

BRIDGE MAGAZINE

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

By David Huggett

1.

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

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

You might think it is easy to come to ten tricks with normal breaks via three spades, five hearts, one diamond and a long club - but things are not as easy as that. If you draw trumps after winning the opening lead and then play on clubs, the defence will play diamonds at every opportunity and you will find yourself losing a diamond at the end. Instead, just draw two rounds of trumps before touching clubs, leaving yourself a trump in dummy to help cater for repeated diamond forces. Try it and see.

2.

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

You are declarer in 3NT and West leads the ♦4. East plays the ♦J. How do you plan the play?

It looks as though West has fewer than six diamonds (you can see the ♦2, leaving the ♦3 the only card lower than the ♦4 led), so there is no point in ducking the first trick. The horrible duplication of values in the heart suit is a bit of a nuisance but that shouldn't deter you from finding the right path to nine tricks. With four tricks coming from the majors and with a diamond trick assured, you need only four club tricks to make the contract, not five. This should guide you to the winning play. It would be a big mistake to take a club finesse, because if it lost, East would surely return a diamond through your remaining honour and you would lose far too many tricks. Instead, make a safety play by playing the ace first. On a good day, East will have the singleton king and the opponents will look at you askance!