to the ♦J at trick five.

To make the hand you are going to have to make five Heart tricks, so it's a case of **Find the Lady**.

Where is the ♥Q? How do you know?

♠ J 5  
♥ K 10 9  
♦ K 8 5 3 2  
♣ K 10 9

Dummy	
W	E
Declarer	

♠ 9 7 3 2  
♥ A J 6 3  
♦ A 7  
♣ A Q J

West	North	East	South
Pass	Pass	Pass	1♥
Pass	2♦	Pass	2NT
Pass	3♥ <sup>1</sup>	Pass	3NT
Pass	Pass	Pass	
3NT by South		Opening lead: ♠A	

1. North's 3♥ is offering you a choice of games in case you have five Hearts. With only four, you have to retreat to 3NT.

## Answers.

A1.

♠ 5 3		♠ J 6
♥ Q J 6 5 3		♥ A K 7 2
♦ 9 7 5		♦ K Q 3
♣ K 10 8		♣ 9 6 4 2
♠ Q 7 4	Dummy	♠ J 6
♥ 10 9 8		♥ A K 7 2
♦ A 6 4 2		♦ K Q 3
♣ Q 7 3		♣ 9 6 4 2
	W                  E	
	Declarer	
♠ A K 10 9 8 2		
♥ 4		
♦ J 10 8		
♣ A J 5		

You overcall East's 1NT with 2♠ and that scoops the pool. West leads the ♥10, which you cover with the ♥J and which is taken by the ♥K. East switches to the ♦K and follows with the ♦Q and a third Diamond to West's ♦A. West now exits with the ♥9, ducked on table and ruffed in hand.

You cash the ♠A K (you need Spades to split 3-2) and East follows with the Jack on the second round. Now what?

With five clear losers (three Diamonds, one Heart and a trump) you must pick up the Clubs without loss, so you must **Find the Lady**. Which way are you going to take the finesse?

Well, East has shown 13 points already (the ♥A K, the ♦K Q and the ♠J) The ♣Q would give him 15 points, so West must be harbouring Her Majesty. You should cash the ♣A and confidently play a Club to the ♠10.

A2.

♠ K J 4 3		♠ Q 10 5 2
♥ Q J 6		♥ A K 4
♦ Q 5		♦ J 2
♣ 9 6 5 3		♣ J 7 4 2
♠ A 9 7	Dummy	♠ Q 10 5 2
♥ 9 8 3 2		♥ A K 4
♦ 9 3		♦ J 2
♣ A K 10 8		♣ J 7 4 2
	W                  E	
	Declarer	
♠ 8 6		
♥ 10 7 5		
♦ A K 10 8 7 6 4		
♣ Q		

You open 3♦ after two Passes and no one has anything else to say. West tries his luck with the ♣A K but you ruff that and draw trumps in two rounds. A Heart to the Jack is taken by East's ♥K and East plays another Club. You ruff and play another Heart to the Queen and Ace. East exits with the ♣J.

You have to play on Spades now and have to guess the suit. When you lead the suit, West will play low with just the right degree of nonchalance. Should you play the ♠J or the ♠K?

Well, a count of points shows that East has turned up with the ♥A K, the ♦J and the ♣J. Can he really have the ♠A as well and yet Pass in second seat? Surely not, so you should call for dummy's ♠K.

A3.

♠ J 5		♠ 8 6 4
♥ K 10 9		♥ Q 7 2
♦ K 8 5 3 2		♦ Q 6
♣ K 10 9		♣ 8 7 5 3 2
♠ A K Q 10	Dummy	♠ 8 6 4
♥ 8 5 4		♥ Q 7 2
♦ J 10 9 4		♦ Q 6
♣ 6 4		♣ 8 7 5 3 2
	W                  E	
	Declarer	
♠ 9 7 3 2		
♥ A J 6 3		
♦ A 7		
♣ A Q J		

You reach 3NT after showing a balanced 15-16 points with precisely four Hearts. West cashes the first four Spades (on which you pitch two Diamonds from dummy) and switches to the ♦J.

You have to pick up the ♥Q now, so it's another **Find the Lady** deal. Where is Her Majesty the Queen? Well, that's actually no problem. West has already shown 10 points (the ♠A K Q and the ♦J) so can hardly have the ♥Q as well and yet Pass as dealer.

With that in mind, you should take the ♦K, cash the ♥K and confidently run the ♥10 from table. Nine tricks come from four Hearts, two Diamonds and three Clubs.

