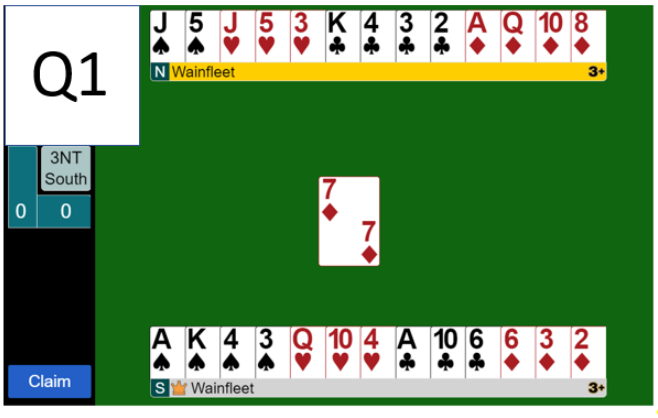
Quiz: Planning the Play in No Trumps

NG34Bridge

Answers



a) How many top tricks do you have?

Answer: *Five*

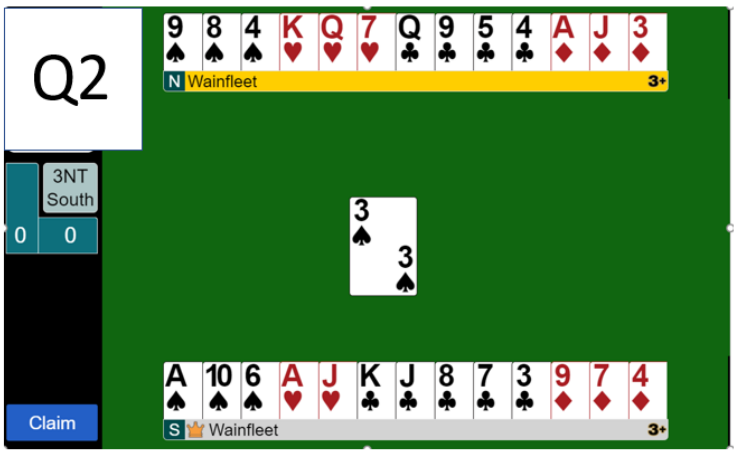
b) From which suit(s) can extra winners be established?

Answer*: One will come from hearts after the ♥AK have been driven out. Three must come from diamonds*

c) Which card should you play from dummy at trick one?

Answer: *The ♦8* ***(Rule of 11).*** *Assuming that the lead is fourth highest (we may be wrong but it's our only chance) then using the Rule of 11 there are only four cards higher than the ♦7 in the North, East and South hands. You can see all four so East cannot beat the ♦ 8. You can confidently finesse diamonds twice more, knowing that West holds the ♦J and ♦K*

You have four top tricks in spades and clubs so can play on hearts, losing twice to drive out the ♥A and ♥Q. On each occasion you are sure to regain the lead in hand immediately, no matter which suit the opponents lead. On each occasion you take marked finesses of the ♦J and ♦K, and end up making all four diamond tricks and a heart trick.



a) How many top tricks do you have?

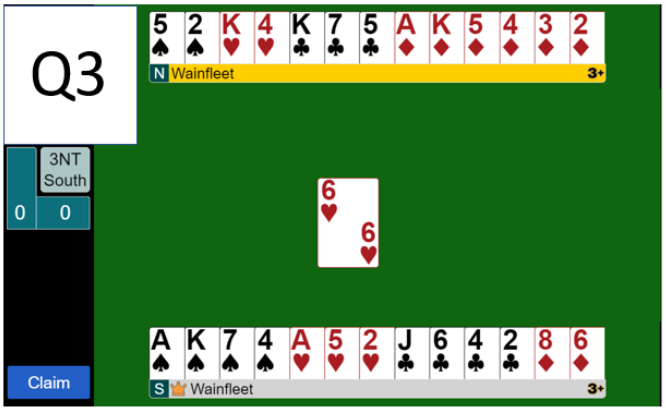
Answer*: Five*

b) From which suit(s) can the extra tricks you need be established?

Answer: *Clubs*

c) How should you plan the play?

Answer: *Using the* ***Rule of 7*** *(7 – 6 = 1) , you duck* ***once*** *and win the second spade trick with the Ace. Then lead a club to the queen.*
There are seven missing spades, which are likely to split 4-3. If so you don't have a problem as the defence can only win three spade tricks and the ♣A (assuming clubs do not split an unlikely 4-0). If spades split 5-2 you can exhaust East of spades by ducking ***once*** *and hope that East has the ♣A so cannot put West on lead. It would be a mistake to duck twice – at trick 3 an alert West would switch to a diamond, which would be fatal.*



a) How many top tricks do you have?

