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

By David Huggett

Dealer : Vul :	NORTH ♠ KQ2 ♥ Q64 ♦ J75 ♣ 8754	
WEST ♠ 75 ♥ J9 ♦ AKQ3 ♣ Q10632	Deal 3	EAST ♠ 843 ♥ 10872 ♦ 1084 ♣ KJ9
	SOUTH ♠ AJ1096 ♥ AK53 ♦ 962 ♣ A	

You are declarer in 4♠ and West leads the three top diamonds and switches to the ♣3. East follows to the diamonds and plays the ♣K on the club switch. How do you plan the play?

You have nine easy tricks and the heart suit is the only possible source of a tenth, although it may come about in a strange sort of way. Instead of drawing all the trumps, draw two rounds only, happily noting that there is only one trump now out in the opposing hands.

Now play three rounds of hearts ending in hand and, if everyone has followed, draw the remaining trump and claim. A lot of the time the hearts will divide 4-2, but on occasion the hand with the four card suit will have the remaining trump, meaning you can safely ruff the last heart in dummy. Then you can get back to hand with a club ruff and draw the last trump.

Dealer : Vul :	NORTH ♠ 652 ♥ 96 ♦ AQJ74 ♣ QJ6	
WEST ♠ Q1073 ♥ KQJ3 ♦ 10865 ♣ 3	Deal 4	EAST ♠ KJ4 ♥ 107542 ♦ K93 ♣ 54
	SOUTH ♠ A98 ♥ A8 ♦ 2 ♣ AK109872	

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

Win the first heart, draw one round of trumps noting both defenders follow, and play the ace of diamonds. Now lead the queen from dummy, aiming to throw a heart if East plays low. If East plays the king you ruff, play a trump to dummy and ruff a diamond. Now you re-enter dummy with a trump and cash the diamonds, which are hopefully now high.

Looked at another way, you aim to make one spade, one heart, seven clubs and three diamonds and you will do that if the suit breaks 4-3.