

MINI UNIT 4 Force Out Defenders' High Cards ♠♥♦♣

Force out the defenders' high cards

If you hold ♠K Q J it is only possible to win 2 tricks (assuming that your partner does not hold the ♠A). When you play the suit you can force out the enemy ♠A and are now guaranteed 2 tricks in the suit.

Similarly, with this holding

Dummy	♦ J T 9 8
Declarer	♦ 7 6 5 4

If you have time (before the opposition takes too many high cards in other suits) you can force out the ♦A, ♦K and ♦Q and will eventually establish one trick in the suit. Now suppose you had another small diamond.

Dummy	♦ J T 9 8 3
Declarer	♦ 7 6 5 4

With 9 cards between your two hands, the enemy only holds ♦A K Q 2. Even if one defender holds all 4 of those cards you are still guaranteed 2 diamond tricks. However, if those 4 enemy cards are divided equally between the defenders' hands i.e. each defender holding two of them, then some high cards will crash together and you will make 3 diamond tricks. The point is: long suits are powerful.

You need to practise **counting** how many cards in a suit have been played, noticing if a player fails to follow suit. You also need to **keep track of which high cards** have been played so you know whether your cards are "good" i.e. are now the highest cards outstanding in the suit. In fact when playing in notrumps you are often in **a race** with your opponents to **establish** your long suit and then to be able to regain the lead in order to cash winners, before they do the same with their long suit.

Example:

♠ A6	♠ K53
♥ K42	♥ A53
♦ Q97	♦ KJ1083
♣ AJ842	♣ 53
Declarer (West)	Dummy (East)

You are playing in game in notrumps i.e. a 3NT contract where you need to take 9 tricks.

Start by making a **plan**. Count your top tricks – you have 2 spades, 2 hearts, 0 diamonds and 1 club for a total of only **5** top tricks.

- You need 4 additional tricks and the obvious source for these is the long diamond suit, which you need to **establish**.
- Therefore, get to work playing your long suit immediately. **Do not cash your top tricks in outside suits** until you have established the extra tricks you need.
- You need to force out the ace of your long suit. Once $\spadesuit A$ has been played you will have 4 extra tricks in diamonds, which is the number that you need.
- So then you can cash all your winners and make your contract!

Quizzes ♠♥♦♣

1)	How do you play this hand, in 3NT, on ♥Q lead	Dummy ♠864 ♥K62 ♦K4 ♣QJT96	Declarer ♠A752 ♥A83 ♦AQ52 ♣K8	Win ♥A & then play ♣K. When forcing out a high card do it early, while you still have controls in other suits.
2)	How do you play this hand in 3NT, on ♠Q	Dummy ♠A65 ♥QJT63 ♦432 ♣Q5	Declarer ♠K72 ♥K4 ♦AK7 ♣A9642	Top tricks: 2♠ 0♥ 2♦ 1♣ Hearts will give Declarer 4 extra tricks. Declarer wins the lead & plays ♥K - high from the short side

SET BOARDS

<p>Board 7 ♠ K J 3 South Deals ♥ J 6 4 None Vul ♦ A K 5 4 3 ♣ K 7</p> <p>♠ A 5 4 ♠ 10 9 8 ♥ 10 9 ♥ 8 7 5 3 2 ♦ Q 10 ♦ J 8 2 ♣ Q J 10 5 4 2 ♣ 9 8</p> <p>♠ Q 7 6 2 ♥ A K Q ♦ 9 7 6 ♣ A 6 3</p> <p>West North East South Pass 3 NT All pass 1 NT</p> <p>Lead: ♣ Q</p>	<p>N/S have 30 HCP Theme: Force out ♠A Lead: ♣ Q (top of 3 card sequence) Winners: 3♥ 2♦ 2♣ Play: The safe play is to promote ♠s as guarantees 2 extra tricks once the ♠A has been played. Here can make a 3rd ♠ trick using length (split 3:3). Playing ♦s may not work if split 4:1</p>
<p>Board 1 ♠ A K 4 North Deals ♥ Q J 10 3 2 None Vul ♦ K J 4 2 ♣ 6</p> <p>♠ Q J 9 7 5 ♠ 10 8 ♥ 9 ♥ 8 7 6 ♦ A 10 9 ♦ 8 7 6 ♣ J 7 3 2 ♣ K Q 10 8 5</p> <p>♠ 6 3 2 ♥ A K 5 4 ♦ Q 5 3 ♣ A 9 4</p>	<p>North plays in 4♥ Theme: Draw trumps, Force out Aces Lead: ♠K (top of seq.) Losers: 1♠ 1 maybe 2♦ Winners: 2♠ 5♥ 1♣ Play: Win lead, draw trumps (have all the top ♥s), all gone after 3 rounds. Later play a ♦ &, after ♦A has been played, 2♦ winners are promoted & a length trick. North ruffs any ♣ continuance by E/W.</p>