

Some Declarer plays.

They mostly involve some kind of finesse where you play for the opponents' cards to be placed serendipitously to your advantage and they can't do anything about it!

You are Declarer in the following examples:

In Dummy	Your hand	Normal play
Q5	A76	Play the 6 first to the Queen – never play the Queen first as opponents will 'cover an honour with an honour' and you will only ever make one trick.
Q54	A76	Play the 6 to the Queen
AQ10	764	Play the 4 up to the 10 – if you need 3 tricks.*
QJ109	A54	Play the Q from dummy and the 4 from hand
QJ76	A54	Play Ace then up to the Queen
Q76	J54	Try to avoid playing this suit. If the opponents lead this suit then you are guaranteed a trick.**
AQ32	J654	Play the 4 to the Q. If it wins, play the Ace hoping for Kx on your left.***
Q765	K432	Play the 2 to the Q, if it wins then play the 5 from Dummy and 3 from hand hoping for Ax on your left.****

\*Note that if you play up to the Q and it wins, you still have to lose a trick to the K or J.

\*\* If the opponents lead say the 2 then as long as you play the 6 from Dummy the third-hand player has to play the Ace or King and you still have the Q and J to knock out the remaining honour. By the way, if this works for the Q and the J then it will work with the K and the J.

\*\*\*Don't play the J first as even if the K is on your left, good defence will hold you to 3 tricks(if the suit breaks 3-2) by covering your J with the K. If the pigs have got their flying wings and the K is singleton with lefty then you will only make 2 tricks.

\*\*\*\* If you think the Ace is in the other hand then first play the 5 up to the K and then play small from both hands.