## §49. Example hands 1 to 4.

**Hand 1** Love all, dealer North

<p>♠ Q 7 6 5 3 2 ♥ 2 ♦ K 10 4 2 ♣ 6 3</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	<p>♠ 10 8 ♥ A K 9 7 ♦ A 7 3 ♣ Q 9 5 2</p>
N		E						
W		S						
<p>♠ 9 ♥ 10 8 6 5 4 3 ♦ 6 5 ♣ A 10 7 4</p>		<p>♠ A K J 4 ♥ Q J ♦ Q J 9 8 ♣ K J 8</p>						

West	North	East	South
	Pass	1NT	Dble
2♥	2♠	Pass	3♠
Pass	4♠	All Pass	
4♠ by North		Opening lead: ♥A	

North plays in 4♠ after South makes a penalty Double of East's 1NT opening bid. East leads the ♥A and ♥K, ruffed by North. After drawing trumps, North knocks out the ♦A and East may as well switch to a low Club. This would be the right defence whether East had the ♣A or the ♣Q as he must make declarer guess the suit. So, it's still all down to guessing the Clubs. Should North play the ♣K from the dummy or the ♣J? Try counting the points. East has shown up with the ♥A K and the ♦A. If he had the ♣A as well he would have 15 points – too much for a weak No-trump. Hence, North should put the ♣J in and claim his contract when that forces the ♣A.

**Hand 2** North-South game, dealer East

<p>♠ 6 3 2 ♥ Q 7 3 ♦ J 10 9 4 3 ♣ J 10</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	<p>♠ A 10 9 5 ♥ K 6 5 ♦ Q 7 ♣ 7 6 4 2</p>
N		E						
W		S						
<p>♠ K Q 8 7 ♥ A J 10 9 ♦ A 5 ♣ Q 9 5</p>		<p>♠ J 4 ♥ 8 4 2 ♦ K 8 6 2 ♣ A K 8 3</p>						

West	North	East	South
	Pass	Pass	Pass
1♥	Pass	1♠	Pass
3♠	Pass	4♠	All Pass
4♠ by East		Opening lead: ♠A	

East plays in 4♠ after West's strong raise and the defenders take the first three tricks (via two top Clubs and a Club ruff). That's a poor start for East who now needs the rest of the tricks. North exits with the ♦J at trick four; East may as well try the ♦Q but South covers with the ♦K, leaving declarer to find the ♥Q. *Where is she?* Well, after drawing trumps, South can be counted for 11 points and yet is a Passed hand. Surely there's no room for the ♥Q? On that basis, declarer can confidently run the ♥J from the dummy, then run the ♥10 then, eventually, pitch the losing Diamond on the last Heart. Four Hearts, four Spades, a Diamond and a ruff makes ten tricks.

**Hand 3** East-West game, dealer South

<p>♠ Q J 3 ♥ 10 9 8 7 ♦ J 10 8 ♣ Q 6 2</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	<p>♠ 8 4 2 ♥ K 4 ♦ K 7 5 3 ♣ K 10 7 4</p>
N		E						
W		S						
<p>♠ A K 6 ♥ 6 5 3 ♦ Q 4 2 ♣ A J 9 8</p>		<p>♠ 10 9 7 5 ♥ A Q J 2 ♦ A 9 6 ♣ 5 3</p>						

West	North	East	South
	Pass	Pass	Pass
1NT	Pass	Pass	Pass
1NT by West		Opening lead: ♥10	

A mere part-score, maybe, but there is still thought to be put into this, the most mundane of contracts. The defence cashes the first four Heart tricks and North switches to a Spade. Declarer needs a Diamond trick and also needs to guess the Clubs correctly. It's another *Find the Lady* deal (cf Hand 2). Best is to play a Diamond immediately to the ♦K. When South turns up with the ♦A the hand should be clear. South has already shown up with the ♥A Q J and now the ♦A but is a Passed hand). There is no room for the ♣Q as well, so the Club finesse is no longer a problem. By taking the finesse through North, declarer makes four Club tricks, a Diamond and two Spades for his contract.

**Hand 4** Game all, dealer West

<p>♠ J 10 6 4 ♥ 7 5 4 2 ♦ K Q ♣ K Q 6</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	<p>♠ 8 2 ♥ A 6 ♦ 7 4 2 ♣ 10 8 7 5 3 2</p>
N		E						
W		S						
<p>♠ K ♥ K Q J 10 8 ♦ 9 8 6 5 3 ♣ A 4</p>		<p>♠ A Q 9 7 5 3 ♥ 9 3 ♦ A J 10 ♣ J 9</p>						

West	North	East	South
1♥	Pass	Pass	2♠
Pass	4♠	All Pass	
4♠ by South		Opening lead: ♥K	

South plays in 4♠ after making a protective jump overcall and the defenders play on Hearts. When East shows up with the ♥A and yet couldn't scrape up a response to a 1♥ opening bid it is as plain as a pikestaff that he cannot hold the ♠K. Taking the Spade finesse through him is, therefore, quite pointless. The only chance declarer has is to drop the ♠K singleton, so he should ruff the third Heart and should lay down the ♠A. Oh splendid! "Good afternoon your majesty, how pleasant to see you". Lucky, maybe, but it is the only chance for the contract. Note that, in isolation, the Spade finesse is almost twice as good as playing for the drop of the singleton King – it's the bidding that shows the way.

