

"A Brief Review of 8 Bridge 'Coup' Plays: From 'Bath' to 'Vienna'"

Esther Klinktoast-Houstonhousen¹

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<https://esther-bridge.com/index.html>

In 1932, George Sturgis Coffin published his influential book, Endplays at Bridge Explained: A Systematic Treatise on the Three Kinds of Master Plays, Eliminations, Coups, Squeezes.

Coffin's book was published in numerous editions and revisions over decades, and is still available on Amazon under a similar title. Used copies of the initial 1932 book are even available for between \$40 and \$60 on the <https://bookfinder.com> website!

As explained in "Esther Bridge Lessons" Lessons #66 and Lesson #67, respectively, "Elimination Endplays" and "Squeezes" are indeed "endplays" that are executed on the last few Tricks on a Board, but only after Declarer *first* "structures" the final card holdings in the layout desired by Declarer. In an "Elimination Endplay" Declarer structures the final card holdings of a specific Opponent such that, once put on lead by Declarer, the specific Opponent is *forced* to lead a specific Suit, thus "promoting" Declarer or Dummy's lower Honors into "winners" when they instead would be "losers" if these lower Honors were led in Dummy or from Declarer's Hand. In a "Squeeze" Declarer structures the "endplays" so that Opponents are forced to make discard decisions every one of which "promotes" cards held in Dummy or Declarer's Hand into "winners" when they would otherwise be "losers". The third set of "endplays" that Coffin (1932) named were "Coups"².

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¹ Esther Klinktoast-Houstonhousen is a fictitious, not real, Quintuple Gold Emerald Life Master with 20 Million+ ACBL MasterPoints. This "Esther Bridge Lessons" was actually written by Bruce Thompson, who indeed writes all the "Esther Bridge Lessons".

² The "Coup" idea was not created by Coffin, and instead originated in the game that preceded bridge, whist. For example, the "Vienna Coup" originated within whist during the 1800's in, you guessed it, Vienna!

Merriam-Webster's defines a "coup" as "a sudden decisive exercise of force" often involving a "violent overthrow or alteration". In duplicate bridge, "**Coup**" refers to a *diverse* set of *different* play strategies for *different* situations, each given specific descriptive names (e.g., "Scissors Coup", "Merrimac Coup", "Vienna Coup"), that can be used to structure the Opponents' "Lines of Play" in ways that are favorable to the player executing the "**Coup**". "**Coups**" have as a feature Opponents being generally unable to escape the "**Coup**" effects once the "**Coup**" is implemented.

Many "**Coups**" are executed by *Declarer*. But a few "**Coups**" may be executed by a *Defender* as well, or by either *Declarer* or *Defender*. Here **8** of the numerous bridge "**Coup**" plays are briefly summarized:

" Scissors Coup "	Declarer	"Cut" Defenders' opportunity to cross-play with each other
" Grand Coup "	Declarer	Declarer ruffs his own "winner" Honors to "shorten" Defenders' Trump holdings and possibly also create opportunities to over-ruff Defenders' ruffs
" Coup en Passant "	Declarer	Declarer "steals" a Trump Trick by trying to ruff a card playing behind/after a Defender who holds during "endplay" "winner" Trump cards
" Bath Coup "	Declarer	After Declarer's LHO leads his King or Queen, and Declarer "ducks" in his Hand, conceding the Trick, but preventing Declarer's RHO from later running a finesse in the Suit through the Declarer
" Vienna Coup "	Declarer	A high Honor is played early apparently "promoting" a card in a Defender's Hand, but actually creating a later "squeeze" that otherwise could <u>not</u> have been executed had the high Honor remained unplayed

"Merrimac Coup"	<i>Usually</i> Defender	Defender sacrifices a high Honor to eliminate a vital entry by an Opponent into a Hand
"Deschappelles Coup"	Defender	Defender leads an "unsupported" Honor to create an "entry" into <u>Partner's</u> Hand
"Crocodile Coup"	Defender	Defender plays a higher Honor than may seem necessary, to prevent his "run" of Honors from being "blocked" by Partner's Hand, or otherwise having to return the lead to Declarer

"Scissors Coup"

The "Scissors Coup" is a "coup" executed by Declarer to "cut" *the Defenders opportunities to cross-play with each other*, where usually some of the cross-play involves a ruff by a Defender.

