

BRIDGE MAGAZINE

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

By David Huggett

3.

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

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

A count of the top tricks available will come to nine and the tenth trick can only come realistically from the spade suit, either as a winner in its own right or as a ruff in dummy.

So after winning the second trick play ace and another spade. Win the return and play another spade when either your last spade will be a winner - if the suit broke 3-3 - or you will be in a position to ruff it in dummy.

Note that it would be totally wrong to play even one round of trumps. If you do, then a defender holding three trumps and four spades will be able to lead further trumps every time they gain the lead and the spade ruff will vanish.

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4.

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

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

You need four club tricks to make your contract and you might think the chances of doing that are good. Indeed the suit might break 3-3 or someone might have a doubleton jack when a straightforward line would work.

Suppose one defender has a four-card club holding including the jack. Then you would not have the required entries to dummy to set up and enjoy a fourth trick in the suit if you cashed both club winners in hand.

Of course the answer is easy. Cash the king and simply overtake the queen and if the jack hasn't appeared play the ten. You may only make four club tricks instead of five, but you will make your contract.