

Dummy

♠AJ53

♥A86

♦732

♣KJ7

You

♠KQ108

♥K42

♦A64

♣A105

After a routine auction, you find yourself in 4 spades. The opening lead is the K of diamonds. Looking at your assets, you wish you could be in 3NT, as you have 9 tricks off the top. However, you are stuck trying to make 4 spades. At first glance, it looks like you have to decide who to finesse for the Q of clubs. However, after thinking about it for a minute, assuming a 3-2 spade break, you come up with a sure fire approach that guarantees 4 spades no matter where the Q of clubs is located. How should you play the hand to guarantee that you make 4 spades?

(Hint: look at my last puzzle for a clue.)

Send your answers to me: [billpuzzles@bridgesights.com](mailto:billpuzzles@bridgesights.com)

## The Answer

You can use the same technique as with the previous puzzle. Basically, you strip all of the safe exits away from the opponents and throw them in, so they have to give you a free finesse in clubs.

To accomplish this, you draw trump and cash the A and K of hearts. You now concede a heart. After the opponents take their 2 diamond tricks (they now have 3 tricks), the position is as follows:

Dummy

♠3

♥

♦

♣KJ7

You

♠8

♥

♦

♣A105

Whoever is on lead is end played. If they play a red suit, you can sluff a club in one hand, and ruff in the other hand, eliminating the need for the club finesse. And if they play a club, they eliminate the club guess.

Experts always try to avoid taking a finesse to make a contract. A finesse is 50%, so you will only succeed half the time. It is better to try and find a way to increase your odds if at all possible.