"Scissors Coup" Example #1³

Dealer: **EAST**

	NORTH (6)		
	S: 3 2		
	H: K 9 7 6		
	D: K T 7 5 2		
	C: 7 6		
WEST (10)		EAST (8)	
S: 9 5		S: A Q T 8 7 6 4	
H: T 8 3		H: 5 4 2	
D: A J 9 6 4 3		D: Q 8	
C: A J		C: 3	
	SOUTH (16)		
	S: K J		
	H: A Q J		
	D: --		
	C: K Q T 9 8 5 4 2		

Bidding

EAST	SOUTH	WEST	NORTH
3 S	5 C	PASS	PASS
PASS			

³ Unless noted otherwise, the examples presented herein are modifications of examples in the Wikipedia entries for each of the named "Coups".

Once Dummy comes down, SOUTH sees 2 "losers": the Trump Club Ace, and the Spade Ace that SOUTH expects EAST to hold. WEST will lead his Spade 9, on which EAST will play his Spade QUEEN, which SOUTH must "overtake" with the Spade King. The danger SOUTH sees is that WEST may win the first Trump Club Trick, and then lead his Spade 5 back to EAST, at which point E/W will have taken 2 Tricks. N/S sees 4 Spades between his Hand and Dummy. Because EAST opened 3S, EAST has "promised" 7 Spade cards, so after 2 Spade Tricks, WEST is certainly out of Spades, and has an opportunity to ruff Spades. If EAST on lead then leads another Spade, SOUTH must trump "high" in his Hand, or WEST's Club Jack will win, guaranteeing a third setting Defensive Trick.

The solution is for SOUTH to execute a "**Scissors Coup**". Upon winning the Spade King, SOUTH must lead toward Dummy NORTH's Heart King, and from Dummy NORTH lead the Diamond King and "dump" his Declarer's Spade Jack on Dummy's winning Diamond King. The "**Scissors Coup**" creates a new Spade void in Declarer's Hand, and "cuts" off with the "**Coup**" "scissors" EAST's ability to gain the lead in Spades!

"Scissors Coup" Example #2⁴

Dealer: **EAST**

		NORTH (11)		
		S: J 8 7 3		
		H: A T		
		D: K Q T 7 4		
		C: J 7		
	WEST (2)		EAST (14)	
S: 6 4			S: A 9	
H: 8 7 5 2			H: Q J 4 3	
D: 9 8 5 2			D: 6	
C: Q 6 2			C: A K T 8 5 4	
		SOUTH (13)		
		S: K Q T 5 2		
		H: K 9 6		
		D: A J 3		
		C: 9 3		

Bidding

EAST	SOUTH	WEST	NORTH
1 C	1 S	PASS	3 S
PASS	4 S	PASSED OUT	

WEST leads the Club 2, which EAST wins with the Club Ace, and returns the Diamond 6. Once the NORTH Dummy comes down Declarer SOUTH counts 3 "losers": 1 Spade, and 2 Clubs. EAST's led Diamond 6 on Trick #2 is likely to be a singleton. What can Declarer SOUTH do to "cut" WEST from gaining the lead, and giving EAST a Diamond ruff, and the opportunity to set the 4**S** contract?

SOUTH, after winning the Diamond Trick following EAST leading his Diamond 6 with his Declarer SOUTH's Diamond Ace, must lead Declarer's Heart 6 to Dummy NORTH's Heart Ace. Declarer NORTH then leads Dummy NORTH's Heart Ten to Declarer SOUTH's Spade King. Then Declarer SOUTH plays his Heart 9, and throws Dummy NORTH's low Club instead of ruffing from the NORTH Dummy. This "**Scissors Coup**" "**cuts off**" EAST's ability to take additional Club winners! And so Declarer SOUTH will lose 1 Spade, 1 Heart, and 1 Club, and the 4**S** contract makes!

⁴ Example #2 is based on an example provided in Henry Jackson's handout on the "**Scissors Coup**": <https://www.bridgewebs.com/nkbc/Scissors%20Coup.pdf>

"Grand Coup"

The "Grand Coup" is a "Coup" in which Declarer ruffs his own "Winner" Honors for the purpose of "shortening" Defender's Trump holdings and possibly allowing an Opponent to ruff in a situation where the Opponent's ruff can then be "over-ruffed" thus "drawing" Trump on a 1-for-1 basis.

