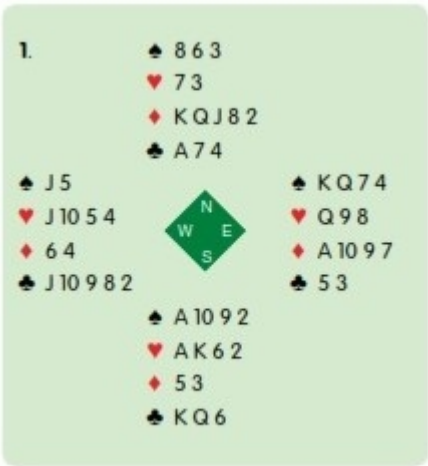
BRIDGE MAGAZINE

DECLARER PLAY QUIZ - Decemberr 2015 - original - Here

By David Huggett



You are declarer in 3NT and West leads the ♣J. How do you plan the play?

With six top tricks, game will be an easy make as long as you can come to three diamond tricks. Obviously, you need to preserve an entry to dummy, so it must be right to win the first club in hand. Perhaps, it looks tempting to lead a diamond to the king, but just suppose that wins, with East, say, ducking from a four-card suit. Then, whatever you do next in the suit, you will find you are an entry short to dummy to both set up and enjoy the remaining winners.

The answer, of course, is simple; you just have to duck a diamond entirely, making the defence win. You win the return in hand, knock out the ace of diamonds and can enter dummy with the ace of clubs for the remaining diamonds.

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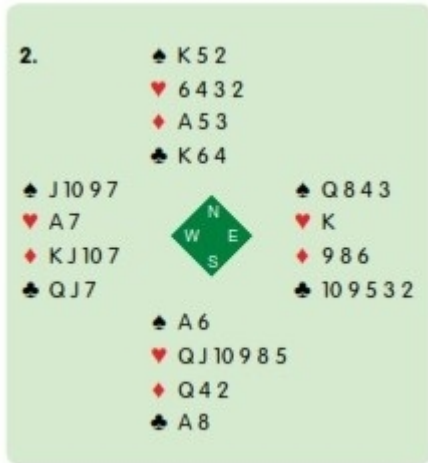

You are declarer in 4♥ after West opened 1NT (12-14). West leads the ♠J. How do you plan the play?

The opening lead marks East with the spade queen, making it almost certain that West started with the king of diamonds. This means that Playing up to your diamond queen for the tenth trick just isn't going to work. However, there is a way that might very well work.

Win the opening lead and eliminate both black suits by playing three Rounds and ruffing the third round of both in hand. Now, exit with a trump and if East wins, you let the diamond return run to your ace and Play another trump. This time, West has to win (he must have the last Heart for his 1NT opening) and he will be end played, to give you Either a ruff and discard, or lead away from the king of diamonds.