

Dummy

♠1075

♥95

♦K9763

♣AK6

You

♠AK

♥J10

♦Q104

♣QJ10984

<u>You</u>	<u>LHO</u>	<u>Partner</u>	<u>RHO</u>
1C	P	1D	Dbl
2C	2H	3C	3H
4C	P	P	P

You get a club opening lead. You can count 3 sure losers, 2 hearts and a diamond. What is your best plan for making 10 tricks?

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

## The Answer

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At worst, it will come down to guessing who has the diamond Jack. However, if trumps are 2-2, you can guarantee the contract. Win the first club, and play 2 rounds of spades. Cross to dummy with a club, and note if clubs are 2-2. If they are, the contract is assured. Ruff dummy's last spade, and exit with a heart.

After cashing their 2 hearts, the defense must give you your contract. If they lead a spade or heart, you pitch a diamond from your hand and ruff in dummy. And if they lead a diamond, you will only lose one diamond trick no matter who has the Ace and Jack of diamonds. You play low on the diamond lead. If third hand takes the Ace, your K and Q of diamonds are good. If third hand does not play the ace, you are guaranteed to have only one diamond loser.

This technique is known as a "strip and throw in". You strip dummy and declarer of all safe defensive exits, and then throw in the defenders to force them to give you a free finesse or ruff and sluff. This situation comes up pretty frequently, and is a good technique to learn.