Example

Dealer: **SOUTH**

	NORTH (8)		
	S: 6 5 3		
	H: 8		
	D: K 3 2		
	C: K Q T 8 5 2		
WEST (3)		EAST (6)	
S: J 8 2		S: Q T 4	
H: T 7 3		H: 9 6 5 2	
D: J T 8		D: A 9 6 5 4	
C: J 9 7 4		C: 6	
	SOUTH (23)		
	S: A K 7 4		
	H: A K Q J 4		
	D: Q 7		
	C: A 3		

Bidding

SOUTH	WEST	NORTH	EAST
2 C	PASS	4 C	PASS
4 NT	PASS	5 C ⁵	PASS
6 C	PASS	PASS	PASS

WEST leads the Diamond Jack, and Trick #1 is won by EAST's Diamond Ace. EAST returns the Spade 4, which SOUTH wins with his Spade Ace (#2). SOUTH plays his Club Ace (#3), and then his Club 3 toward Dummy NORTH's top Club Honors (#4), thereby discovering the unlikely and concerning 4-1 Trump Club "split". Declarer SOUTH then leads Dummy NORTH's Heart singleton to his Heart Ace (#5), thus setting up the opportunity to lead Hearts, *even Honor*

⁵ N/S are playing "Roman Key Card ('RKC') 1430". See "Esther Bridge Lessons" Convention #3: "RKC 1430". Given SOUTH's strong holdings, NORTH's RKC 1430 response shows NORTH holding 1 "Key Card", either the Diamond Ace, or the Trump Club King.

Hearts, that can successively be ruffed in the NORTH Dummy, thus executing the "**Grand Coup**".

Here is the "Line of Play" for the first **10** Tricks. The number below is card is the **Trick #**. "Winning" Tricks are presented in **red**, and sluffs are underlined.

		NORTH (8)		
		S: 6 <u>5</u> 3		
		10 6 2		
		H: 8		
		5		
		D: K 3 2		
		8 1		
		C: K Q T 8 5 2		
		4 9 7 3		
WEST (3)			EAST (6)	
S: J 8 2			S: Q T 4	
10 2			10 2	
H: T 7 3			H: 9 6 5 2	
7 6 5			9 7 6 5	
D: J <u>T</u> 8			D: A 9 6 5 <u>4</u>	
1 9 8			1 8 4	
C: J 9 7 4			C: 6	
4 3			3	
		SOUTH (23)		
		S: A K 7 4		
		2 10		
		H: A K Q J 4		
		5 6 7 9		
		D: Q 7		
		8 1		
		C: A 3		
		3 4		

Once in Dummy, Declarer plays a low Diamond from the NORTH Dummy to re-enter his Hand by playing to his SOUTH's "winner" Diamond Queen. SOUTH then leads another Heart Honor and ruffs in Dummy. Declarer SOUTH then cashes the NORTH Dummy "winner" Diamond King, and re-enters his SOUTH's Declarer's Hand by leading a low Spade that Declarer SOUTH wins in his Hand. Declarer SOUTH then leads his "winner" Heart King, and sluffs the NORTH Dummy Spade 6.

At this point E/W have taken **1** Trick, Trick **#1**, with EAST's Diamond Ace. N/S have taken **9** Tricks. SOUTH is "on lead", and the 4 Hands hold:

	NORTH (8)	
	S:	
	H:	
	D: K	
	C: Q T	
WEST (3)		EAST (6)
S: J		S: Q
H:		H:
D:		D: 9 6
C: J 9		C:
	SOUTH (23)	
	S: 7 4	
	H: J	
	D:	
	C:	

SOUTH can lead either his remaining Heart singleton, or his remaining a Spade. WEST has been "endplayed", and will lose the last 2 Tricks *regardless* of which Club Trump card WEST plays next, or if Declarer SOUTH's Heart Jack is led and WEST sluffs his Spade Jack, and the N/S contract of 6C makes 6.

"Coup en Passant"

The "Coup en passant" is a "Coup" in which Declarer "steals" a **Trump Trick by trying to ruff a card playing behind/after a Defender who holds during "endplay" "winner" Trump card(s).**

Example

SOUTH is playing a Heart contract. Dummy NORTH is "on lead" at Trick **#11**. Defender EAST holds 1 of the 2 remaining Heart Trump

cards, the "winner" Trump Heart Ace, but Declarer SOUTH is playing "behind" EAST.

	NORTH	
	S: A	
	H: --	
	D: 4 2	
	C: --	
WEST		EAST
S: 7		S: 8
H: --		H: A
D: A		D: --
C: A		C: 3
	SOUTH	
	S: 3	
	H: K	
	D: --	
	C: 2	

Declarer SOUTH leads the NORTH Dummy's Diamond 2.

