

## 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.

	<u>Actual Holding</u>		<u>Make it Look Like</u>
1.	A J 8 x K x                    10 9 x Q x x x	When Declarer finesses the J, play the 9 or 10 to give Declarer a losing option.	A J 8 x K x x                    10 9 Q x x x
3.	A J 9 x K x                    10 8 x Q x x x	Same idea. Drop the 8. Declarer might try to smother the 10.	A J 9 x K x x                    10 8 Q x x x
4.	J x x 10 9 x                    K x A Q 8 x x	Play the 10 or 9 when Declarer finesses the Q.	J x x 10 9                    K x x A Q 8 x x
5.	A Q 9 2 10 8 x x                    K J x x x	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.	K J 7 x x                    A 10 8 3 Q 9 x x	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.	K J 7 x A 10 x x                    8 Q 9 x x

7. 

AKxx
Qx                      109x
J8xx

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

AKxx
Qxx                      109
J8xx

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. 

AQx
K10xx                      8
J97xx

AQx
Kxx                      108
J97xx

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. 

Q8xx
x                      J9xx
AK10x

 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. 

Q8xx
Jxx                      9
AK10x

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
J10x                      Ax
KQ9xxxx

 Drop the 10. Now Declarer might follow with the Q. Otherwise he has no choice but to play for Ax. 

x
J10                      Axx
KQ9xxxx

11. 

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J10x                      Kx
AQ9xxxx

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

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J10                      Kxx
AQ9xxxx

12. 

KJ
Q108x                      x
A97xxx

 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! 

KJ
8                      Q10xx
A97632

(More?)

From Other Sources

13.

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

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.)

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

14.

	A J 9 3 2	
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.

	A J 9 3 2	
K 10 x		Q x
	x x x	

15.

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

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.

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

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

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

17.

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

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.

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

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	
J x	Q x
x x x x x	

When Declarer plays toward dummy, West should drop the J. A Declarer may return to hand to finesse against the Q.

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

20.

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