

Declarer Play In A Suit Contract

♠ 97
 ♥ 1087
 ♦ A42
 ♣ KQJ82
 ♠ A42 ♠ KQ1065
 ♥ 964 ♥ AK2
 ♦ KJ109 ♦ Q6
 ♣ 1065 ♣ A43
 ♠ J83
 ♥ QJ53
 ♦ 8753
 ♣ 97

Board 1 : Dealer North : Love all

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1♠	Pass
1N	Pass ¹	2N	Pass
3♠	Pass	4♠	All pass

¹*Might bid 2♣. Now EW won't play in no trumps*

If 2N is lazily raised to 3N, West has no chance. North will lead ♣K and, after winning ♦A, be able to cash four club tricks to defeat the contract. West should show delayed *three card* spade support (1N has denied 4spades) and the best contract is reached. Declarer must be careful. There are four losers but one of them can be discarded on a diamond. Playing trumps early is wrong as there is no entry to dummy's diamonds. The solution? Play a diamond *before* drawing trumps.

♠ K643
 ♥ 32
 ♦ 9764
 ♣ 743
 ♠ Q8 ♠ J10952
 ♥ J107 ♥ 9
 ♦ Q10 ♦ KJ532
 ♣ AKJT82 ♣ 95
 ♠ A7
 ♥ AKQ8654
 ♦ A8
 ♣ Q6

Board 2 : Dealer East : NS vulnerable

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	2♣
3♣	Pass	Pass	4♥
All Pass			

Most sitting South will try for game with this powerful hand. The hand is too strong for a simple one-level opener and South should begin with 2♣ - *forcing*. West, being non-vulnerable, should overcall 3♣ but that will not stop South jumping to game. Will declarer make ten tricks? What is the best defence? Lead ♣AK followed by a third club. East must ruff with ♥9. If South overruffs there is a trump loser. If South pitches ♦8, a sure loser, the contract is assured.

<div><div>♠K1043</div><div>♥Q109</div><div>♦J52</div><div>♣QJ10</div><div><div>♠A2</div><div>♥AK7652</div><div>♦A74</div><div>♣A6</div></div><div><div>♠QJ8</div><div>♥84</div><div>♦983</div><div>♣K7532</div></div><div><div>♠9765</div><div>♥J3</div><div>♦KQ106</div><div>♣984</div></div></div>	<div>Board 3 : Dealer South : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1♥</td><td>Pass</td><td>1N</td><td>Pass</td></tr><tr><td>4♥</td><td>All pass</td><td></td><td></td></tr></table> <div>Count the losers in 4♥ - one spade, one heart and two diamonds add up to four losers for one off. Now count the winners - two spades, five hearts, one diamond and two clubs sum to ten tricks to make the contract. Did your declarer have ten winners or four losers? The conundrum lies in the spade suit. Declarer must win the club <i>in hand</i>, draw two rounds of trumps and play ace and another spade. This loses to the king but a diamond can be discarded on ♠Q. We carefully left ♣K as an entry. An initial diamond lead beats the contract.</div>	West	North	East	South				Pass	1♥	Pass	1N	Pass	4♥	All pass		
West	North	East	South														
			Pass														
1♥	Pass	1N	Pass														
4♥	All pass																
<div><div>♠QJ107</div><div>♥93</div><div>♦A743</div><div>♣K92</div><div><div>♠K92</div><div>♥KQ765</div><div>♦K6</div><div>♣A54</div></div><div><div>♠A43</div><div>♥J1042</div><div>♦QJ9</div><div>♣Q76</div></div><div><div>♠865</div><div>♥A8</div><div>♦10852</div><div>♣J1083</div></div></div>	<div>Board 4 : Dealer West : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td></td></tr><tr><td>1♥</td><td>Pass</td><td>3♥</td><td>Pass</td></tr><tr><td>4♥</td><td>All pass</td><td></td><td></td></tr></table> <div>At first sight this contract appears hopeless. Count the losers – one in spades, one in hearts, one in diamonds and one or two in clubs. That's four or five losers. Can we improve our chances? First, win the spade lead in hand and play ♦K. This will lose to the ace but we can win the second spade and cash ♦Q and ♦J to throw the spade loser away. One loser gone. Now for clubs. Lead ♣4 from hand towards the queen. If North holds the king, as here, the queen becomes our tenth trick.</div>	West	North	East	South					1♥	Pass	3♥	Pass	4♥	All pass		
West	North	East	South														
1♥	Pass	3♥	Pass														
4♥	All pass																

