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

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By David Huggett

Dealer : Vul :	NORTH ♠ K64 ♥ K5 ♦ 8742 ♣ 6432	
WEST ♠ 2 ♥ J974 ♦ QJ103 ♣ Q1085	Deal 1	EAST ♠ 953 ♥ AQ103 ♦ K95 ♣ J97
	SOUTH ♠ AQJ1087 ♥ 852 ♦ A6 ♣ AK	

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

The contract looks to be easy, but there is a slight worry. If you draw trumps and they prove to be 3-1, then you are in danger of losing three heart tricks, if the ace is badly placed, as well as a diamond. However, you can always engineer a heart ruff in dummy, so win the first trick in hand and play a heart to the king immediately. Even if it loses, you are a step ahead and will be able to ruff a heart eventually.

Note, however, that even one round of trumps could be fatal as the defenders might be in a position to play two more rounds upon winning their heart tricks.

Dealer : Vul :	NORTH ♠ 97543 ♥ A10 ♦ 875 ♣ 864	
WEST ♠ 10962 ♥ 872 ♦ 1064 ♣ Q92	Deal 2	EAST ♠ KQJ ♥ 872 ♦ J932 ♣ K753
	SOUTH ♠ A ♥ KQJ965 ♦ AKQ ♣ AJ10	

You are declarer in 6♥ and West leads the ♠2. How do you plan the play?

The contract is a good one, but there seems to be little hope of that twelfth trick outside the club suit. But that is fair enough because all you need is to find at least one of the king or queen situated in the East hand. To take two finesses, however, you need two entries to dummy, so you must use that wonderful trump support in dummy in the most effective way.

Win the spade lead, play a trump to the ace and play a low club to the jack immediately. It will most likely lose but you win the return and now play a trump to the ten, in order to take another club finesse. You would be unlucky to find both club honours offside and if they are not, you draw the last trump and claim.