## **Double Dummy**

It is said that one peek is worth two finesses. That is as maybe, but even seeing all four hands, which is what "Double Dummy" implies, does not always make playing the cards easy. Double dummy hands usually show all 52 cards of the deal, and leave the play of all four hands, in a given set contract, up to the puzzler. To get the flavor of how even the obvious can not be quite so obvious here are some examples.

The final three cards in each hand are:

South is on lead. North/South are to make TWO tricks. Remember, each player is assumed to see all four hands.

When the penny has dropped, you may like to try another, a little trickier:

South is on lead. This time East/West are to make TWO tricks

Here is a more challenging one for the budding expert. This is a 6-card situation:

South is on lead. North/South are to make FIVE tricks.

## **Solutions**

- A South leads a low card and North plays low too.
- B When South leads a low card, West must play the 10.

C South leads S3 and, assuming West plays low, finesses the S9. If East wins, the best return is a heart. North then leads the SJ intending to finesse, and simultaneously to smother the S10. [Should West have played the 10, then at this stage the 9 is led to smother the 8] If East covers, the SA wins. North is re-entered with the second heart winner, for a third finesse, this time against the 6! East can make it more difficult by holding off a high honor on the first round. Play proceeds as before with the SJ (or 9 as the case may be) being led, and covered; the SA winning. North must be re-entered by cashing BOTH heart winners, [this removes East's potential exit card]. Then the S2 is led through East's K 6, say.