

BRIDGE MAGAZINE

DECLARER PLAY QUIZ - Feb 2016 - original - [Here](#)

By David Huggett

1.	♠ 6 5 3		
	♥ Q J 2		
	♦ 7 4		
	♣ K J 10 9 4		
♠ Q 8		♠ J 10 9 4	
♥ K 10 9 8 3		♥ 7 4	
♦ J 8 5 2	♠ N	♦ Q 10 6 3	
♣ 8 3	♠ W	♣ A 7 6	
	♠ S		
	♠ AK 7 2		
	♥ A 6 5		
	♦ AK 9		
	♣ Q 5 2		

You are declarer in 3NT and West leads the ♥10. How do you plan the play?

It might look tempting to play an honour from dummy at trick one, but see what happens if you do and you win the trick there. If the defence is able to hold up clubs until the third round you will find that there is no easy access to those long clubs. If, instead, you win the first trick with the ace in hand, then you are bound to be able to get back to dummy with a heart in the fullness of time, even if you are denied a club entry.

Thinking before a card is played at trick one is so important.

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2.	♠ K 3 2		
	♥ 6 5		
	♦ J 7 6 4 2		
	♣ J 9 4		
♠ 9 8 5		♠ 6	
♥ A Q 10 8	♠ N	♥ J 9 4 3	
♦ 10 9 5	♠ W	♦ Q 8 3	
♣ Q 10 7	♠ S	♣ K 8 6 3 2	
	♠ A Q J 10 7 4		
	♥ K 7 2		
	♦ AK		
	♣ A 5		

You are declarer in 4♠ and West leads the ♦10. How do you plan the play?

A reflex action might be to scamper across to dummy with a trump at trick two and lead towards the king of hearts, but that would go badly wrong if West won and played another trump and, even more so, if he could play a third trump when in with another heart. If that happened, you would never get your heart ruff in dummy and would lose three hearts and a club in all.

Of course, a more or less foolproof approach would be to play a heart from hand at trick two: now you cannot be denied your ruff.