

Online Supervised Play 2 - Declarer Play in a Suit Contract ♠♥♦♣

Board 1 ♠ A K 4
North Deals ♥ Q J 10 3 2
None Vul ♦ K J 4 2
♣ 6

♠ Q J 9 7 5	N W E S	♠ 10 8
♥ 9		♥ 8 7 6
♦ A 10 9		♦ 8 7 6
♣ J 7 3 2		♣ K Q 10 8 5

	♠ 6 3 2	
	♥ A K 5 4	
	♦ Q 5 3	
	♣ A 9 4	

West	North	East	South
	1 ♥	Pass	4 ♥

All pass
Lead: ♣ K

Theme: Draw trumps, Force out Aces

Lead: ♠K (top of seq.)

Losers: 1♠, 1 maybe 2♦

Winners: 2♠ 5♥ 1♣

Play: Win lead, draw trumps (have all the top ♥s), all gone after 3 rounds. Later play a ♦ &, after ♦A has been played, 2 ♦ winners are promoted & a length trick. North ruffs any ♣ continuance by E/W.

Board 2 ♠ Q J 8 6 2
East Deals ♥ A Q 10
None Vul ♦ J 10 9 7 2
♣ —

♠ 3	N W E S	♠ A K
♥ K 5 4 3		♥ 9 8 7 6 2
♦ A K 5 4 3		♦ Q 6
♣ K Q 3		♣ A J 8 2

	♠ 10 9 7 5 4	
	♥ J	
	♦ 8	
	♣ 10 9 7 6 5 4	

West	North	East	South
		1 ♥	Pass
2 ♦	Pass	3 ♣	Pass
4 ♥	All pass		

Lead: ♦ 8

Theme: Draw trumps, length

Bidding: Some West's will just bid game in hearts

Lead: ♦8 (singleton) hoping for a ruff

Losers: Possibly 4♥

Winners: 2♠ 3♦ 4♣ = 9

Play: Even with a poor ♥ holding draw trumps (E/W have good holdings in all the other suits). Play low ♥ from East & cover ♥J. End up losing 3♥ tricks – South no longer has a trump to ruff a 2nd round of ♦s

Board 3 ♠ 8 7 4 2
South Deals ♥ K Q J
None Vul ♦ K Q
♣ A 8 7 6

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

	♠ A K Q 9 5	
	♥ 9 8	
	♦ A 2	
	♣ 9 5 4 2	

West	North	East	South
			1 ♠
Pass	2 ♣	Pass	3 ♣
Pass	4 ♠	All pass	

Lead: ♦ J

Theme: Draw trumps, force out A, discard loser on winner

Bidding: Some North's will just bid game in spades

Lead: ♦J – (top of seq.)

Losers: 1♥ 3♣

Winners: 5♠ (unless 4-0 split) 2♦

1♣ – need to force out ♥A

Play: Win lead & draw trumps immediately (split 2:2). Then play a ♥ &, once ♥A is forced out, have 2 ♥ winners – discard ♣ on 3rd round of ♥s

Board 4 ♠ A 7 5 3
West Deals ♥ 6 3
None Vul ♦ Q J 10 5 4 2
♣ A

♠ Q 10	N W E S	♠ J
♥ A J 9 4 2		♥ K Q 8 7
♦ A 7		♦ K 9 8 6
♣ J 10 9 8		♣ K Q 5 2

	♠ K 9 8 6 4 2	
	♥ 10 5	
	♦ 3	
	♣ 7 6 4 3	

West	North	East	South
1 ♥	Pass	2 ♣	Pass
3 ♣	Pass	4 ♥	All pass

Lead: ♦ Q

Theme: Ruff in short hand, force out ♣A

Bidding: Some East's will just bid game in hearts

Lead: ♦Q – (top of seq.)

