

DECLARER PLAY - WEEK 6
ASSIGNMENT ANSWERS

LAST REVISED ON NOVEMBER 3, 2017

1. For the deal on the left side of the front page:

Listen: West has an opening hand, is short in spades, and has at least three cards in the unbid suits.

Observe: The ♣A is probably the top of connecting honors. West should have the ♣K and based on the bidding probably also has the ♣Q.

Pick: South should be the master hand because it has the strongest trump suit.

Pause: You can afford 3 master hand losers.

Look: You have 4 South (master hand) losers (0 ♠ + 0 ♥ + 1 slow ♦ + 3 fast ♣).

Analyze: There is nothing you can do about the fast club losers. But, you can ruff the slow diamond loser.

Execute: When you gain the lead, draw the three missing trump. Then cash the ♦A and lead the ♦T for the ruff in the dummy. You can claim the remaining tricks.

2. For the deal on the right side of the front page.

Listen: East has at least 9 declarer points (8+ HCP) and at least 5 diamonds. West should have at least 6 dummy points and at least 3 diamonds.

Observe: The ♦J is probably the highest card in partner's bid suit.

Pick: South should be the master hand because it has the longest and strongest trump suit.

Pause: You can afford 3 master hand losers.

Look: You have 5 South (master hand) losers (2 slow ♠ + 0 ♥ + 2 slow ♦ + 1 slow ♣).

Analyze: Can ruff a spade in the dummy and a diamond in the dummy. But you must lose two tricks to setup the ruffs. Opponents may lead trump to try to thwart your plans.

Execute: Cash the ♦A and lead a diamond to lose. When regain the lead in hand, lead the losing diamond to ruff in the dummy. Cash the ♠A and lead a spade to lose. When regain the lead in hand, lead a spade to ruff in the dummy. Then draw the remaining trump.

Watch: Watch trump carefully. If you know that trump is split 3-1 (50%) or 2-2 (41%) before the spade ruff, you can guard against a bad spade split by ruffing the spade with the ♥K. In the unlikely event that trump is split 4-0 (9%) you must preserve the ♥K to draw all of the trump.

3. For the deal on the left side of the back page:

Listen: The bidding is no help.

Observe: The ♣A is probably top of connecting honors. West should have the ♣K. Opponents will probably take the first three tricks.

Pick: South should be the master hand because it has the longest and strongest trump suit.

Pause: You can afford 3 master hand losers.

Look: You have 6 South (master hand) losers (0 ♠ + 3 slow ♥ + 0 ♦ + 3 fast ♣).

Analyze: There is nothing that can be done to avoid losing the three fast clubs. Your best hope is to ruff the three slow hearts in the dummy. Since you must preserve dummy's trump for the ruffs, you will need to ruff diamonds to gain entry into your hand. Because you hold all of the high spades, there is no danger that opponents can overruff your crossruff.

You might consider finessing the ♦Q so that you could discard a heart on the ♦A. But there is a 50% chance that the finesse will fail which will set the contract.

Execute: When you gain the lead, cash the ♥A and lead a heart for a ruff. Cash the ♦A and lead a diamond for a ruff. Now continue the crossruff to make the contract.

4. For the deal on the right side of the back page:

Listen: The bidding is no help.

Observe: The ♠Q is probably top of connecting honors. West should have the ♠J and East should have the ♠K.

Pick: South should be the master hand because it has the longest and strongest heart suit.

Pause: Declarer can afford 3 South (master hand) losers.

Look: You have 5 South (master hand) losers (2 slow ♠ + 0 ♥ + 2 slow ♦ + 1 slow ♣).

Analyze: Declarer can ruff the two slow spade losers in the master hand using trump in the dummy.

Execute: After cashing the ♠A, lead a low heart to the master hand to draw trump and lead a spade to ruff in the dummy. Lead another low heart to the master hand to draw trump and lead the last spade to ruff in the dummy. Cash the ♣A and lead a low club to lose. When regain the lead, finish drawing trump and cash the ♦A to make the contract.