

Teaser No. 4

♠ 5 4

♥ 8 3

♦ 6 5 2

♣ A Q J 10 9 7

N/S GAME, Dealer: South

Contract: 3NT by South

Lead: Q♠

E/W Silent

♠ A K

♥ A 10 9 7

♦ A K 8 4 3

♣ 6 5

Plan the play.

Solution Teaser No. 4

The first move should be a club finesse. It isn't often that declarer wants a finesse to lose but this is one such occasion! There are ten easy tricks if East wins with the king.

The finesse wins. Drat! Unfortunately that is no guarantee that West holds the king. (Don't be fooled if East is looking bored!) The good news is that you have two club tricks in the bag, so four from diamonds is enough for the contract. Therefore, you should now cash the ace and king of diamonds. If all follow you can concede a diamond and have nine tricks by way of two spades, one heart, four diamonds and two clubs. If the diamonds break badly you repeat the club finesse and pray that West was dealt KX or KXX.

Playing on clubs first buys you the time to combine chances as East is forced to duck if they hold the King. Unless declarer has advertised a four card suit East should duck even if their king is doubleton, and they should try to do so in tempo!