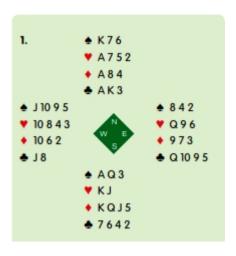
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Declarer Play - Feb 2017 - original - Here

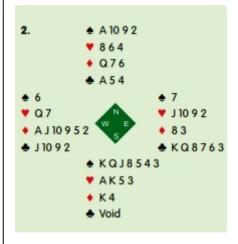
By David Huggett



You are declarer in 6NT and West leads the ♣J. How do you plan the play?

It is annoying that there are only eleven tricks immediately available, but both clubs and hearts offer hope of a twelfth.

You have to be careful though in how you go about testing both options. It would be a mistake to take a heart finesse immediately, in case clubs break 3-3, and it would also be a mistake to play three rounds of clubs in case they break 4-2 with the heart finesse working. So simply duck a club at trick two, win the return and try for the club break. If that fails take the heart finesse.



You are declarer in 6♠ after West has opened a weak 2♠. West leads the ♣J. How do you plan the play?

It does look as though you have an inescapable loser in both the red suits, but in fact the slam is more or less laydown after the weak two opening by West. Instead of winning the opening lead in dummy, ruff in hand, draw trumps and lead the \$4. What can West do? If he plays the ace then declarer has twelve tricks via seven spades, two hearts, two diamonds and a club, while if he plays low you can win with the queen in dummy and play the club ace throwing your \$K\$. All you then concede is a heart, ruffing the fourth round of hearts in dummy.