

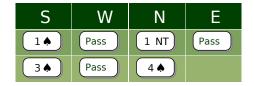
Guillemard's maneuver

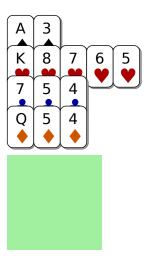
Guillemard's maneuver

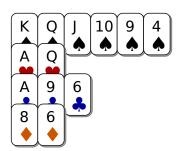
This is a play used in trump contracts, when Declarer needs to find an extra trick to make his contract. This play starts by eliminating all Opp's trump but one. The Declarer then hopes that the Opp with the last trump also has length in a the secondary suit so that Opp can't his use trump. This play requires some luck: so that neither Opp can trump the secondary suit:

- one because he has the same number as cards in the secondary suit.
- the other, because he has no more trump

Example. You are playing a 4 ♠ contract. Opp leads with the K ♣. The K ♥ represents your 10th trick. If Opps' COs are 3-3, then it's not a problem. But if they are 4-2 can you still make your contract?







Exercise 4613 Yes if East that has 4 COs, also has the last trump. After the A \clubsuit , cash you K \spadesuit , then unblock A,Q \blacktriangledown . Cross over to Dummy with A \spadesuit and play the K \blacktriangledown . As East has the last trump and a \blacktriangledown ... you win your contract.