Improvers' Lesson 3: Declarer Play Techniques

NZBridge



♦ J 6 K93 Q986 ♣ QJ109

♠ 10982 QJ42 Е 42 S ♣ A86

♠ Q 5 A 10 5 • K 10 7 5 3 543

North **Pass** Pass

East South **Pass** Pass All pass 2 🛦

Leading towards honours

East's raise to 2 ♠ shows 6-9 HCP and four spades.

Lead: A Q (top of sequence)

Declarer wins, draws trumps in two rounds and leads twice towards the ♥ Q and ♥ J.

Board 5 ★ K 4 2 ▼ K Q 8 North Deals • K65 N-S Vul 46542 **▲** J 10 9 8 ↑ 763 **9**762 W • QJ10 S ♣ K 10 AQJ ♠ A Q 5 A 5 3 A 8 7 9873 West

♥ J 10 4 9432

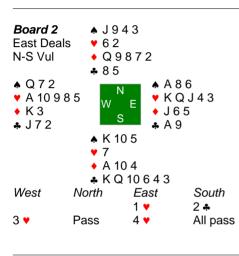
North East South Pass **Pass** 1 NT Pass 3 NT 2 NT Pass

Establishing a long suit

N/S have a simple auction to 3 NT.

Lead: ♦ Q or ♠ J

You have 8 quick tricks. The club suit offers the only chance of a ninth trick. Don't take your winners in the other suits until your club trick is established.



Leading towards an honour

Lead & K

Declarer wins, draws trumps finishing in East. East should play 49 towards dummy, setting up the . J to discard a spade. East knows from the opening lead that the . Q is with South.

Later, East should lead a small diamond towards the . K.



West North East 1 •

Pass 1 🛦 1 🕶 Pass 3 🛦 4

Finessina

East's rebid of 1 ♠ shows an unbalanced hand. West invites game.

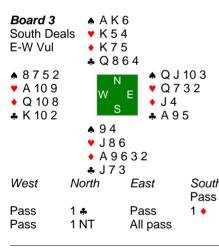
Lead: ♣ K

South

Pass

Pass

You have a club and a heart loser so you can't afford two trump losers. Lead A J which will lose to the AK. When in again, lead towards the 10 from East. All pass



Establishing a long suit

Lead: ♠ Q

Declarer needs four diamond tricks and has to lose a trick in the suit. Best play is for declarer to play ◆ K and then duck a round of diamonds.

Later declarer should lead a heart from the South hand towards the king for the seventh trick.

Board 7 South Dea Both Vul	A A 9 Is ♥ 8 7 ◆ A Q A 7 5	3	
★ K Q J 10▼ A 4◆ 10 6 2★ 10 9 8 2	N W S	E	3
	V K Q V K 8 V K 8	J 2 4	
West	North	East	South
Pass Pass	1 ▲ 3 NT	Pass All pass	1 NT

Promoting honours Lead: ♠ K

South counts 8 winners. The 9th will come from hearts or diamonds. South should duck a round of spades to cut communications. Declarer wins ♠ Q and plays a heart. West wins, cashes two top spades and plays 4 10. South wins, plays 2 high hearts and realises 9th trick



West

Pass

Pass

Pass

West Deals AQ872 • A K J 3 942

♠ Q86 ▼ K 6 3 10842 ♣ A 10 5

Ε

♠ 10

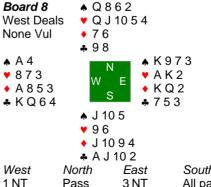
▲ J9542 **9** 4 97 ♣ KQ76 ♠ A K 7 3 ♥ J 10 5 • Q65 ♣ J83 North East South **Pass** 1 🔻 1 ♠ 2 • **Pass** 3 🔻 4 🔻 All pass

Finessing

North's rebid of 2 ◆ shows an unbalanced hand with at least five hearts and four diamonds

Lead: * K (the unbid suit)

The defence takes three club tricks. Declarer wins trick 4 and should play ♥ J from the South hand to finesse the VK.



South 3 NT Pass All pass

Play towards honours

must come from diamonds.

K should be played first.

Lead: ♥ Q

You have seven certain tricks. The other two can come from the club suit.

Play towards the & K.

If this wins, return to East and play towards the & Q. If the & K is captured by the ace, the diamond suit may provide you with your 9th trick.