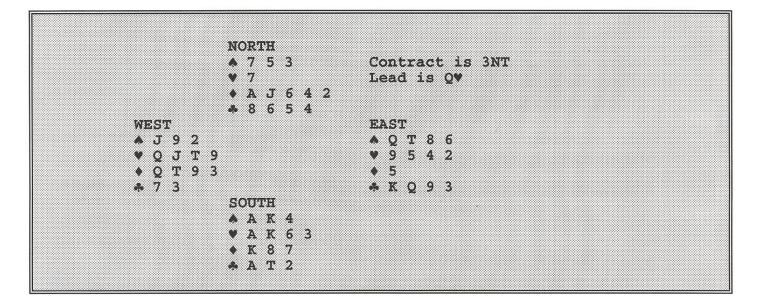
COMMUNICATIONS PROBLEMS

Ducking

This section shows, by giving up a trick along the way allows you to save an entry to the hand in which you plan to win long cards.



First, count your winners

Winners: 2S, 2H, 2D, 1C

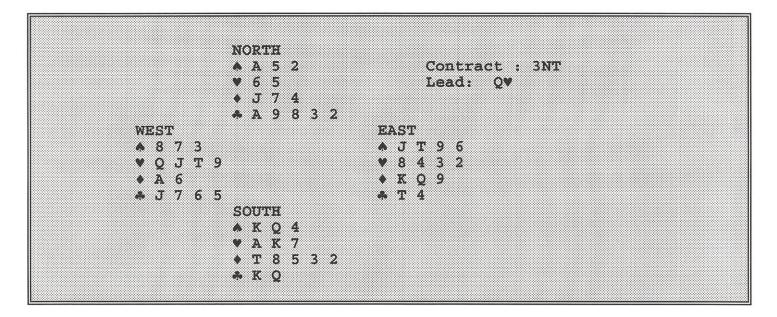
Assess the situation an Plan your play

- Develop two extra tricks in diamonds if the suit breaks 3-2 so you should be thinking about a 4-1 split.
- ▶ If East has 4 diamonds to the Queen you will go down.
- ► If West has 4 diamonds you can make your contract by conceding a diamond trick before playing the Ace or Jack in dummy.
- ► Win the first heart trick,
- ▶ Play the K♦ and lead a second diamond towards dummy.
- ▶ When West follows suit, duck (play a low diamond) in dummy.
- Since West has 4 diamonds, East will show out and you have a marked finesse against West's Queen.
- You can win 3 more diamond tricks when you get the lead.

COMMUNICATIONS PROBLEMS

Overtaking

Sometimes the value of an entry is greater than the value of a trick. You must overtake one winner with another, apparently wasting a trick, to gain an entry.



Count your Winners

Winners: 3S, 2H, 0D, 2C ?

Plan your Hand

- ► You need 4 club tricks to make your Contract.
- ▶ The best play is to play the K \bigstar then the Q \bigstar and overtake your Q \bigstar with the A \bigstar .
- ► Lose a Club by playing the 8♣,
- Opposition will play another Heart which you can take.
- ► Then lead a small spade to dummy's Ace.
- ▶ Play the 9♣ and the last club will be good.
- ► This way you give yourself the extra chance that either defender has IOxxx or Jxxx.

With the clubs divided as shown, it is necessary to overtake the second club honor with the Ace to make your contract.