

# 12- 2024 – Simple Card Play Technique

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This hand was played many times at the club, with quite a few Declarers going down in 6S, or only making 11 in 4S. Yet b12 Tricks are there

**Dealer N, EW Vul**

	<b>NORTH</b>	
	82	
	A9432	
	K10	
	10986	
<b>WEST</b>		<b>EAST</b>
J		AKQ97543
QJ10765		-
A8543		6
4		AKJ7
	<b>SOUTH</b>	
	106	
	K8	
	QJ972	
	Q532	

The bidding went:

<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>
P	2C (1)	P	2S (2)
P	4NT (3)	P	5D (4)
P	6S (5)		

- (1) Strong hand, game force (I prefer this over a 4S opening, as hand is too strong)
- (2) 7-9 Points, any shape
- (3) Ace ask, simple Blackwood
- (4) 1 Ace
- (5) Slam looks good, even if West's Ace is HA

## **CONTRACT**

6S by East

## **THE PLAY**

South led DQ

Many Declarers won with DA and then played SJ, and followed it up with the Club finesse through North. When this lost, East had another Club to lose later on

All East had to do after winning DA, was play a Club to CA, and ruff C4 with SJ, then draw Trumps and claim (losing 1 Club for 12 Tricks , or if lucky and CQ falls, making 13 Tricks)

You may briefly think 'Why not finesse the Club at Trick 2, rather than just playing a Club to CA?'

The problem if this loses is an alert South will play a Spade, knocking out SJ

### **MORAL OF THE STORY**

Stop and think at Trick 1 – you need to find the best line of play. It is so easy to do a robot play of SJ, when you need it for a Ruff

**Ian Morison**

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