

## Advanced Declare Play

### Card Combinations, Cases and Endplays: Monday June 22

A) 23

B) 234

AKJ1098

AKJ109

In hand A take the first round finesse. In hand B you can safely cash the A before taking the finesse. In both hands the object is to maximize your tricks.

The first round finesse will lose to the singleton Q but will pick up the 4 cases of Qxxx. In B you can pick up the singleton Q and the 4 Qxxx cases. You do lose to the 5-0 break by cashing the Ace but that is less likely than the singleton Queen.

C) QJ109

A87654

You lead the Queen and the 2 appears. Seems like it is 50-50 whether lefty has the singleton 3 or the singleton K. Obviously if he has both your play does not matter. The right play is to finesse because you win with one extra chance, that righty has all three cards K32.

Board 1	♠J10985	
	♥87	
	♦432	
	♣AKJ	
♠76		♠3
♥AKQ109		♥J632
♦KJ9		♦876
♣763		♣Q10982
	♠AKQ42	
	♥54	
	♦AQ105	
	♣54	

The auction might go 1S – 2H – 3H – P  
4S

After two rounds of hearts and a trump switch. Draw trumps and then play Ace and King of Clubs and ruff the Club Jack. Then lead a low trump to dummy and take the diamond finesse, again you must get a free diamond trick or be given a ruff and a sluff.

Board 2    ♠A543  
               ♥A53  
               ♦Q65  
               ♣543

♠6	♠K2
♥QJ1092	♥876
♦K1082	♦A73
♣J98	♣Q10762

              ♠QJ10987  
               ♥K4  
               ♦J94  
               ♣AK

The auction might go 1S – P – 3S –P  
                                  4S

On the Heart Queen lead, the idea is to avoid the trump finesse and use your entries to eliminate the side suits. Win the Heart King in your hand. Cash the Ace and King of clubs and then play to the Spade Ace, ruff a club, then back to Heart Ace and ruff a heart. Then exit with a trump. The defense will have to lead a diamond or give you a ruff and sluff.

Board 3

♠AJ2	
♥Q987	
♦542	
♣J109	
♠KQ109	♠87654
♥2	♥3
♦KJ3	♦10987
♣AK542	♣Q63
	♠3
	♥AKJ10654
	♦AQ6
	♣87

The auction might go 1H – D – 2H – P  
4H

West leads the Club Ace and the Club King and switches to the Spade King. The idea here is to avoid taking the Diamond finesse. Ruff a spade and draw trumps. Eliminate the clubs if necessary. Then play the Spade Jack and pitch a losing diamond. West can win the spade but must give you a ruff and a sluff or lead a diamond into your AQ.

Board 4

	♠543	
	♥Q2	
	♦AQ108	
	♣AQ85	
♠8		♠KJ1092
♥976543		♥8
♦432		♦KJ95
♣762		♣KJ9
	♠AQ76	
	♥AKJ10	
	♦76	
	♣943	

The auction might go 1C – P – 1D – 1S  
1NT – P – 3NT

Spade 8 is led. We have 8 tricks, the idea is what is the safest way to get our 9<sup>th</sup> trick without setting up 5 tricks for the opponents. We suspect that east has most of the missing high cards. The best way to create a ninth trick is to win the spade and cash 4 Hearts. When East shows out on the 2<sup>nd</sup> heart, just endplay him in spades. He must give you your 9<sup>th</sup> trick in either clubs or diamonds.