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

By David Huggett

	NORTH ♠ KJ98 ♥ 74 ♦ A853 ♣ AQ9	
WEST ♠ 3 ♥ J962 ♦ QJ102 ♣ 10842	Deal 3	EAST ♠ 42 ♥ Q1085 ♦ K976 ♣ KJ3
	SOUTH ♠ AQ1076 ♥ AK3 ♦ 4 ♣ 765	

You are declarer in 6♠ and West leads the ♦Q. How do you plan the play? (Trumps are 2-1).

This is an exercise in timing together with an endplay. It looks superficially as though you need the club finesse to work but, of course, that would be too easy.

Win the ace of diamonds and ruff a diamond. Draw trumps ending in dummy and ruff another diamond, then play the top two hearts and ruff the third. Finally, you ruff the last diamond back to hand and lead a club to the nine. That will undoubtedly lose to the hand on your right but he will be totally endplayed.

A club back gives you the two tricks in the suit you were looking for while anything else gives you a ruff and discard when you make your last two trumps separately.

	NORTH ♠ A75 ♥ 84 ♦ KJ9653 ♣ K2	
WEST ♠ 10643 ♥ KQ10632 ♦ 7 ♣ J6	Deal 4	EAST ♠ KQJ9 ♥ 97 ♦ Q82 ♣ Q1095
	SOUTH ♠ 82 ♥ AJ5 ♦ A104 ♣ A8743	

You are declarer in 3NT and West leads the ♥K. How do you plan the play? You might think it right to duck the opening lead, but that would be a big mistake if a spade switch was found, when you would have to find the queen of diamonds to make the contract. In fact, the contract is a certainty as long as you keep the hand on your right off lead. So win the ace of hearts and play a club to the king and run the nine of diamonds. If it wins, you will make an overtrick or two, while if it fails, you still have nine tricks via one spade, one heart, five diamonds and two clubs.

Notice how important it was to keep the danger hand, East, off lead when a heart through from him would spell defeat.