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DECLARER PLAY QUIZ - Aug 2013 - original - [Here](#)

By David Huggett

Dealer : Vul :	NORTH ♠ J10975 ♥ AK3 ♦ A8 ♣ K75	
WEST ♠ 4 ♥ Q10654 ♦ J962 ♣ Q93	Deal 3	EAST ♠ 82 ♥ J97 ♦ K10543 ♣ 862
	SOUTH ♠ AKQ63 ♥ 82 ♦ Q7 ♣ AJ104	

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

You must resist the temptation to play low from dummy at the first trick, for if East wins the king of diamonds success or failure depends on whether you can locate the queen of clubs. In fact, the contract is guaranteed if you win the lead in dummy, draw trumps and play three rounds of hearts ruffing the last in hand. You can then exit safely with the queen of diamonds, not caring at all who wins the trick for they will be hopelessly endplayed.

They will either have to concede a ruff and discard or open up the club suit, thus finding the queen for you.

Dealer : Vul :	NORTH ♠ QJ7 ♥ A975 ♦ K92 ♣ Q65	
WEST ♠ A96 ♥ 42 ♦ QJ108 ♣ 10743	Deal 4	EAST ♠ 108543 ♥ K6 ♦ 543 ♣ A98
	SOUTH ♠ K2 ♥ QJ1083 ♦ A76 ♣ KJ2	

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

You have four potential losers, consisting of a trick in each suit. If you win the lead in hand and rush to take the heart finesse, East might win and return a diamond when you would have to be extremely lucky not to lose four tricks.

Instead, win the lead in hand and play the king of spades and another if that is ducked. They will win and play another diamond most likely but now you can pitch your losing diamond on the winning spade in dummy after cashing the ace of hearts for extra security. Now you knock out the trump king and eventually the ace of clubs.