

Guessing Is for Amateurs
Vulnerability Both Dealer: S

Written up by Don Heitler

	NORTH	
	♠J843	
	♥K83	
	♦K75	
	♣K103	
WEST		EAST
♠K1062		♠95
♥742		♥J1065
♦109842		♦J3
♣6		♣Q8542
	SOUTH	
	♠AQ7	
	♥AQ9	
	♦AQ6	
	♣AJ97	

Bidding:

South	West	North	East
2C	P	2D	P
2NT	P	4C	P
4D	P	6NT	P
P	P		

Lead: 10 of diamonds

Declarer has to pick up the club suit with no losers, since he has to lose one spade. Declarer wins the diamond king and finesses the spade which loses, and a diamond is returned to the jack and the ace.

Now declarer could guess the clubs to be on one side or the other, but he should play to find out everything he can before he makes a club play. He cashes two good spades and finds out that West started with four spades. He cashes three hearts and finds out that they split 4-3, one way or the other. When declarer cashes the third diamond, East pitches either a club or a heart. Declarer now knows that West started with five diamonds, four spades and three hearts, so the club position is no longer a guess. He plays the king and finesses the 10, which is known to win.