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DECLARER PLAY QUIZ - July 2014 - original - [Here](#)
 Our thanks to MrBridge
 By David Huggett

Dealer :	NORTH	
Vul :	♠ A864 ♥ K97 ♦ A76 ♣ J97	
WEST	Deal 1	EAST
♠ J3 ♥ Q832 ♦ Q10852 ♣ K4		♠ Q10975 ♥ J104 ♦ K3 ♣ 653
	SOUTH	
	♠ K2 ♥ A65 ♦ J94 ♣ AQ1082	

You are declarer in 3NT and West leads the ♦5. How do you plan the play?

Clearly, if the club finesse works, you have more than enough tricks, although you need only four club tricks to make the contract. The danger, of course, is that West might win and cash enough diamonds to defeat you first. If that suit breaks 4-3, there is no problem, so you must address the situation when West has five diamonds and the king of clubs. It's true he could have started with a five card suit headed by the king and the queen but it is twice as likely that he only has king to five or queen to five in which case East has either queen or king doubleton.

So, win the first trick with the ace and hope to block the suit before taking a club finesse.

Dealer :	NORTH	
Vul :	♠ Q762 ♥ 83 ♦ A93 ♣ AK98	
WEST	Deal 2	EAST
♠ A54 ♥ 10982 ♦ QJ102 ♣ J3		♠ K ♥ A764 ♦ 854 ♣ Q10754
	SOUTH	
	♠ J10985 ♥ KQJ ♦ K76 ♣ 62	

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

You have four potential losers; two trumps, a heart and a diamond. If you win the first trick and play on trumps, the opponents will play another diamond and you will be a tempo behind. You need to get rid of a potential diamond loser early, so, at trick two, you must aim to knock out the ace of hearts then the losing diamond from dummy can eventually be thrown on the third heart. But there is a danger. You have to win the opening lead in dummy to make sure you can return to hand to cash that third heart if they hold up the ace for a round. There is no guarantee that you would be able to return to hand with a third round club ruff.