Dummy

- KJ1086
$\checkmark 872$
- K7

』753

| You |  |  |
| :---: | :---: | :---: |
| - Q52 |  |  |
| $\checkmark$ J53 |  |  |
| -943 |  |  |
| -Q1086 |  |  |
| You LHO | Partner | RHO |
| P P | P | 1H |
| P 2H | P | 4 H |
| P P | P | P |

You lead the six of clubs. Partner wins the K of clubs, cashes the A of clubs, and leads a club back, your Q winning. Plan the rest of the defense.
Send your answers to me: bilpuzzles@bridgesights.com

## The Answer

You were lucky that your side was able to cash 3 club tricks. The question is, what is the most likely source of a $4^{\text {th }}$ trick for the defense?

Given the bidding, it is unlikely that your partner has either the A of spades or the A of diamonds. And, looking at the spades between your hand and dummy, it looks like declarer has lots of spade tricks.
Your best hope is that partner has the 10 of hearts. If you lead your last club, when partner ruffs with the 10 of hearts, declarer will be forced to overruff with the $Q$, leaving only the $A$ and $K$ of hearts in his hand. Therefore, the J of hearts will be the setting trick.
Although giving declarer a ruff and sluff is usually to be avoided, in this case it is unlikely to cost your side a trick, because it looks like declarer has no losers outside the trump suit. And, an expert partner will realize you are giving declarer a ruff and sluff, so you must be looking to set up a trump trick, and he will ruff with his highest trump.
This play is known as an "upper cut", where one defender forces declarer to ruff high, setting up a trump trick for partner.

