

## BRIDGE QUIZ 'BETTER SAFE THAN SORRY'

For each of these problems, you are playing teams and should therefore concentrate on making your contract as safely as possible without worrying about overtricks.

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1. You (always South) are declarer in 4S and receive the lead of ♥K. You win in dummy, and cash the ♠A (all following small). How do you continue?

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

N
S

♠ K J 7 4 2  
♥ 6  
♦ A 8 7 3  
♣ A K 3

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2. You are declarer in 4S and receive the lead of ♥Q. Plan the play

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

N
S

♠ Q J 8 4 3  
 ♥ A K  
 ♦ A K 4  
 ♣ K 5 4

3. You bid to the fine contract of 6S and receive the lead of ♣K. How do you maximise your chances of success ?

♠ 9 8 4 3  
 ♥ 8 7 6  
 ♦ A K J 10 8 3  
 ♣ none

N
S

♠ A K Q 6  
 ♥ A K 4  
 ♦ Q 2  
 ♣ 10 8 4 3

4. You are declarer in 5D with the lead of ♣A then ♣K. Plan the play

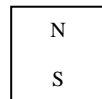
♠ Q 4 3  
 ♥ Q J 10 9 2  
 ♦ 6 4 3 2  
 ♣ 2

N
S

♠ A 10 6 2  
 ♥ A K  
 ♦ A K Q 9 5  
 ♣ J 3

5. You bid well to reach 6S, and are delighted to see ♥Q led. Plan the play.

♠ 8 3  
 ♥ 5  
 ♦ A Q J 10 6  
 ♣ A J 9 5 2



♠ A K Q 7 5 4  
 ♥ A 8 2  
 ♦ K 5  
 ♣ 7 3

6. You declare 4H and receive the lead of ♣Q. Plan the play

♠ A  
 ♥ 10 8 7 6 5  
 ♦ A 7 6

♣ K 9 3 2

N
S

♠ Q 5 3 2

♥ A J 4 3

♦ K 5 3

♣ A 4

7. You reach the contract of 6S and only a bad break in the trump suit can hurt you. The ♥J is led, so how will you play to give yourself the best chance of success ?

♠ K J 6 3

♥ A K 4

♦ 10 3 2

♣ Q J 10

N
S

♠ A 9 5 2

♥ Q 6 5

♦ A K Q

♣ A K 3

### Solutions

- Q1. If the trump finesse works then you draw the SQ, and will lose only three tricks, as you can trump a Club or Diamond in dummy. If it loses, then trumps are dividing 2-2, so you can ruff two losers in dummy. Either way, the finesse guarantees 10 tricks.
- Q2. You must lead a Club away from your hand at trick 2. Now you can guarantee a club ruff in dummy, which brings your total to 10 tricks. If you try to cross to dummy with a trump to lead a club toward the C K, and that loses, then the defence can play a 2nd & 3rd trump before you can ruff a club. This is one of those blind spot type hands which many get wrong, because of the temptation of the CK deflects them from the true path and they would be better off if they held 3 small clubs as then, they would not hesitate to lead one at trick two
- Q3. The safest line is to ruff in dummy, and then completely duck a round of trumps. Now you are in full control even when the opposing trumps break 4-1.
- Q4. You must refrain from ruffing at trick 2, as you intend to draw trumps, unblock the Hearts, and then reach dummy by overtaking the D5 with the D6, but as trumps are likely to divide 3-1 you must keep all four in dummy. N.B. If the defence continues with a third Club, then you must ruff in hand with the D9, not the D5.
- Q5. Win the lead, and immediately give up a trump trick. Whatever is returned, you are now in full control, and can draw trumps (even if they were 4-1) and then discard all your losers on dummy's Diamonds. Should you play trumps from the top, and they break 4-1, the defence is in control, and will defeat you. This is a perfect example of a safety play, as you

are giving up an unnecessary trick whenever the trumps are 3-2, in order to ensure your contract even when trumps are 4-1.

- Q6. Win in dummy and then lead a trump to the Jack. Win the next trick, and then cash the trump Ace, before setting about a cross ruff. You will lose only 2 trumps and a Diamond.  
Under no circumstances should you make the error of playing Ace and another trump, the defence may be able to cash a 3rd round, which will leave you one trick short.
- Q7. The only way you can fail is by losing two trump tricks.  
This is a well known standard safety play to ensure against that.  
First cash the SK, and then lead toward the A95 , inserting the 9 unless East produces the 10 or the Queen or shows out. In the latter case, you win the Ace, and then lead toward the Jack in dummy.  
It is well worth setting out these cards and running through all the permutations. You will find that this line ensures losing only one trick against any 3-2 or any 4-1 break (you cannot cope with 5-0).

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