

END PLAY TEMPLATE: TWO EXAMPLES

AQxxx

Ax

KJx

Axx

KJxx

Kxx

A10x

xxx

The NEVER EVER SUIT

Contract: 4S Lead: K clubs

Take Ace of clubs. Pull trumps (takes 3 rounds as they are 3-1). Play Ace, King of hearts and ruff a heart in long-trump hand. Opponents have no more trumps. You and dummy have no more hearts. NOW give the opponents their two club tricks. After that, they have to DO SOMETHING GOOD FOR YOU—either lead a heart (ruff-sluff and get rid of a possible diamond loser); lead 13th club (again a ruff-sluff); or give you a FREE FINESSE by leading a diamond—you play 2nd hand low and are guaranteed all 3 diamond tricks.

Ax

KQJxx

Jxx

Axx

xx

Axxx

Qxxx

KQx

The NEVER EVER SUIT

Contract: 4H Lead: King of spades.

Take Ace of spades. Pull trumps. (They divide 2-2.) Play three rounds of clubs, eliminating them from both your hand and dummy. NOW give opponents their spade trick (evenly divided suit). They MUST give you a ruff-sluff (discard a diamond from LONG TRUMP HAND and ruff opposite) or lead diamonds for you (play 2nd hand low and you cannot lose more than 2 diamond tricks). If you had to play diamonds yourself, you would usually lose THREE diamond tricks.