


BRIDGE MAGAZINE

DECLARER PLAY QUIZ – October 2016 – original - [Here](#)

By David Huggett


3.

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

You are declarer in 3NT and West leads the ♥3. East plays the ♥4. How do you plan the play?

You have been dealt a spectacular hand and it would be a shame to waste it. Dummy has a fine potential source of tricks in the diamond suit, but if the defenders hold up the ace until the third round – and they certainly will if they can – you have to make sure you can reach dummy to cash the remaining winners. You won't be able to do that if you win the first trick with any card other than the ace. By winning with the ace, it is true that you set up the king for the defenders, but you do guarantee an entry to dummy's precious diamond winners and with a double stop in every other suit you have no fears in that department.

4.

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

You are declarer in 7♠ and West leads the ♠2. How do you plan the play?

Try as you might the total number of tricks on offer only seems to be twelve, via five spades, one heart, four diamonds and two clubs – but there is a way to make thirteen tricks if you look hard enough.

Curiously enough, the contract is a sound one and virtually laydown if trumps are no worse than 3-2.

Win the spade lead in dummy and play ace and another heart, ruffing in hand. Now enter dummy with a trump (both defenders following suit) and ruff another heart. Go back to dummy with a club and ruff the last heart in hand. Your hand will be out of trumps now, but dummy will still have one, so you go across with a diamond and play the last trump, drawing the outstanding trump in the opponent's hand in the process. On that last trump you throw your club loser.