

Teaser No. 12

♠ K 3 2

♥ 7 4

♦ J 10 9 8 5 2

♣ J 6

N/S GAME, Dealer: South

Contract: 6♠ by South

Lead: K♣

E/W Silent

♠ A Q J 10 9 5

♥ A K 5 3

♦ A

♣ A 7

Plan the play.

Solution Teaser No. 12

There is an outside chance of establishing the diamonds and winning all thirteen tricks. Let's forget that remote possibility and concentrate on scoring two ruffs in dummy. Added to the ten top tricks that is enough for the contract.

If you ruff the third heart low (a tad risky!) and the fourth heart high you've got a pretty good chance of success. On a bad day though, East might over-ruff when you ruff low and that's curtains. The solution is to throw the club from dummy on the third round of hearts. This play is also correct if West ruffs in front of dummy on the third round of hearts. You can later ruff a club low (safe as houses!) and the last heart high. Note that you mustn't play a single round of trumps before losing the lead for the defence will probably scupper the plan by playing another trump. If you follow this line a 5-2 heart break no longer poses a threat and barring a really bizarre split in one of the minors you're home.

This is an example of a technique known as 'transferring the ruff'. Rather than attempting a ruff that might run into trouble you make a loser-on-loser play instead. Later in the play you score a much safer trump trick by ruffing a loser in a different suit.