

## Declarer play -creating entries from small cards

Look at this hand in 4Sp

(declarer)	(dummy)
AKJ10x	Qxxx
AQJ	xxxx
xxx	xxx
AK	QJ

The defenders take the first three diamond tricks and then exit with a club.

How should the declarer play ?

{ Or, if you prefer, what does the declarer need to make the contract ? }.

Clearly the Hrt finesse needs to work so we may as well assume that it does.

The declarer thus needs to finesse Hrts when they are in the dummy.

Lets see the hands again this time with the pip cards.

(declarer)	(dummy)
AKJ105	Q973
AQJ	5432
876	543
AK	QJ

Having lost the first three diamond tricks the declarer must organise the play so they are in the dummy the two times needed to lead Hrts.

This can be done { a number of ways } but this is one way.

*Play Ace spades*

*Play 10 spades overtaking with the Q ....and now in dummy take the Hrt finesse.*

*Play the 5 spades overtaking with the 9 ... and take a second Hrt finesse.*

Try this hand in 3NT -the opponents lead the 2 diamonds.

(declarer)	(dummy)
KJ9	AQ108
Q98	543
A43	765
AQJ10	432

Well we will need the club finesse to work { and to take a number of finesses in clbs}.

There aren't many high card in the dummy so again we may have to find ways to use the low cards as entries.

Heres one way .

*Play K sp overtaking with the A .....and take a club finesse.*

*Play the J sp overtaking with the Q ...and take a club finesse.*

*Play 9 sp overtaking with the 10 { cashing the 8 sp } and taking the last clb finesse.*