Scenario #1

11.	NORTH	EAST	SOUTH	WEST	
	D 2	S 8	H K*	D A	
12.	SOUTH	WEST	NORTH	EAST	
	S 3	S 7	S A*	C 3	
13.	NORTH	EAST	SOUTH	WEST	N/S: 2
	D 4	H A*	C 2	C A	E/W: 1

Scenario #2

11.	NORTH	EAST	SOUTH	WEST	
	D 2	C 3	H K*	D A	
12.	SOUTH	WEST	NORTH	EAST	
	S 3	S 7	S A*	S 8	
13.	NORTH	EAST	SOUTH	WEST	N/S: 2
	D 4	H A*	C 2	C A	E/W: 1

Scenario #3

11.	NORTH	EAST	SOUTH	WEST	
	D 2	H A*	C 2	D A	
12.	EAST	SOUTH	WEST	NORTH	
	S 8	S 3	S 7	S A*	
13.	NORTH	EAST	SOUTH	WEST	N/S: 2
	D 4	C 3	H K*	C A	E/W: 1

Declarer SOUTH ruffs the Diamond 2 if, and only if, Defender EAST does not ruff. If EAST does not ruff on Trick #11, SOUTH then leads the Spade 3 to NORTH Dummy's Spade Ace thus winning

Trick #12, and EAST will win Trick #13 with his Heart Trump Ace, but EAST has not been allowed to gain the lead to play his Heart Trump Ace to "kill" Declarer SOUTH's Heart Trump King, and then lead his Club 3 to WEST's Club Ace, which would have lead to 2 Tricks for E/W, rather than a single Trick.

"Bath Coup"

The "Bath Coup"⁶ is presumed to be named after the city of Bath, England, and originated from the game of whist, presumably in the 1800s. The "Bath Coup" can be executed by the Declarer, who must hold A,J,x(x) in a Suit, or the Ace lies in Declarer's Hand and the Jack in the Dummy, with the Jack lying "under"/before the Declarer's LHO holding the K,Q,x,x. The "Bath Coup" is executed **when Declarer's LHO leads his King or Queen, and Declarer "ducks" in his Hand**, thus conceding the Trick, but also preventing Declarer's RHO upon gaining the lead from running a finesse through the Declarer by leading a low card in the Suit, thus yielding extra Tricks for the Defenders.

Example

	NORTH	
	6 4 2	
WEST		EAST
K Q T 8 7		9 6
	SOUTH	
	A J 3	

Here WEST leads his King, Declarer SOUTH plays the 2 in the NORTH Dummy, EAST plays low, and Declarer SOUTH "ducks" by playing his 3. As a consequence, if WEST leads the Suit Declarer SOUTH can win J,A or A,J depending on what WEST eventually leads in the Suit, unless the Defenders obtain the lead **twice: first**, EAST must gain the lead to run the finesse, and **second**, WEST must regain the lead to cash his Queen. If the "split" in the Suit was 4-3 rather than 5-2, the last lead could then be gained by either Opponent to cash the Suit, but the total number of

⁶ Jeff Tang on his "BridgeBum" website posted an excellent discussion of the Bath Coup at: https://www.bridgebum.com/bath_coup.php. And this posting includes discussion from a "Jacoby on Bridge" article, "Bath Coup Saves Trick", in The Tuscaloosa News that Oswald Jacoby published on October 10, 1966.

Tricks taken would be less than if the Opponents' "split" was 5-2 with Declarer's LHO holding 5 cards.

"Vienna Coup"

The "**Vienna Coup**" is an "unblocking Coup" made by Declarer in preparation for the execution of a subsequent "**Squeeze**" play. According to the related Britannica entry⁷, the "Vienna Coup" is characterized by Declarer or Dummy holding "a high card **must** be played *early*, apparently establishing a card in an [O]pponent's hand but actually subjecting him to a squeeze that could not have been effected had the high card remained unplayed." [emphasis added]

The "**Vienna Coup**" was published by James Clay (1804-1873) after he observed this Coup being executed in a game of whist in Vienna. However, the name of the player observed executing this play has been lost to history.

