

Declarer play -spotting the problem

See below some of the types of hand played this week.

They were all "declarer hands" -and as long as the declarer realised in time where the problem lay then all had a fair chance of making.

a) Throwing losers *before* drawing trumps.

| (declarer) | (dummy) |
|------------|---------|
| KQJ87 | 10932 |
| A43 | 872 |
| A3 | KQ6 |
| 654 | KQJ |

K Hrts lead.4 Sp contract. There are 4 losers { a problem in itself !}.

To reduce the losers to 3 the declarer needed to discard a losing Hrt on the Diamonds. An extra difficulty was the declarer needed to see that the discard had to be taken *before* drawing trumps.

b) Establishing a long suit in dummy in No Trumps (with no entry to the long suit).

| (declarer) | (dummy) |
|------------|---------|
| AJ42 | 73 |
| AK93 | 87 |
| 54 | AK8732 |
| AK2 | 873 |

Q Clubs lead. With only 7 top tricks declarer needs to make something of the diamonds. It does no good playing the Ace , then King then a small diamond because although the diamonds will have become established , there will be no way to get over to the dummy. Thats the problem. The solution is to lead the 4 diamonds and play the 2 from dummy ; ie giving the opponents a diamond trick.

Next time the suit is played , after the Ace + King the remaining diamonds are winners.

c) Ruffing in dummy (before drawing trumps).

| (declarer) | (dummy) |
|------------|---------|
| AKQ942 | 73 |
| AK9 | 87 |
| 54 | Q8732 |
| KQ | 8763 |

Q Hrts lead. 4Sp contract. The dummy is a disappointment but actually it does have one good feature -namely the shortage in Hearts. Declarer's losing Heart can be trumped in the dummy { and 10 tricks are then likely}. Important to do the ruffing *before* drawing trumps of course.

