

Loser on a loser play

You are the declarer in 4Sp and the opponents seem to have organised things so they are going to get a ruff

something like this :

(declarer)	(dummy)
AKQ54	9632
Q76	32
K6	A432
A32	K76

Trick 1 : left hand opponent leads the Ace Hrts : right hand opponent plays the 10
Trick 2 : left hand opponent leads the King Hrts : right hand opponent plays the 4
Trick 3: left hand opponent leads the 9 Hrts

Now there isn't much doubt that the right hand opponent is out of Hrts and will be able to trump this third Heart .

You might think "well , my dummy is out too so I better trump as high as I can and with any luck the next player won't be able to overruff ". It *could* work and just possibly your 9 spades will win the trick.

More likely of course the 9 will be beaten and in addition to the two Hrt tricks you have already lost , you will still lose a club trick.

ie you will lose 4 tricks :

- 1) Ace Hrts
- 2) K Hrts
- 3) Hrt overruff
- 4) a club

and go one down .

Now there is a neat play to make such contracts such that you will only lose 3 tricks.

Go back to the beginning :

Trick 1 : left hand opponent leads the Ace Hrts : right hand opponent plays the 10
Trick 2 : left hand opponent leads the King Hrts : right hand opponent plays the 4
Trick 3: left hand opponent leads the 9 Hrts

Now don't ruff and get overruffed , instead throw a club from the dummy (called throwing a loser on a loser).

The opponents will still trump the Hrt as we knew they would BUT you won't subsequently lose a club trick.

We realised that we would always lose a club trick at some point , so, we decided to lose that club trick *at the same time* as we lost the Hrt that got trumped !