

BRIDGE MAGAZINE

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

By David Huggett

3.

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

You are declarer in 3NT and West leads the ♣2. How do you plan the play?

There are just seven tricks immediately available so you are searching for another two. If hearts divide 3-3, then you have enough tricks, but the odds are that they won't and if you try that line first, you are in danger of losing one heart, two diamonds and two clubs. However, if you can believe the lead is fourth best then you can play on diamonds, knocking out the ace and king in time and setting up two tricks for you there. All you will lose are two tricks in each minor.

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4.

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

You are declarer in 4♥ and West leads the ♠A, followed by the ♠K and the ♠2. How do you plan the play?

With nine easy tricks it looks as though the fate of the contract depends upon the ♦K being well placed. However, you should try and make use of some of those spot cards in diamonds to give yourself an extra chance. So, ruff the third spade and play ace and another heart, winning in dummy. Even if there is still a trump outstanding, play a diamond to the eight and on a good day this will draw the king from West. If it doesn't, you simply win the return, draw the last trump ending in dummy and play a diamond to the queen.