

Vice

The Vice is a squeeze used to overcome a blocked entry position. In the position below, declarer has all the tricks but one, (2 good Diamonds and a Spade), but can't cash them:

	♠--	
	♥J7	
	♦K2	
	♣--	
♠4		♠--
♥Q8		♥K6
♦5		♦JT
♣--		♣--
	♠K	
	♥T4	
	♦Q	
	♣--	

South plays the ♠King and discards the ♥7 from dummy. East has no good discard. If he throws a diamond, South can overtake the ♦Queen. If he discards a low heart, south cashes the ♦Queen and exits a heart to East is now a Stepping Stone a must provide the entry to the good diamond. And finally, if he discards the ♥King, South cashes the ♦Queen and leads low Heart and West can win or duck, it makes no difference.

Mortons Fork Coup

A play which forces a defender to choose between winning a trick and establishing 2 or more tricks for declarer, or not winning the trick and never getting it. The defender is said to be stuck on Mortons Fork:

	W	N	E	S
				1♥
♠K52	X	2NT	P	3♣
♥JT42	P	3♦	P	5♥
♦AQ32	P	6♥	(all pass)	
♣76				
♠A987		♠JT43		

♥3	♥Q
♦KT97	♦J654
♣KT98	♣J543
♠Q6	
♥AK98765	
♦8	
♣AQ2	

West leads the ♥3 . The takeout double has placed the cards for South so a low spade puts West on Mortons Fork. If he wins with the ♠Ace he will establish an extra spade trick, and south can later take the diamond finesse and discard his 2 clubs on the ♠King and ♦Ace. So he ducks. South now re-enters hand, takes the diamond finesse and discards his other spade on the ♦Ace, then concedes a club and ruffs a club to make the slam.

The play gets its name from Archbishop Morton, Henry the VIII's Chancellor whose responsibility it was to get money for the King. If a person lived an opulent life, Morton would require a large amount, as the person could obviously afford it. If a person lived a frugal life, a large contribution was required as they had obviously saved it! Either way, the person was caught on "Mortons Fork".

Marked Finesse

When a defender has a card which is known to be finessable, either because of previous plays, or by inference, the finesse is said to be a "Marked Finesse":

	♥AQ97	
♥J862		♥ ----
	♥KT543	

South makes the safety play of cashing the Ace first. When East shows out, the finesse of West's Jack is said to be a "Marked Finesse".

Bath Coup

A ducking play by declarer to prevent the establishment of the defenders suit:

	♠Q32	
	♥A42	
	♦8	
	♣KQJ642	
♠K54		♠9876
♥97		♥QJ86
♦KQT976		♦543
♣53		♣A8
	♠AJT	
	♥KT53	
	♦AJ2	
	♣T97	

South plays in 3NT on the ♦King lead. South must play low ([Bath Coup](#)) to prevent the establishment of the suit. If south wins the ace, when east gains the lead with the ♣Ace, a diamond through the Jx will spell defeat.

Coup without a name (Scissors Coup)

A loser on loser play designed to prevent a particular opponent from gaining an entry:

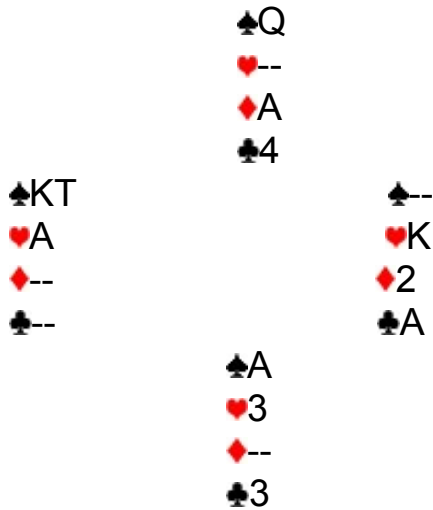
	W	N	E	S
♠AKJ5	2NT	X	5♣	5♥
♥Q82	P	P	P	
♦A987	(2NT=5/5 Minors)			
♣98				
♠Q			♠8732	
♥A3			♥4	
♦KQT64			♦J52	
♣AJT73			♣KQ652	
			♠T964	
			♥KJT9765	
			♦3	
			♣4	

West leads the ♠Queen. South can see a spade ruff looming so he plays the ♦Ace and ♦7. When East, napping, plays the ♦5 south discards the ♣4 thereby cutting the defenders communication and preventing the ruff. If East inserts the ♦J on the 2nd round, the defense gets their ruff.

The play "cuts" the defenders communication, and is therefore called the "Scissors Coup".

Coup-en-passant

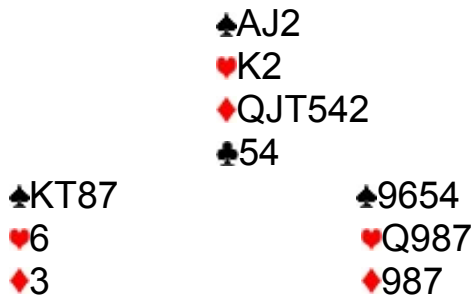
Playing in a spade contract, with the lead in the North hand, South needs 2 of the last 3 tricks in this position:



South ruffs the ♦Ace with the ♠Ace and leads the ♥3. Whether West ruffs or not, south will score the ♠Queen en-passant.

Grand Coup

A Trump Coup in which declarer must ruff some winning tricks in order to shorten his trumps to the required length:



♣JT98762

♣A3

♠Q3

♥AJT543

♦AK6

♣KQ

West leads the ♣Jack against South's contract of 6♥, East winning and returning the ♣3. A heart to the ♥King and a heart finesse reveals the bad break. As the only chance South now cashes the ♦King ♦Ace and ♦6 to dummy then ruffs the good ♦Queen. Now a spade to the ♠Jack wins, another good diamond ruffed. A spade to the ♠Ace puts declarer in dummy with the ♥AJ over the ♥Q9 - making 6!!!

Did you see how the defense could beat it? When declarer leads a low spade, West must play the ♠King, denying South the extra entry to dummy he needs to operate the trump coup.

Rule of Seven

Subtract the total number of cards held in the suit led from 7. That difference is the number of times declarer should hold up playing in NoTrump. If dummy had 2 small spades and declarer Ace third, $3+2=5$ so $7-5=$ hold up twice.