

DECLARER PLAY - WEEK 7  
ASSIGNMENT ANSWERS

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LAST REVISED ON OCTOBER 30, 2017

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

*Listen:* The bidding is no help.

*Observe:* The  $\spadesuit K$  is probably top of connecting honors. West should have the  $\spadesuit Q$ .

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

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

*Look:* You have 5 South (master hand) losers (3 fast  $\spadesuit$  + 0  $\heartsuit$  + 2 slow  $\diamondsuit$  + 0  $\clubsuit$ ).

*Analyze:* Can discard the two slow losers on the two extra club winners in the dummy.

*Now Execute:* Cash the  $\spadesuit A$ . Draw trump. Then lead the  $\clubsuit 4$  to gain entry to the dummy. Play the extra club winners and discard the two diamond losers.

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

*Listen:* West should have at least five clubs and at least eight high card points.

*Observe:* The  $\clubsuit K$  should be top of connecting honors. West should have the  $\clubsuit Q$  and may also have the  $\clubsuit J$ .

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

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

*Look:* You have 4 South (master hand) losers (0  $\spadesuit$  + 2 fast  $\heartsuit$  + 1 slow  $\diamondsuit$  + 1 slow  $\clubsuit$ ).

*Analyze:* The only way to eliminate one of the losers is to promote the  $\heartsuit T$  in the dummy and discard either the slow diamond or, less likely, the slow club. Care must be taken to preserve an entry into the dummy.

*Now Execute:* Cash the  $\clubsuit A$ , draw trump, and lead a heart to start the promotion. When regain the lead, lead another heart. When regain the lead, take a trick in the dummy. Then lead the last heart and discard the diamond loser.

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

*Listen:* The bidding is no help.

*Observe:* The  $\spadesuit Q$  is probably the top of connecting honors. West also should have the  $\spadesuit J$ .

*Pick:* North, the dummy, should be the master hand because it has the longest and strongest trump suit.

*Pause:* You can afford 3 North (master hand) losers.

*Look:* You have 4 North (master hand) losers (2 fast  $\spadesuit$  + 1 fast  $\heartsuit$  + 1 slow  $\diamondsuit$  + 0  $\clubsuit$ ).

**Analyze:** The slow diamond loser can be discarded on the extra club winner or an extra promoted heart winner in the supporting hand.

**Execute:** Cash the  $\spadesuit A$ . Lead the  $\heartsuit T$  spade to drive out one of the missing honors and verify that trump are not split 4-0 (9%). If you regain the lead with the  $\diamond K$ , you can not afford to drive out the remaining spade honor because the opponents will take a diamond trick to set the contract. Instead, you must assume that the missing clubs are split 5-3 (47%) or 4-4 (33%) and play the clubs for the discard. But, if you regain the lead with a heart or a club, you can afford to play it safe and lead a spade to drive out the remaining spade honor before playing the clubs.

*If you discover that the missing spades are split 4-0 (9%), pause and develop a new plan. You might be able to finesse the  $\heartsuit 8$  against the missing  $\heartsuit 9$ .*

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

**Listen:** The bidding is no help.

**Observe:** The  $\diamond Q$  is probably top of connecting honors. West should have the  $\diamond J$ .

**Pause:** You can afford 3 master hand losers.

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

**Look:** You have 5 South (master hand) losers (3 fast  $\spadesuit$  + 1 slow  $\heartsuit$  + 1 slow  $\diamond$  + 0  $\clubsuit$ ).

**Analyze:** You can finesse against the  $\heartsuit K$  (50%). You can ruff a losing spade in the dummy after losing two tricks. Or you can discard two losers on the extra club winners in the dummy (100%). But you must draw trump before you play the clubs and you must preserve an entry into the dummy.

**Execute:** The safest way to make the contract is to take the first trick with the  $\diamond A$ , cash the  $\heartsuit A$  and lead another heart to force the  $\heartsuit K$ . When you regain the lead, finish drawing trump. Then cash the  $\clubsuit A$ , lead the low club to dummy and discard losers on the club winners.

*If a singleton  $\heartsuit K$  falls on the  $\heartsuit A$ , you make an over trick.*

A more dangerous plan is to gamble on an overtrick with the heart finesse. But you must preserve the  $\heartsuit T$  in the dummy and a low heart in your hand so that you have a second entry into the dummy. After taking the first trick, cash the  $\clubsuit A$  and lead the low club to gain entry into the dummy. Then lead a low heart toward the  $\heartsuit J$  to try the finesse. Win or lose, you must finish drawing trump and then lead a low heart to the  $\heartsuit T$  in the dummy to cash the winning clubs and discard losers.

*Since you can only try the finesse one time, you will make an overtrick only if the  $\heartsuit K$  is a singleton or doubleton in East's hand.*