

BRIDGE MAGAZINE

DECLARER PLAY QUIZ - April 2017 - original - [Here](#)

By David Huggett

3.

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

West	North	East	South
			1♣
Pass	2♣	Pass	Pass
Dbl	3♣	All Pass	

Partner leads the ♦K. What is your plan?

You start by encouraging with the ♦9. What do you do after taking the ♦A at trick two? For two reasons you should prefer a club switch to a heart switch. The first is that a discard might be coming on the fourth heart. The second is that while a club cannot do worse than spare declarer a guess, a heart switch might blow a trick if partner has Q-x-x or if declarer has Q-8-x. Leading from the ♥10 with the ♥9 in view on your right is not safe at all. Leave the hearts well alone.

4.

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

West	North	East	South
			1♣
Pass	2♦	Pass	3♣
Pass	4♣	All Pass	

Partner leads the ♥J, covered by the ♥Q, ♥K and ♥A. Declarer leads the ♠Q, which your ♠K wins. What is your plan?

At teams or rubber bridge, you would lead a low club next trying to give declarer a guess. At matchpoints, this is highly risky because declarer surely holds the ♦A on the bidding. If your opponent plays the ♠K, whether from K-Q-x or from K-x or by guessing right from K-J-x, twelve tricks will presumably result.

You should cash the ♣A and, unless partner encourages, revert to hearts. This probably saves any overtricks. Note that you play the ♣A before the heart, lest declarer ruffs the heart or partner thinks you can ruff a heart.