Teaser No. 9

♠ A 3 2

♥ 8 6 5 4

♦ 10 9 7

♣ A K 7

GAME all, Dealer: South
Contract: 6♠ by South
Lead: Q♥
E/W Silent

♠ K Q J 10 9 8 4

♥ A K 2

♦ K 8

♣ 6

Plan the play.

Solution Teaser No. 9

This is a fairly straightforward example of combining two chances, but you need to be careful with the timing. Start by cashing two top trumps in hand, keeping the ace in dummy. Now cash the other top heart, accepting the slight risk in the unlikely event that one opponent still holds a trump. Now play two top clubs, discarding the remaining heart from hand, and then ruff a heart with a master trump. Finally, cross back to dummy with a trump to the ace. If the heart in dummy is now a winner you have twelve tricks, if not you lead a diamond towards the king and hope that East was dealt the ace.

You succeed when hearts break 3-3 (36% chance) and half of the time that they don't (32%) As these are successive chances the two figures can be added together to give a 68% chance of making the contract.

Lots of deals feature two (or more) distinct chances. Sometimes these cannot be combined (it is A OR B) and you simply choose the one more likely one to win. These are called 'alternative' chances. If they CAN be combined (A THEN B) they are called 'successive' chances.