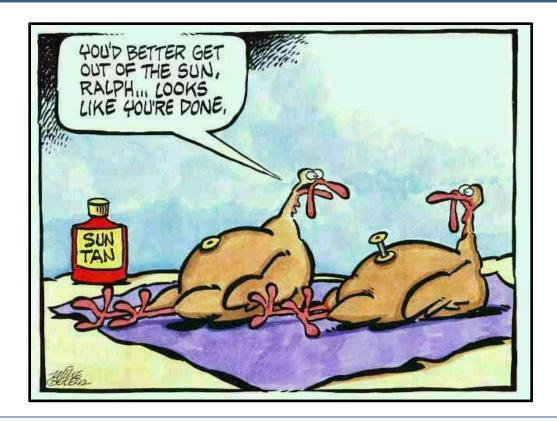
Coups





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Time for a Joke

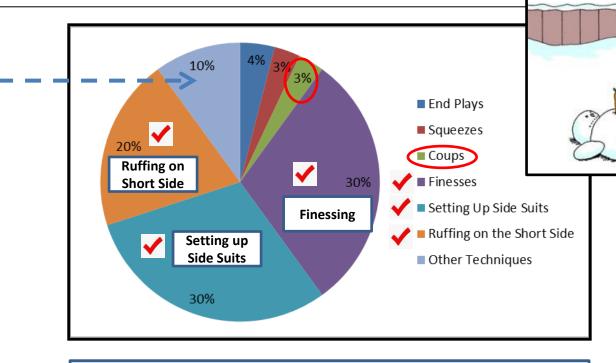
A blonde woman visits her husband in prison.

Before leaving, she tells a correction officer, "You shouldn't make my husband work like that. He's exhausted!"

The officer laughs and says, "Are you kidding? He just eats and sleeps and stays in his cell!"

The wife replies, "He just told me he's been digging a tunnel for months!"

Types of Plays



Other Techniques include:

- Safety Plays
- Dummy Reversals
- Unblocking Plays
- Hold Up Plays

- Uppercuts
- Discovery Plays
- Cross Ruffs

Coups



In bridge, a <u>Coup</u> is a generic name for various techniques in play, denoting a specific pattern in the lie and play of cards. It is a special play maneuver by a <u>declarer</u> or <u>defender</u>.

Hand #1 The Barricade Coup

<u>North</u>	<u>East</u>	<u>South</u>	West
		1NT	Pass
3NT	Pass	Pass	Pass

West

- **★83**
- **♥** J1053
- **♦** A7
- **♣** J10762

North

- **★**K102
- **y** 87
- **♦ KQ632**
- **♣** K84

East

- **▲**AJ976
- **♥** K42
- **985**
- **4** 93

South – (DECLARER)

- **♦** Q54
- **♥** AK96
- **♦** J104
- **♣** AQ5

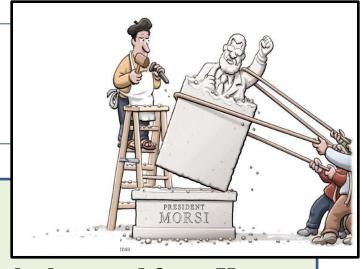
There are other coups, but here's a basic kind.

Plan the play.

By putting up the **K**♠, declarer forces East to play his ace, but he can no longer safely continue the suit.



Other Coups



Belladonna Coup: The declarer's act of playing the low card from Kx toward Jxx in a suit contract, in order to tangle defender's communications for trumping, ensuring either a trick in the suit or a third-round ruff.

Crocodile Coup: The crocodile coup is a technique used by the defense. It is executed by second hand, following suit with a higher card than apparently necessary, to keep fourth hand from winning and thereby being endplayed.

Deschapelles Coup: The sacrifice of a card that could be an eventual winner (such as an offside King) to establish an entry into partner's hand.

Hand #2 Morton's Fork

6S by South

Lead = $J \blacklozenge$

North

★ KQ98

▼ K98

◆ KQ9

♣ K98

South – (DECLARER)

★AJ107654

♥ Q7

+ ---

♣ A1076

Here's another famous one. Plan the play.

Declarer ruffs the A

and draws trumps, remaining in his hand.

He leads the 7♥ toward dummy.

If West goes up with his A♥, dummy's K♥ (later) and K♦ will provide 2 ♣ discards.

If West ducks his A♥, declarer takes his K♥ and pitches his Q♥ on the K♦, losing only 1 ♣.

More Coups



Devil's Coup: The Devil's coup is the act of stopping defenders getting a trump trick from Qx opposite Jxx - surely the work of the Devil?

Coup en Passant: The act of ruffing through the player who has bigger trump(s), so that the trump is taken either by ruffing or by making it master trump if the other player ruffs.

Galileo Coup: The Galileo coup arises when the contract is in a suit in which the declaring side is missing both the Ace and King; if successful, the defenders end up being forced to play the Ace and King of trumps to the same trick, thus "telescoping" their two trump tricks into one.

Grand Coup: Cards are ruffed in order to reduce trumps into all winners.

Merrimac Coup: The Merrimac coup is the act of sacrificing an honor (usually a King) in order to remove an entry from an opponent's hand.

Time for Another Joke

I visited a monastery and as I walked past the kitchen I saw a man frying chips. I asked him "Are you the friar?" He replied "No, I'm the chip monk..."

Hand #3 The Bath Coup

5C by South

Lead = K

North

- **8**
- **743**
- ♦ Q10954
- **★** K1086

West

- **★** KJ973
- **♥ K**Q109
- **♦** 72
- **~** 73

East

- **♦** Q10654
- **v** 865)
- **♦** A63
- **♣** 52

South – (**DECLARER**)

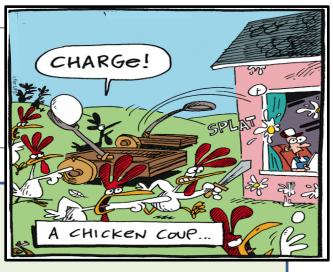
- **♠** A2
- **♥ AJ2**
- **♦ KJ8**
- **♣** AQJ94

Here's a type of holdup play that most commonly occurs at trick one. It's named for the city of Bath, England, where it possibly originated from the game of Whist in the 19th century.

South should play a low ♥ at trick 1. If West continues ♥'s, South will lose only the A♦ later.

If South takes his A♥ at trick 1, East will get in with his A♦ later, and return a ♥ to beat the contract.

Even More Coups



Scissors Coup: The Scissors coup is so named because it cuts communications between defenders, most commonly by discarding a key card from either the declarer's own hand or dummy. This enables declarer to prevent the defenders transferring the lead; usually for a defensive ruff.

Trump Coup: The Trump coup happens in the end-game when declarer needs to finesse in trumps but doesn't have one to lead up. It is often associated with a Trump Reduction.

Vienna Coup: The Vienna coup is the act of cashing an ace opposite the queen (or, more generically, an immediate winner opposite a menace) in order to enable a squeeze to work on either opponent.

Playtime

