

Exit Cards

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KJBC and KDBC

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<http://watsongallery.ca/bridge/aaDefense/ExitCards.pdf>

Definitions:

Exit card is a safe card that you play after winning one of your high cards without giving declarer an undeserved trick.

When one is down to one's last exit card, a defender should cash one's winners.

Problem Suits

The declarer will leave all two way guesses and suits he wants the defense to play to the end.

♦AJ10	♣Jxx	♥A3	♠J32	
♦K983	♣Qxx	♥Q4	♠K54	etc...

Defensive Footprint

It is a well known fact that if the defense breaks open a suit, it may save declarer a trick. Therefore, to have a low defensive footprint, a defender must avoid breaking open new suits as much as possible.

End Play

The defender is thrown in when he must return declarer's problem suit thus saving declarer a trick.

Elimination

Is an essential component of an end play where the declarer removes all the defenders safe exit cards. Either the defense only has cards in the problem suit left or any other suit returned will give a sluff and a ruff.

Choosing Safe Exit Cards

- Overcall as much as it is safe to do so to get a lead direct in for partner.
- Lead the unbid suit.
- Lead the suit that kept them out of 3NT.
- Stick to the same bad suit you had the bad luck to choose the first time so you do not help declarer in another suit.
- Avoid playing unidirectional suits the wrong direction.
 - If Dummy, to your right, has KJ975 and you have AQ10864, you cannot lead the suit even if partner led a stiff and can ruff usually.
- Do not use partner's exit cards if you have some he does not have.
- If dummy is to your right, lead dummy's dead suit especially if it is your dead suit. Underleading an Ace into dummy's dead suit may work really well.
- Lead a suit, the long trump hand is ruffing as long as you know it is not a sluff and a ruff.
- Declarer finesses a suit into you and you win an honour. It is likely safe to return that suit if that was your last high card in the suit.
- Trump often works as long as you do not have a stiff or Qxx of trump.
- Avoid suits that you have broken or solitary honours and dummy has a touching honour to one of yours.
- Avoid leading through AJxx in dummy
- Avoid leading through AQxx in dummy when you have the King

Example 1:

As seen in Twoonie Talk #18 June 5th, 2015, Here is the penultimate hand from Friday Evening of the 2015 Cranbrook Sectional.

Dlr	N	♠ J74	
Vl	None	♥ 98753	33
		♦ 87	
		♣ 742	
♠	852	♠ KQ103	
♥	AQ106	♥ 2	
♦	AQ	♦ 10942	
♣	J1063	♣ A985	
		♠ A96	
		♥ KJ4	
		♦ KJ653	
		♣ KQ	
EW	3N;	EW 4♠;	EW 2♥;
EW	2♦;	EW 5♣;	

1. How does the bidding go?
2. Does South evaluate his hand as 18 points?
3. What does the opening leader lead?
4. How many times does each defender get in and what do they exit with?

Answers:

1. How does the bidding go?

W	N	E	S
	P	P	1NT

All Pass

2. Sometimes 17 point hands with a five-card suit and good intermediates are treated as 18 points, but not here because too many dummy entries are needed to play the broken suits and the club honours are wasted.
3. ♠8, declarer will duck twice.
4. East will get in with the ♠10 and play the ♠King then the ♠Queen. He will get in once again with the ♣Ace and will cash the last spade and exit the ♦10, dummy's dead suit.

West is likely to get in up to 5 times, Each time he exits clubs. He does not cash the other honour when he wins the honour in a suit. The hand is a disaster for North-South.

Example 2:

Here is a hand from The 2016 Spokane Regional
I played the hand against Cam Doner and Gard Hays.
Saturday April 9th at 3:00pm

E Deals, None Vul, Par +140			
E Deals	♠ J7532		
None Vul	♥ KQ8		14
	♦ 7		
	♣ K754		
♠ 96		♠ Q10	
♥ 1092		♥ A6543	
♦ 1095432		♦ AQ6	
♣ Q10		♣ A63	
	♠ AK84		
9	♥ J7		
2 16	♦ KJ8		
13	♣ J982		
NS 3♠; NS 2N; NS 3♣; EW 1♥; EW 1♦; Par +140			
E Deals ♠ KO1072			

E S W N
1N P P 2♠
All Pass

2♠N+2 -170 21%

East is on lead against 2♠

I led Q♠ and when I won ♥Ace, I must cash ♦Ace and exit a ♥ or a trump if I still have one.

I did not cash ♦A so declarer stripped hearts and trump and played a small diamond to the KJx. I rose with the Ace and I was stuck. If I returned a diamond, he would finesse and Get two pitches so I led a club. A diamond still would have been better because he would have still lost two clubs and made only 140 as he should have. I did not count the hand properly because I was annoyed at myself for not cashing the ♦Ace while I still had a safe exit card. Had I stopped and thought, I would have realized a diamond return was not that much of a help especially if I did not pause about it and show declarer I had a problem.