Example

	NORTH	
	S: A	
	H: A J	
	D: 3	
	C: --	
		EAST
		S: K 5
		H: K Q
		D: --
		C: --
	SOUTH	
	S: Q 4	
	H: 5	
	D: A	
	C: --	
1. SOUTH	NORTH	EAST
S 4	S A*	S 5
<u>Scenario #1</u>		
2. NORTH	EAST	SOUTH
D 3	S K	D A*

⁷ See: <https://www.britannica.com/topic/Vienna-coup>

3. SOUTH	NORTH	EAST
S Q*	H J	H Q
4. SOUTH	NORTH	EAST
H 5	H A*	H K

Scenario #2

2. NORTH	EAST	SOUTH
D 3	H Q/K	D A*
3. SOUTH	NORTH	EAST
H 5	H A*	H K/Q
4. NORTH	EAST	SOUTH
H J*	S K	S Q

Here a **NT** contract is played by the N/S Pair. If SOUTH's Diamond Ace is taken early, EAST can discard the Spade 5, and after then winning another Tricks with NORTH's Spade Ace, there will be no way for N/S to take another Trick with SOUTH's Spade Queen.

Instead, NORTH's Spade Ace should be "cashed" early to execute the "**Vienna Coup**". Then SOUTH's Diamond Ace should be "cashed". EAST will then be "squeezed" to discard a Spade, "promoting" SOUTH's Spade Queen into a "winner", or a Heart, thus "promoting" NORTH's Heart Jack into a "winner".

"Merrimac or 'Hobson's Choice' Coup"

The "**Merrimac or 'Hobson's Choice' Coup**" is executed when a bridge player (*usually, but not always, a Defender*) **sacrifices a high Honor to eliminate a vital entry by an Opponent into a Hand** (usually the Dummy). This "**Coup**" is named after the cargo steamship *USS Merrimac*, which was sunk in June, 1898 in the Santiago, Cuba harbor as part of an effort to scuttle the ship to block the harbor during the Spanish-American War.⁸

⁸ The ship ultimately was not successfully sunk by U.S. Navy, and instead was the only U.S. ship sunk by the Spanish during the Spanish-American War. And the ship, once sunk, did not fully block the harbor.

Example

Dealer: **SOUTH**

		NORTH (9)		
		S: T 4		
		H: 8 5 4		
		D: A 2		
		C: K Q J 9 8 5		
WEST (4)			EAST (13)	
S: K 9 7			S: Q 8 3 2	
H: J T 9 6 3			H: A 7	
D: 9 6 5			D: K T 7 3	
C: 6 2			C: A T 3	
		SOUTH (13)		
		S: A J 6 5		
		H: K Q 2		
		D: Q J 8 4		
		C: 7 4		

Bidding

SOUTH	WEST	NORTH	EAST
1 D	PASS	2 C ⁹	PASS
2 NT	PASS	3 NT	PASS
PASS	PASS		

WEST leads the Heart Jack, which EAST wins by playing the Heart Ace. EAST can see numerous Club "winners" in the NORTH Dummy, but "controls" the Suit with his Club Ace. If EAST does not intervene to "sink" SOUTH's access to the NORTH Dummy via the Dummy's Diamond Ace, Declarer SOUTH can repeatedly lead Clubs until SOUTH is finally forced to play his Club Ace. And Declarer SOUTH retains another entry to Dummy via the NORTH Dummy Diamond Ace.

So, to try to "sink" Declarer SOUTH's Diamond Ace Dummy entry, EAST must execute the "Merrimac Coup" by leading the Diamond King. Even if Declarer SOUTH "ducks" low in the NORTH Dummy, a second Diamond lead by EAST will "knock out" Declarer SOUTH's "side entry" to Dummy, since NORTH only holds a Diamond

⁹ N/S are not playing "2 Over 1" (see "Esther Bridge Lesson" #1: "2 Over 1"), and this bid shows ~10 HCPs and 5+ Clubs with a reasonable Ron Klinger "Suit Quality Test" ("SQT") Score. Here NORTH's "SQT" Score is 6 Clubs + 3 Honors including the Ten = 9, which will support a Suit bid up to the 9 - 6 = 3 level.

doubleton. Thus, Declarer SOUTH will no longer have an "entry" to SOUTH's Dummy numerous Club "winners".

"Deschappelles Coup"

The "Deschappelles Coup" is *the lead by a Defender of an "unsupported" Honor to create an "entry" into Partner's Hand.* This "coup" was invented by an 1800s whist player, Alexandre Deschappelles. Here the example is from play by World Champion Geir Helgemo in the 1998 World Bridge Federation *Generali World Masters*. Helgemo sat EAST against SOUTH's 4D contract.