<div>♠A97 ♥A43 ♦AKQJ97 ♣2</div> <div>♠K543 ♠862 ♥Q1082 ♥KJ6 ♦82 ♦10 ♣1065 ♣KQJ983</div> <div>♠QJ10 ♥975 ♦6543 ♣A74</div>	<div>Board 5 : Dealer North : NS vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♦¹</td><td>2♣</td><td>2♦</td></tr><tr><td>Pass</td><td>5♦</td><td>All pass</td><td></td></tr></table>¹ <i>Might well open 2♣ (8 playing tricks)</i></div> <div>Looking at all four hands the best contract is 3N which has nine top tricks. That, however, may not be easy to judge in the bidding and North may well play in 5♦. Can 11 tricks be made? Not if declarer wins ♣A and immediately draws trumps. There will then be one spade and two hearts to lose. The spade finesse <i>must be taken at trick two</i>. Win the ace of clubs and lead ♠Q. If West does not cover, play low. If, as here, this wins, repeat the finesse by running ♠J. Game made.</div>	West	North	East	South		1♦ ¹	2♣	2♦	Pass	5♦	All pass					
West	North	East	South														
	1♦ ¹	2♣	2♦														
Pass	5♦	All pass															
<div>♠Q98 ♥10 ♦Q1096 ♣KJ953</div> <div>♠3 ♠AJ642 ♥9864 ♥A7532 ♦AJ43 ♦K7 ♣AQ64 ♣2</div> <div>♠K1075 ♥KQJ ♦852 ♣1087</div>	<div>Board 6 : Dealer East : EW vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♠</td><td>Pass</td></tr><tr><td>2♣</td><td>Pass</td><td>2♥</td><td>Pass</td></tr><tr><td>4♥</td><td>All pass</td><td></td><td></td></tr></table></div> <div>This is not a hand for drawing trumps. If we draw three rounds of trumps we shall finish one trick short as both minor suit finesses fail. This is a hand for a <i>crossruff</i>. Win any lead and cash the side suit winners (♣A, ♠A, ♦AK) – that's an important technique on crossruff hands, guaranteeing those tricks before the defence can make unwelcome discards. Now trump spades in dummy and clubs in hand.</div>	West	North	East	South			1♠	Pass	2♣	Pass	2♥	Pass	4♥	All pass		
West	North	East	South														
		1♠	Pass														
2♣	Pass	2♥	Pass														
4♥	All pass																

<div>♠ 9652</div> <div>♥ J</div> <div>♦ A82</div> <div>♣ K9876</div> <div>♠ K4</div> <div>♥ 10986</div> <div>♦ KQJ6</div> <div>♣ 1054</div> <div>♠ 87</div> <div>♥ 75432</div> <div>♦ 1075</div> <div>♣ AQ3</div> <div>♠ AQJ103</div> <div>♥ AKQ</div> <div>♦ 943</div> <div>♣ J2</div>	<div>Board 7 : Dealer South : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♠</td></tr><tr><td>Pass</td><td>3♠</td><td>Pass</td><td>4♠</td></tr><tr><td colspan="4">All pass</td></tr></table> <div>This contract is vulnerable after the lead of ♦K. Declarer is in danger of losing <i>five</i> tricks - two diamonds, two clubs and the spade king being wrong. The contract can still be made. Win ♦A and lead the heart, cashing ♥AKQ and discarding two losing diamonds from dummy. Now ruff a diamond in dummy and lead a trump for a finesse of ♠Q. This will lose but there will still be a trump in dummy to ruff the last diamond loser even if West returns a trump.</div>	West	North	East	South				1♠	Pass	3♠	Pass	4♠	All pass			
West	North	East	South														
			1♠														
Pass	3♠	Pass	4♠														
All pass																	
<div>♠ A76</div> <div>♥ QJ1032</div> <div>♦ Q2</div> <div>♣ AKJ</div> <div>♠ 109</div> <div>♥ 7654</div> <div>♦ 98765</div> <div>♣ 74</div> <div>♠ KQJ8542</div> <div>♥ -VOID-</div> <div>♦ AK</div> <div>♣ Q1083</div> <div>♠ 3</div> <div>♥ AK98</div> <div>♦ J1043</div> <div>♣ 9652</div>	<div>Board 8 : Dealer West : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>5♥</td></tr><tr><td>Pass</td><td>1♥</td><td>4♠</td><td></td></tr><tr><td colspan="4">All pass</td></tr></table> <div>4♥ is an easy contract. Win the spade lead and ruff two spades in dummy. Note that declarer has <i>all</i> the top trumps. West cannot overruff ♥98 in dummy. What if East overcalls 4♠? This contract could make on poor defence (cashing ♣AK) but North/South may try their luck in 5♥. Now declarer needs 11 tricks and has to play differently. Win the spade lead and lead the QUEEN of DIAMONDS. Ruff the second spade and lead ♦J. Now the ten of diamonds is promoted to winning status and the losing ♣J can be thrown away. Five level contract made.</div>	West	North	East	South				5♥	Pass	1♥	4♠		All pass			
West	North	East	South														
			5♥														
Pass	1♥	4♠															
All pass																	