Answer: *Six*

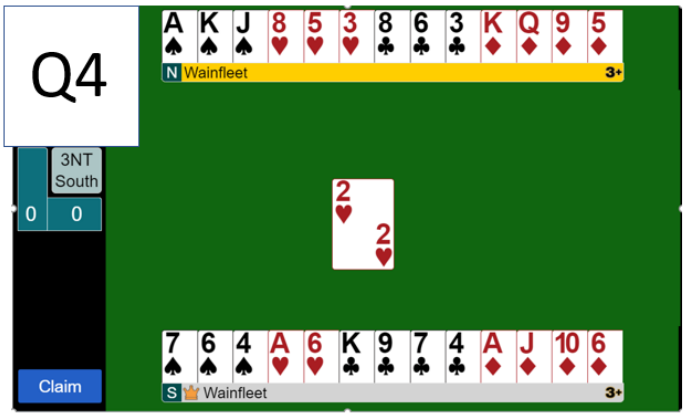
b) From which suit(s) can the extra tricks that you need be established?

Answer: *Diamonds*

c) How should you plan the play?

Answer: *The missing diamonds are likely to split 3-2 so you should duck a round of diamonds, and then cross to dummy's ♦K to run the diamonds. You must win the first trick in hand, preserving dummy's ♥K as an entry card.*

This illustrates the importance of planning the play right away, before you play a card from dummy at trick one.



a) How many top tricks do you have?

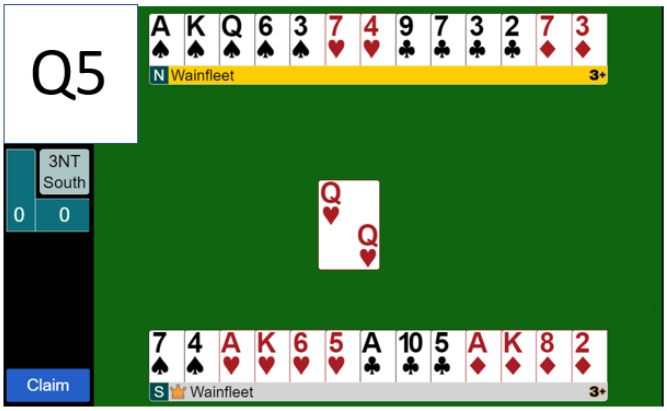
Answer*: Seven*

b) From which suit(s) can the extra tricks that you need be established?

Answer*: Spades and clubs*

c) How should declarer plan the play?

Answer: *You need the missing hearts to split 4-4 and two successful finesses. If either finesse fails you won't be able to make your contact. Take your four diamond tricks and the ♠A right away, and then take the club finesse. If East goes up with the ♣A your ♣K is promoted. The defence now take three heart tricks. Whatever they now lead (only clubs or spades left) your ♠J will win a trick provided West has the ♠Q.*



a) How many top tricks do you have?

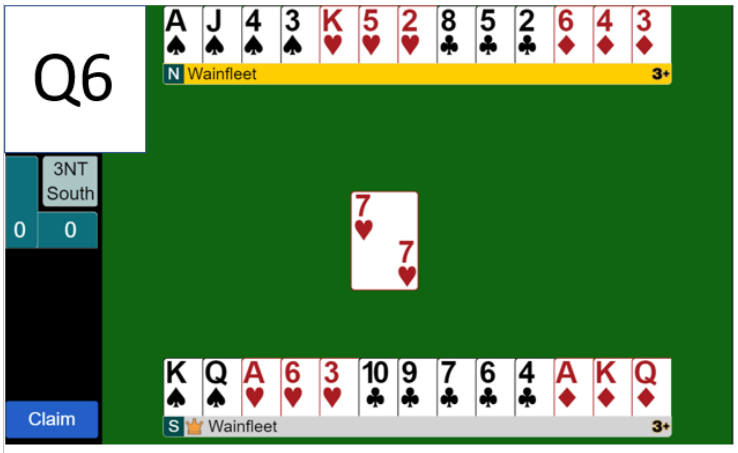
***Answer**: Eight*

b) From which suit(s) can the extra tricks that you need be established?

***Answer**: Spades, either the 6 or the 3*

c) How should you plan the play?

***Answer:** At trick two, lead a spade and duck it in dummy. There are six missing spades and they are unlikely to split 3-3. If they split 4-2 (likely) and you take your top three spade tricks right away you will probably lose the fourth round of spades and will be unable to get back to dummy for your fifth winning spade.*



a) How many top tricks do you have?

***Answer**: Nine*

b) How many extra tricks do you need to make your contract?

***Answer**: None*

c) How should declarer play to the opening lead?

***Answer:** with nine top tricks, making this contract looks straightforward at first glance, but if declarer wins the first trick in dummy with ♥K then the contract cannot be made. The spades are blocked.*
Declarer must win in hand with the ♥A, cash the ♠K and ♠Q, and then enter dummy with the ♥K to take the ♠A and ♠J.