Example

Dealer: **SOUTH**

Contract: 4**D** **SOUTH**

	NORTH (12)	
	S: J 6	
	H: A J T 8 3	
	D: Q 6 2	
	C: K J 8	
WEST (3)		EAST (15)
S: 5 4 3 2		S: K Q T 8 7
H: Q 5		H: K 9 6 2
D: J		D: K 9 7
C: T 9 7 5 3 2		C: A
	SOUTH (10)	
	S: A 9	
	H: 7 4	
	D: A T 8 5 4 3	
	C: Q 6 4	

WEST led the Spade 2, EAST played his Spade Queen, which Declarer SOUTH "overtook" with his Spade Ace. SOUTH then returned a Spade which EAST won with his Spade King. In an October 22, 1998 New York Times article (Section E, Page 7), "Executing 2 Coups at Once and Defeating the Contract", NYT bridge columnist Alan Truscott wrote:

After winning the second [T]rick, he [EAST] cashed the [C]lub [A]ce and led the [H]eart [K]ing. It would have done South no good to duck, for another [H]eart would have been led. He [SOUTH] took the [A]ce, and East had succeeded in simultaneously removing the entry from [D]ummy [the

“**Merrimac Coup**”] and establishing an entry to his [P]artner's hand [the “**Deschappelles Coup**”].

South duly led the [D]iamond [Q]ueen, covered with the [K]ing and [A]ce, removing the [J]ack. He [*SOUTH*] tried to enter [D]ummy with a [C]lub lead, but Helgemo ruffed to defeat the contract. Which leaves the question: Was this a **Merripelles Coup** or a **Deschamac**? [emphasis added]

“**Crocodile Coup**”

The “**Crocodile Coup**” is executed by a Defender, sitting second on a Trick, and is characterized by this Defender playing a higher card than may seem necessary, in order to prevent his “run” of Honors from being “blocked” by Partner’s Hand with no entry back to his remaining Tricks, or having to return the lead to Declarer who can then dispose of some or all of his remaining “losers”.

Alan Truscott, Editor for the first six editions of The Official Encyclopedia of Bridge, and bridge columnist for the New York Times for 41 years until his death in 2005, in his July 1, 1990 NYT column, “There Are Moments When the Wide Jaws of the Crocodile Coup Can Prove Handy”¹⁰, described the “**Crocodile Coup**”, and provided an example of its execution by a Defender: “Although the crocodile is found in tropical and subtropical regions, it can also be found at American bridge tables.”

Truscott described a Hand played WEST by August Boehm at the Beverly Club in Manhattan in Spring, 1990. The contract was **3S DOUBLED** in the NORTH.

¹⁰ Alan Truscott’s 1990 “Pastimes” bridge column on the “**Crocodile Coup**” is available in digital form, *free* to NYT subscribers, in the NYT digital archives: <https://archive.nytimes.com/www.nytimes.com/ref/membercenter/nytarchive.html>

Declarer: **SOUTH**

Contract: **3S NORTH DOUBLED**

NORTH (12)

S: K J 3
H: A T 6
D: T 8 7 3
C: A 9 4

WEST (11)

S: Q 2
H: 5
D: A Q 6 5
C: Q J 8 7 5 2

EAST (10)

S: T 8 6
H: K Q J 9 7 3
D: K J
C: 6 3

SOUTH (7)

S: A 9 7 5 4
H: 8 4 2
D: 9 4 2
C: K T

A Heart lead by EAST was won in Declarer NORTH's Hand with his Heart Ace. Declarer NORTH drew Trump. A Diamond lead by NORTH was won with EAST's Jack, and EAST then "cashed" 2 Heart "winners". After 8 Tricks, the Hands were:

NORTH

S: --
H: --
D: T 7
C: A 9 4

WEST

S: --
H: --
D: A Q
C: Q J 8

EAST

S: --
H: 7 3
D: K
C: 6 3

SOUTH

S: 9
H: --
D: 9 4
C: K T

Declarer NORTH then led Dummy SOUTH's Diamond 4. As Truscott noted, sitting WEST "Boehm now executed a [C]rocodile [C]oup by putting up his Ace, swallowing his partner's [K]ing and defeating the contract by cashing the [D]iamond [Q]ueen. If he

had not done so he would have been *squeezed* in the [M]inor suits after any return. After a [C]lub shift, South would have won and led his remaining trump." [emphasis added]