

BRIDGE MAGAZINE

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

By David Huggett

Dealer : Vul :	NORTH ♠ K4 ♥ AQ106 ♦ 764 ♣ 7542	
WEST ♠ J9832 ♥ KJ3 ♦ 982 ♣ A3	Deal 1	EAST ♠ 10765 ♥ 542 ♦ K1053 ♣ K8
	SOUTH ♠ AQ ♥ 987 ♦ AQJ ♣ QJ1098	

You are declarer in 3NT and West leads the ♠3. How do you plan the play?

It might look tempting to play on clubs but can that really be right? By the time the clubs have been established, the defenders will have enough winners to defeat you via three spades (at least), and the top two clubs. Although it is a very long shot, you need to play West for both the king and jack of hearts and for East to hold the king of diamonds. So win the spade lead in hand and take a series of finesses, hearts first and then diamonds to return to hand in order to take another heart finesse. You will need three cards to be right, but that is a better chance than no chance at all.

Dealer : Vul :	NORTH ♠ Q74 ♥ A102 ♦ 875 ♣ K864	
WEST ♠ J3 ♥ 9865 ♦ AK94 ♣ 1052	Deal 2	EAST ♠ K10985 ♥ 73 ♦ QJ1062 ♣ 9
	SOUTH ♠ A82 ♥ KQJ4 ♦ 3 ♣ AQJ73	

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

Playing in a 4-3 fit is often a hazardous venture but, here, there is no need to worry as long as you don't panic. A quick count of the tricks shows that you have four hearts, five clubs and a spade but, of course, there is a problem. If you ruff the second diamond and then play the three top trumps, you will be in trouble if the suit splits 4-2, because the defender with the last trump will be able to ruff the clubs as soon as he can and then cash whatever diamonds remain. So, throw spades from hand instead on the second and third diamonds. Now, if they lead a fourth round, you can ruff in dummy and then draw trumps, not caring if they are 4-2.