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DECLARER PLAY QUIZ - March 2015 - original - [Here](#)

By David Huggett

3.

♠ Q 6 5 3 2		
♥ A 7 5		
♦ 9 6 4		
♣ K 8		
♠ Void		♠ K 10 7
♥ 10 8 4 3		♥ J 9 2
♦ A K J 3 2		♦ 10 8 7 5
♣ 10 5 4 3		♣ J 9 2
	♠ A J 9 8 4	
	♥ K Q 6	
	♦ Q	
	♣ A Q 7 6	

You are declarer in 6♠ and West leads the ♦A and follows with the ♦K. How do you plan the play?

Clearly, the slam depends upon not losing a trump trick and, in the heat of the battle, it is easy to go wrong. Playing for a singleton king offside would not be a good idea because if West does have a singleton trump, it is twice as likely to be a low card. So you should play East for the king of spades, but you must not just enter dummy and play low to the jack because then you will be defeated if East holds all three missing trumps. Lead the queen instead and if East covers, you win, re-enter dummy and take a finesse against the ten.

4.

♠ 8 5		
♥ 2		
♦ K 7 6 3 2		
♣ K Q 8 4 3		
♠ A J 6 4		♠ K 7 2
♥ Q J 10 8		♥ 9 6 5 4
♦ Q 10 4		♦ J 9
♣ 9 5		♣ J 10 7 6
	♠ Q 10 9 3	
	♥ A K 7 3	
	♦ A 8 5	
	♣ A 2	

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

Clearly, you will be fine if clubs break 3-3, but if they don't, you are in danger of setting up too many winners for the defending side. It must be better to win the opening lead and duck a diamond early on. Later, you can test to see whether you have four tricks there and therefore enough for your contract but if that suit originally broke 4-1, you can still fall back on an even break in clubs.