**Declarer Play**

**Challenge**

Declarer Play

Set 2

91-94

Answers

Assume Teams Scoring Throughout

**Problem 22**

|  |  |  |
| --- | --- | --- |
|  | ♠ Q J 9 8 |  |
|  | ♥ A 6 2 |  |
|  | ♦ A K 7 5 2 |  |
|  | ♣ 9 |  |
| ♠ 6 4 | **N** | ♠ 5 2 |
| ♥ K Q J 7 | **W E** | ♥ 10 9 5 |
| ♦ Q 10 8 3 | ♦ J 9 6 |
| ♣ 8 5 4 | **S** | ♣ A 7 6 3 2 |
|  | ♠ A K 10 7 3 |  |
|  | ♥ 8 4 3 | 14 |
|  | ♦ 4 | 8 5 |
|  | ♣ K Q J 10 | 13 |

You Are South And In 6♠

West Leads The ♥K

**Play :**

With a certain club loser you cannot afford to hold up at T1.

You must discard your 2 losing hearts before touching the club suit.

One will go on a top diamond and you must hope you can establish dummy's 5th diamond to take care of the other.

You need a 4-3 diamond break to achieve this (62%).

You also need trumps to be 2-2 or you will run out of trumps in hand before you touch the clubs and the defence will then still be able to cash a heart trick.

Dummy's trumps are good enough to allow you to ruff his diamonds good by ruffing high in hand.

Win the lead.

Cash the ♦ A & K.

You are not concerned about a ruff because, if diamonds are 5-1, your plan would not work anyway.

Ruff a diamond with the ♠A.

Return to dummy with a trump.

Ruff a diamond with the ♠K.

This establishes dummy's 5th diamond.

Enter dummy again with a trump to enjoy the established diamond whilst discarding your remaining heart.

Play a club to knock out the ♣A.