

Delayed gratification

♠ 108
♥ KQ7
♦ AJ42
♣ Q853

♠ 753
♥ J10984
♦ 1073
♣ K7

♠ K92
♥ 653
♦ K9865
♣ J8

♠ AQJ64
♥ A2
♦ Q
♣ A10942

Contract: 3NT
Opening lead: J♥

If you are in too much of a hurry to “take my tricks,” you will not make the contract. But if you are willing to take necessary risks early—giving up losing tricks and finesses—you can assure 11 or even 12 tricks.

The first risk is the spade finesse. Win the opening lead in dummy with the K♥. Finesse by leading the 10♠ toward your hand where you will play the 4♠. When the finesse wins, do it again by play the 8♠ in dummy toward the J♠ in your hand. Now play A♠ in your hand (because you cannot finesse again since dummy is out of spades) and see what happens. The K♠ falls!

The second risk comes when you try to develop tricks in the club suit. Play the A♣ from your hand, then lead a low club toward the Q♣ where you will play low. But before dummy plays the K♣ falls and after dummy plays the J♣ falls.

You now will get all of the remaining tricks.

The early bird goes down

If you were in a hurry to take all of your tricks early and the spade finesse lost, whomever held the K♠ would claim the rest of the tricks (because you took all of your winners at the outset).