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

By David Huggett

	NORTH ♠ K732 ♥ Q105 ♦ 874 ♣ AJ8	
WEST ♠ Q10 ♥ 32 ♦ KQJ6 ♣ 10762	Deal 1	EAST ♠ J65 ♥ 9764 ♦ A1095 ♣ 53
	SOUTH ♠ A94 ♥ AKJ8 ♦ 32 ♣ A94	

You are declarer in 4♥ and West leads the ♦K and follows up with the ♦Q and then the ♦J. How do you plan the play?

You have done well to find the heart game and mustn't spoil it by casual play. The diamond lead and continuation has threatened your trump holding and, indeed, if you ruff the third round of diamonds, you will be defeated whenever trumps break 4-2 because you will lose trump control.

However, as you have a definite spade loser, just discard a low spade on the third round of diamonds. Now if the defence tries a fourth round of that suit you can ruff in dummy but maintain the trump length in hand. And then you can draw trumps.

	NORTH ♠ 864 ♥ K2 ♦ AQ3 ♣ A10964	
WEST ♠ A10753 ♥ 975 ♦ J85 ♣ 83	Deal 2	EAST ♠ J2 ♥ 108643 ♦ K106 ♣ K52
	SOUTH ♠ KQ9 ♥ AQJ ♦ 9742 ♣ QJ7	

You are declarer in 3NT and West leads the ♠5. East plays the ♠J. How do you plan the play?

If the club finesse works there will be no problem, so you have to assume that it doesn't.

If you win the opening lead and take a losing club finesse, you will be defeated every time West has led from a five-card suit headed by the ace. So why not duck. If East started with just two spades, he will have to switch suits when in with the king of clubs and, if he does have another spade, you can only lose three spades at most. You have to be careful though if West switches to a low diamond after winning the ace of spades, when you must be careful not to play the queen - either play the ace or duck completely.