## §49. Example hands 5 to 8.

**Hand 5** North-South game, dealer North

♠ K J 2 ♥ K 10 3 ♦ 10 9 8 4 ♣ A J 5	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	♠ A Q 9 ♥ J 7 5 ♦ K Q ♣ K Q 10 8 3	
N		E							
W		S							
♠ 10 8 7 6 5 4 3 ♥ A Q 9 ♦ 2 ♣ 7 4		♠ None ♥ 8 6 4 2 ♦ A J 7 6 5 3 ♣ 9 6 2							

West	North	East	South
	1NT	Dble	2♦
2♠	Pass	3♠	Pass
4♠	Pass	Pass	Pass
4♠ by West		Opening lead: ♦10	

West plays in 4♠ after East makes a penalty Double of North's NT opening bid. The ♦10 is led to the ♦Q and Ace and South returns a Heart at trick two. There is no avoiding a Heart loser now, so declarer has to play Spades for no loser. With 17 points missing and South marked with 5 (the ♦A J) it should be clear to West that North must hold all the remaining points. Thus, North simply must hold both Spade honours. West should therefore win the Heart return and play a Spade to dummy's ♠9 to make his game. Playing a Spade to the ♠Q would be playing South for the singleton ♠J and North for an 11 point opening bid, vulnerable.

**Hand 6** East-West game, dealer East

♠ A J 3 ♥ J 10 4 ♦ Q 10 4 ♣ A J 9 7	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	♠ Q 10 ♥ 6 5 3 ♦ K 6 5 3 2 ♣ 6 4 2	
N		E							
W		S							
♠ K 9 8 6 5 ♥ Q 2 ♦ A J 9 8 ♣ Q 8		♠ 7 4 2 ♥ A K 9 8 7 ♦ 7 ♣ K 10 5 3							

West	North	East	South
	Pass	Pass	Pass
1♠	Pass	Pass	2♥
Pass	4♥	All Pass	
4♥ by South		Opening lead: ♠6	

A tricky one this. South plays in 4♥ after *protecting* with 2♥. North's raise to game is absurd, but that's another story. West, after squirming, leads a low Spade. So... West does not hold either the ♦A K nor the ♠K Q because those combinations represent much more attractive opening leads. The implication is that East *must* hold precisely the ♦K and the ♠Q. If he had more than these 5 points he would have replied to 1♠ – with less than this, West would have had a better lead. On this logic, West must have both vital Queens. Accordingly, declarer should lay down the ♥A K and then take the Club finesse through West. Elementary, my dear Watson.

**Hand 7** Game all, dealer South

♠ 3 ♥ 4 2 ♦ A 9 7 6 5 3 ♣ 9 7 6 2	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	♠ A J 9 7 6 2 ♥ J 8 ♦ 10 4 2 ♣ A Q	
N		E							
W		S							
♠ K 10 8 ♥ 7 6 5 3 ♦ K Q ♣ K J 4 3		♠ Q 5 4 ♥ A K Q 10 9 ♦ J 8 ♣ 10 8 5							

West	North	East	South
	Pass	2♠	1♥
Pass	Pass	Pass	Pass
4♠	Pass	Pass	Pass
4♠ by East		Opening lead: ♥A	

East plays in 4♠ after making a *protective jump overcall* (cf Hand 4) after 1♥ is followed by two Passes. Against 4♠ South kicks off with three rounds of Hearts. The crux of the hand is to locate the ♠Q. There is no guarantee of success, but East can give himself an extra chance to discover the layout of the cards by playing a Diamond at trick four. As the cards lie, North wins the Ace – and exposes the position of the ♠Q (North cannot have 6 points and Pass 1♥, South wouldn't open the bidding with 10 points and a mere five-card Heart suit). With the hand an open book, declarer should take the Spade finesse through South to make his contract.

**Hand 8** Love all, dealer West

♠ A J 9 7 6 ♥ K J 5 3 ♦ 10 5 ♣ 6 5	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	♠ K ♥ Q 10 8 7 4 2 ♦ A 7 ♣ Q J 10 7	
N		E							
W		S							
♠ 5 3 2 ♥ 9 6 ♦ 9 8 6 3 ♣ A 8 4 2		♠ Q 10 8 4 ♥ A ♦ K Q J 4 2 ♣ K 9 3							

West	North	East	South
Pass	Pass	1♥	Dble
Pass	2♠	Pass	4♠
Pass	Pass	Pass	
4♠ by North		Opening lead: ♠Q	

North plays in 4♠ after East's opening 1♥ bid and South's impeccable take-out Double. The ♠Q lead makes mincemeat of dummy's ♠K; the ♦A is an obvious third loser so declarer has to avoid a trump loser as well. Some might cross to dummy with the ♥A and run the ♠Q but that's wrong. West cannot have the ♠A and the ♠K and Pass over his partner's opening bid. Also, East cannot have opened 1♥ on a mere 9 points with a poor suit. Thus, the only chance is to try to drop the ♠K (cf Hand 4). Ruffing the third Club, declarer may as well lay down the ♠A and see his fate. The ♠K is unlikely to fall when missing four cards, but it's the only chance. Lucky? For sure!