

Tricky tricks

Even the best leads by defenders can sometimes come unstuck.

Here a defender leads the Q { from QJ x } and an alert declarer can use it to advantage.

e.g

	{dummy}
{defender}	AQxx
xxx	K10x
QJx	xxx
Axxx	Kxx
xxx	
	KJxx
	Axx
	xxx
	AQx

On the Q Hrts lead the declarer wins in hand with the Ace.

The remaining Hrts are now :

	{dummy}
{defender}	K10
Jx	
	xx
	{declarer}

All the declarer needs to do now to get an extra trick is to finesse the K10 in dummy. NB this is a finesse that is practically certain to win as the defender's original lead of the Q promised the J. {So moaners who claim that finesses work less than 50% of the time for *them* will be silenced , at least for a while }.

On the hand above the lead of the Q unfortunately gave the declarer the only chance to make their contract.

{ Such leads of course usually don't do so badly and noone wants to say that they shouldnt be made. They definitely should be made but occasionally declarers can make use of them to their own advantage }.

The particular holdings of :

	K10x		A10x	
Q led	----- -----	Or	Q led	----- -----
	A xx			Kxx

occur quite frequently and should be looked out for.

Indeed ,when as a declarer you have one of these holdings and a Q is led you should pencil in that you now have *three tricks* { it is reasonable to make that assumption straight away }.