Losers: 1♠ 1♣

Winners: 5♥ 2♦

Play: Win lead & draw trumps (counting they split 2:2). Lose the 1st round of ♠s but can ruff 2nd round in East. Once ♣A is forced out have 3 ♣ winners so making 10 tricks

Board 5
North Deals
None Vul

♠ A 9 6 3
♥ A K 9 4 2
♦ K J 3
♣ 3

♠ 10 8 5
♥ Q J 3
♦ 10 8 7
♣ 10 6 5 4

♠ K J 4 2
♥ 10 6 5
♦ Q 9 2
♣ A K 2

West **North** **East** **South**
All pass 1 ♥ Pass 4 ♥
Lead: ♣ 4

Theme: Leave last trump out, force out ♦A

Lead: ♣4 (4th highest)

Losers: 2♠ 1 maybe 2♥ 1♦

Winners: 2♠ 2♥ 2♣

Play: Win lead & draw 2 rounds of trumps leaving ♥Q in East. Look to force out ♦A & now have 2 extra ♦ tricks &, later 2 extra ♥ tricks

Board 6
East Deals
None Vul

♠ A 7 3
♥ A 4 2
♦ 8 7 5
♣ A K Q 2

♠ 10 9 6 4
♥ 10 9 7 5
♦ 10 9 3
♣ 6 4

♠ K Q J
♥ Q J 6
♦ K 4
♣ J 10 9 8 7

♠ 8 5 2
♥ K 8 3
♦ A Q J 6 2
♣ 5 3

West **North** **East** **South**
Pass 3 NT 1 ♣ 1 ♦
Lead: ♣ J

Theme: Length, finesse

The bidding: South's overcall promises a 5-card suit, so North has a fit with ♦s. However, game in a minor is an unappealing proposition, so North opts instead for 3NT.

Lead: ♠J top of a 3 card seq.

Winners: 1♠ 2♥ 1♦ 3♣

The play: After winning the ♣ lead, lead a ♦ for a finesse: if East plays low, play ♦Q (or ♦J) from dummy. Cross back to hand with (say) a ♥ to the ♥A, then lead another ♦ to repeat the finesse. This time, however, the ♦K pops up, so win with ♦A. After leading the last ♦ honour from dummy, the ♦6 & ♦2 are winners. 11 tricks can be made.

(Courtesy of D Browne)

Board 7
South Deals
None Vul

♠ Q 8 3 2
♥ —
♦ Q 7 6 3 2
♣ Q 7 5 2

♠ 6 5 4
♥ A Q 9 6 5
♦ J 10 4
♣ K 8

♠ 7
♥ J 10 8 4
♦ K 9 8 5
♣ J 10 9 6

♠ A K J 10 9
♥ K 7 3 2
♦ A
♣ A 4 3

West **North** **East** **South**
Pass 2 ♠ Pass 1 ♠
All pass 4 ♠
Lead: ♦ J

North shows a fit & 6-10 HCP, South 19 HCP (+North's 6=25) bids game

Theme: don't draw trumps, ruff in short hand

Lead: ♦J - (top of seq.)

Losers: 4♥ (but ruff) 2♣

Winners: 5♠ 0♥ 1♦ 1♣

Play: Note: North's ♠Q & ♠8 are higher than E/W ♠s. Need to ruff 3 of South's losing ♥s in dummy so cannot afford to draw trumps. Win lead & immediately play a ♥ & ruff in dummy. Back to South with ♠A & ruff another ♥ high; back to hand with a trump & ruff 3rd ♥ high. Even if opposition can also ruff, they don't have a ♠ higher than yours

Board 8
West Deals
None Vul

♠ K 9 8 5 2
♥ —
♦ Q 6
♣ K Q 10 9 8 7

♠ A Q 3
♥ Q J 10 5 4
♦ K 10 8 3
♣ 4

♠ 6 4
♥ A K 3 2
♦ A 9 2
♣ A 6 3 2

♠ J 10 7
♥ 9 8 7 6
♦ J 7 5 4
♣ J 5

West **North** **East** **South**
1 ♥ Pass 2 ♣ Pass
2 ♦ Pass 4 ♥ All pass
Lead: ♣ K

Theme: Ruff in short hand, finesse, don't draw trumps

Bidding: Some East's will just bid game in hearts

Lead: ♣K (top of seq.)

