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DECLARER PLAY QUIZ - June 2014 - original - [Here](#)

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By David Huggett

Dealer :South Vul :	NORTH ♠ A105 ♥ 105 ♦ AQ4 ♣ QJ1032	
WEST ♠ KQJ8 ♥ KJ96 ♦ 765 ♣ K4	Deal 1	EAST ♠ 732 ♥ 842 ♦ J983 ♣ 986
	SOUTH ♠ 964 ♥ AQ73 ♦ K102 ♣ A75	

South	West	North	East
1 NT*	Pass	3 NT	All Pass
* 12-14			

You lead the ♠K, which holds, partner playing the ♠2. How do you continue?

Playing matchpoints, the right continuation should be clear. Carry on with high spades to drive out the ace. This is likely to give your side four tricks and a reasonable score.

Although a count of points tells you partner just has room to hold the ♥Q, in which case a heart switch could beat the contract, this is an unlikely situation. A desperate heart switch is more likely to allow one or more overtricks, especially since declarer might have won the first trick if fearful of a heart switch.

Dealer : Vul :	NORTH ♠ Q105 ♥ AKJ5 ♦ J84 ♣ 1032	
WEST ♠ 86 ♥ 962 ♦ A765 ♣ AKJ9	Deal 2	EAST ♠ J9432 ♥ 1074 ♦ 93 ♣ 864
	SOUTH ♠ AK7 ♥ Q83 ♦ KQ102 ♣ Q75	

South	West	North	East
1 Diamond	Pass	1 Heart	Pass
1 NT*	Pass	3 NT	All Pass
* 1 NT = 15-17			

You lead the ♣A, on which partner plays the ♣4 (low to discourage, high to encourage). How do you continue?

Partner's discouraging ♣4 tells you that declarer holds the ♣Q, in which case playing another club will concede an immediate trick. Nevertheless, at matchpoints, this is what you should do (♣K then ♣J). By doing so, you can be sure of stopping any overtricks.

Again, while point count makes it just possible to find the ♥Q opposite, this might be too little to beat the contract. Partner would also need the right shape, two diamonds as well as five spades, to stop declarer from making nine easy tricks. Trying to beat the contract with a passive switch is far more likely to concede an overtrick than defeat the contract.