

## 12. Declarer play at suit contracts: Answers

Here are the suggested analyses and lines of play for the four examples on page 2.

1. You can afford 3 losers; you have 4 (3 spades and one diamond). The club finesse is a 50:50 chance. Better is to ruff a spade. Win first trick, play the ♠A. Play another spade. Keep leading spades every time you get the lead, and keep the ♥A in dummy to ruff the fourth spade. Then draw trumps. You will lose two spades and one diamond.

2. Your sure way to 10 tricks is to immediately start working for a club ruff. Don't draw trumps, don't try finessing. Play clubs each time you get the lead, then ruff the third round. You will lose two clubs and one diamond.

3. After winning the first trick with the ♦A, play the ♣A, ♣Q, ♠A and ♣K on the next four tricks. The ♣K allows you to discard one of your diamond losers, cutting your losers to three. Now start on the trumps.

4. Win the first trick in hand with the ♠A. Now play diamonds, beginning with the jack. If defenders take the second diamond, you have the ♠K in dummy as an entry to a high diamond. On the third round of diamonds you will discard your spade loser.