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DECLARER PLAY QUIZ – Jan 2015 – Original - [Here](#)

By David Haq10uggett

Dealer : Vul :	NORTH ♠ 75 ♥ 982 ♦ K32 ♣ KQ754	
WEST ♠ J9832 ♥ KQ10 ♦ 984 ♣ 103	Deal 1	EAST ♠ Q1064 ♥ J63 ♦ 75 ♣ J986
	SOUTH ♠ AK ♥ A754 ♦ AQJ106 ♣ A2	

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

You have eleven tricks on top and the twelfth will surely come from the club suit, although that suit may well break 4-2. Win the lead and play two top diamonds from hand. If everyone follows, play the ace of clubs, a club to the king and ruff a club high.

Now, you can enter dummy with the king of diamonds and the two remaining clubs will furnish two discards for the hearts. If trumps had broken 4-1, then you would have needed the clubs to break 3-3.

Dealer : Vul :	NORTH ♠ K73 ♥ J105 ♦ K84 ♣ AQ103	
WEST ♠ J5 ♥ AQ6 ♦ 732 ♣ KJ976	Deal 2	EAST ♠ Q10982 ♥ 987 ♦ J1095 ♣ 4
	SOUTH ♠ A64 ♥ K432 ♦ AQ6 ♣ 852	

You are declarer in 3NT and West leads the ♣7. How do you plan the play?

It looks a messy sort of hand at first sight, but maybe that lead has done you no harm. If it is indeed fourth highest - and why wouldn't it be? - then the Rule of Eleven tells you that East has no club higher than the seven, in which case you should let the opening lead run round to the eight.

Two subsequent club finesses will give you four club tricks, which, together with your five outside winners, will give you enough tricks for the contract and hearts will offer an overtrick or two.