

## BRIDGE MAGAZINE

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

By David Huggett

Dealer :	NORTH	
Vul :	♠ 632 ♥ J9 ♦ K76 ♣ A9865	
WEST	Deal 1	EAST
♠ KQJ8 ♥ 2 ♦ 10983 ♣ Q1043		♠ 10975 ♥ 6543 ♦ J54 ♣ J2
	SOUTH	
	♠ A4 ♥ AKQ1087 ♦ AQ2 ♣ K7	

You are declarer in 7♥ and West leads the ♠K. How do you plan the play?

The contract is a good one and it would be a shame to go down with sloppy play. There are twelve easy tricks but you have a spade loser unless you can discard it - on a club presumably - and, at first sight, it looks as though you need clubs to break 3-3. However, that is not the case. After the ♠A, play three rounds of clubs, ruffing the third. If all clubs are gone now, fine, but if not enter dummy with a trump and ruff another club. Only now draw trumps and finally dummy can be reached with the ♦K, when the last club will be your thirteenth winner.

Dealer :	NORTH	
Vul :	♠ K64 ♥ 86532 ♦ 1086 ♣ J7	
WEST	Deal 2	EAST
♠ Q87 ♥ QJ104 ♦ A4 ♣ A1083		♠ 10532 ♥ K97 ♦ 7 ♣ 96542
	SOUTH	
	♠ AJ9 ♥ A ♦ KQJ9532 ♣ KQ	

You are declarer in 5♦ after West opened a 12-14 1NT and East was silent throughout. West leads the ♥Q. How do you plan the play?

Ten tricks are easy to find and the eleventh might come from spades if the finesse is right. There are only sixteen points missing and, from the opening lead, you can place the ♥K with East, so West is bound to hold the ♠Q, but there is no reason to suppose he holds the ten as well. Knock out the ♦A at trick two and let us suppose West plays ace and another club. Draw the remaining trump and lead the ♠J. If West plays low, so do you, but he will probably play the queen, in which case you win in dummy and lead low towards the nine. You might think that West could have started with the queen and ten of spades doubleton when playing for the drop would work, but then East would probably have started a take-out manoeuvre into spades.