

BRIDGE MAGAZINE

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

By David Huggett

1.

♠ K 7 6 5		
♥ K Q J		
♦ 8 6 5		
♣ K Q 7		
♠ 4 3	♠ A Q	
♥ A 7 4 3	♥ 10 9 6 5	
♦ Q J 10	♦ 9 7 4 2	
♣ J 10 9 2	♣ 8 6 4	
	♠ J 10 9 8 2	
	♥ 8 2	
	♦ A K 3	
	♣ A 5 3	

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

At first glance it might look tempting to try and pull the opponents' trumps, but just look what happens if you do. If you guess wrong - or can't guess right - the opponents will lead another diamond and then you will lose two trumps, a heart and, most likely, a diamond. All this can be prevented by playing on hearts before touching trumps, because by so doing you will be able to discard your losing diamond in hand on a master heart in dummy.

It would require a particularly nasty distribution of the cards for this line not to work.

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2.

♠ A Q J 10 5		
♥ 7		
♦ A Q 7 4		
♣ 7 6 3		
♠ 9 8 4	♠ 7 6 3	
♥ Q J 9 8 2	♥ K 10 6 3	
♦ 5	♦ K 3	
♣ A Q 8 2	♣ J 10 9 4	
	♠ K 2	
	♥ A 5 4	
	♦ J 10 9 8 6 2	
	♣ K 5	

You are declarer in 5♦ and West leads the ♥Q. How do you plan the play?

If the diamond finesse is working then the opportunity of bidding a Slam will be wasted, but there is nothing you can do about that now. Instead, you must focus on trying to bring home the game. Suppose you win the heart lead and run the jack of diamonds. If it loses and a low club is returned, you will fail if the ace of that suit is on your left. That would be unlucky with two finesses not working, but you can improve on that by refusing the trump finesse and playing the ace first. A significant amount of the time, the king will fall singleton on your right, but if it doesn't, you can start running your spades and as long as you can discard one club you will be safe, but here you can throw both so you still make your overtrick, with the ♦K offside.