Losers: 2♠ 0♥ 2♦ (but ruff) 0♣

Winners: 1♠ 5♥ 2♦ 1♣

Play: Win lead & try the ♣Q finesse - lead low from Dummy & play ♣Q. It fails! When regain lead, play ♠A & then a 3rd round of ♠s & ruff with ♥K - we can afford to ruff high as hold top honours. Now draw trumps & make 10 tricks

Board 9
North Deals
None Vul

♠ 4 2
♥ K Q 5 2
♦ A K Q 3
♣ 9 7 2

♠ A Q 9 8 6
♥ A 8 4
♦ J 7 4
♣ K 3

♠ K J 10 7
♥ 10 9
♦ 6 5 2
♣ A Q J 4

♠ 5 3
♥ J 7 6 3
♦ 10 9 8
♣ 10 8 6 5

West	North	East	South
3 ♠	1 ♦	1 ♠	Pass
Lead: ♦ 10	Pass	4 ♠	All pass

Overcall, discard losers on winners

Bidding: West bids to the level of fit supported by 11 HCP. East has more than a minimum hand for an overcall so bids game

Lead: ♦T (top of sequence in partner's suit)

Losers: 4 (1H & 3Ds) – look to discard ♥ losers on clubs

Play: North will win first 3 ♦ tricks & then likely play ♥K to try & promote ♥Q. East should win with ♥A & then draw trumps. The 2 losing ♥s can be thrown on ♠s

Board 11
South Deals
None Vul

♠ J 3
♥ K Q 10 9 2
♦ 10 8 7 5 4
♣ 8

♠ 9 8 4 2
♥ A 7
♦ A K 6
♣ A 6 5 2

♠ A K Q 7 6
♥ 6 3
♦ Q J 3 2
♣ J 3

♠ 10 5
♥ J 8 5 4
♦ 9
♣ K Q 10 9 7 4

West	North	East	South
1 ♠	Pass	2 ♣	Pass
2 ♦	Pass	4 ♠	All pass
Lead: ♥ K			

Discard losers on winners

Win with ♥A and draw trumps first by playing ♠A and ♠K (and ♠Q if they divide 3-1; life is awkward if they divide 4-0!). Then play ♦AK (starting in the short hand) and a diamond to your queen. Now play ♦J and discard the low heart from dummy – you can then ruff your heart loser and make 11 tricks.

Board 10
North Deals
None Vul

♠ 5 3
♥ J 10 9 5 2
♦ Q 8 2
♣ K J 8

♠ 10 9 8
♥ A 7
♦ A K 6
♣ A 9 6 5 2

♠ A K Q 7 6
♥ 6 4 3
♦ J 5 3
♣ Q 3

♠ J 4 2
♥ K Q 8
♦ 10 9 7 4
♣ 10 7 4

West	North	East	South
2 ♣	Pass	1 ♠	Pass
4 ♠	Pass	2 NT	Pass
Lead: ♥ K	All pass		

Take ruffs before drawing trumps

Win with ♥A and play another heart so that dummy has no more hearts. Win any return and come to hand with a top trump (assuming opponents return a minor suit). Ruff your losing heart in dummy. Only now should you draw trumps, again hoping that they divide 3-2.

Board 12
West Deals
N-S Vul

♠ K 8 5 2
♥ 9 3
♦ 7 5
♣ A Q 10 5 2

♠ 9
♥ K 7 5 4
♦ K Q J 6 3
♣ 9 7 6

♠ A J
♥ Q J 10 6 2
♦ 10 9 8 2
♣ 8 4

♠ Q 10 7 6 4 3
♥ A 8
♦ A 4
♣ K J 3

West	North	East	South
Pass	Pass	Pass	1 ♠
Pass	3 ♠	Pass	4 ♠
All pass			
Lead: ♦ K			

Theme: Limit raise, shortage points, high from short side

Bidding: West, with 11-12 TP, jumps to 3♠ inviting game. With a fit, East can add shortage points, & bids 4♠.

Lead: ♦K top of sequence

The play: Declarer wins first trick & then leads a trump towards ♠K. North wins ♠A & plays ♦10 – top of a sequence in partner's suit. Next play ♥Q – sequence & leading around to dummy's weakness. Declarer wins ♥A, draws remaining trump, & then plays ♠K & ♠J (high from short side) & then over to West's ♠s