## **Obligatory False Cards**

From *Deadly Defense* by Klingler, et al.

In all cases, Declarer is South. Assume you know Declarer has some length in the suit.

In general, when Declarer has only one way to play a suit and that play will work, you need to give Declarer a losing option. All of the plays have no risk; your false card cannot cost a trick.

Actual Holding	Make it Look Like
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1. AJ8x
2. Kx 109x
Qxxx

When Declarer finesses the J, play the 9 or 10 to give Declarer a losing option.

AJ8x Kxx 109 Qxxx

3. AJ9x
Kx 108x
Qxxx

Same idea. Drop the 8. Declarer might try to smother the 10.

4. Jxx
109x Kx
AQ8xx

Play the 10 or 9 when Declarer finesses the Q.

Jxx 109 Kxx AQ8xx

5. AQ92
108xx K
Jxxx

Declarer's Q loses to the K. When he later cashes the J, he'll know to take the proven finesse. Play the 8. Now he can guard against 10xxx in either hand and may play the A next.

A Q 9 2 8 K 10 x x J 7 x x

6. KJ7x
x A 1083
Q9xx

Declarer leads to the J and A. He'll next take the K and then the proven finesse. Play the 8 rather than the A. Now Declarer may cash the Q first.

KJ7x A10xx 8 Q9xx 7. A K x x Q x 10 9 x J 8 x x

When Declarer cashes a high honor, drop the 9 or 10. Declarer may now try to drop your other honor.

A K x x
Q x x 10 9
J 8 x x

8. AQX
X K108X
J97xx

If you take the K, Declarer will have a marked finesse for your 10. Play the 8. If he takes you for a stiff (or 10 8), he might lead the J toward dummy.

A Q x
K 10 x x 8
J 9 7 x x

A Q x K x x 10 8 J 9 7 x x

Observation: In all the above, Declarer has an 8-card fit. If you have the two of 8, 9 and 10, play the 2<sup>nd</sup> highest.

9.

Q 8 x x x J 9 x x A K 10 x When Declarer plays the A or K, follow with the 9. Now Declarer has a two-way finesse and will likely play you for shortness.

Q 8 x x

J x x x 9

A K 10 x

Slight variation on this one. You still play the 2<sup>nd</sup> highest but from the jack. (Note: Don't do this if Declarer starts from dummy; partner may have the stiff 10.)

10.

X J 10 x A x K Q 9 x x x x Drop the 10. Now Declarer might follow with the Q. Otherwise he has not choice but to play for Ax.

X J 10 A x x K Q 9 x x x x

11.

J 10 x K x A Q 9 x x x x x

Same idea. You want Declarer to play the Q next.

---J 10 K x x A Q 9 x x x x x

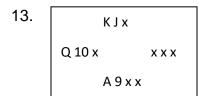
12.

K J Q 10 8 x x A 9 7 x x x Left to his own devices, declarer will finesse and lose one trick. Play the 8. Declarer might take a safety play against East. And lose two tricks!

(More?)

K J 8 Q 10 xx A 9 7 6 3 2

## From Other Sources

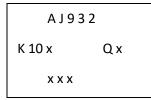


Declarer finesses the J and then plays the K. Drop the Q. (This follows the defensive principle of playing the card Declarer knows you have.)

	KJx			
Qx	10 x x x			
A 9 x x				

14. AJ932
10 x x K Q
x x x

Declarer properly takes a first round finesse with the 9, losing to the Q. On the 2<sup>nd</sup> round, play the 10 (again the card you are known to hold) Were it an honest card, you have two and Declarer will always lose two tricks, *OR* you have K10x. If honest, he must finesse.



15. AKQ107
8xx J9x
xx

When Declarer plays a honor, drop the J. It'll fall anyway and you might induce a finesse.

A K Q 10 7 J 8 x x x 9 x x

16. KJ9xx
Qxx 10x
Axx

When Declarer plays the A, drop the 10. He may play you for Q10.

KJ9xx xxx Q10 Axx

17. Q8xx x y y y x A K 10x

After Declarer plays the A, he must play the Q next, for he cannot protect against jack fourth by West. He can (and probably will) if East drops the 9. Q 8 x x

J x x x 9

A K 10 x

18. AJ9xx

K10x Qxx

xx

West knows Declarer will finesse the 9 and then the J. West should play the K. Declarer may then lead to the J next round (or duck and finesse the J on the 2<sup>nd</sup> round).

A J 9 x x

K Q x (x) 10 x (x)

x x

19.		A K 10 x	When Declarer plays toward dummy, West should drop the J. A Declarer may	A K 10 x	
	Jx	Qx	return to hand to finesse against the Q.	QJx	X
	XXXXX			XXX	× ×
20.					