

Declarer Play at Trick One

♠ A 3 ~~2~~

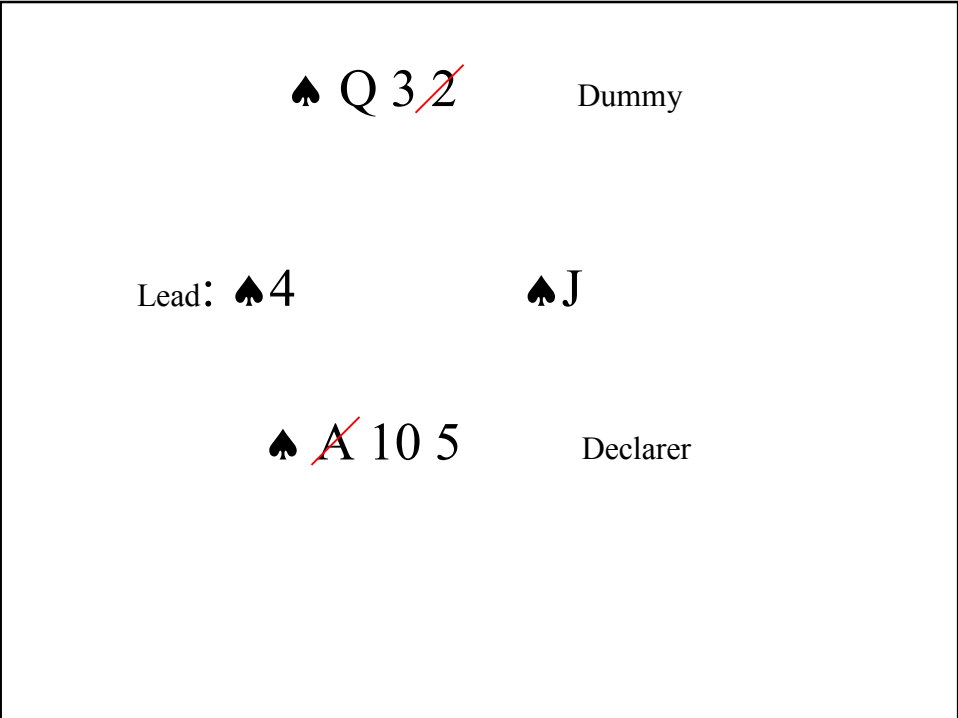
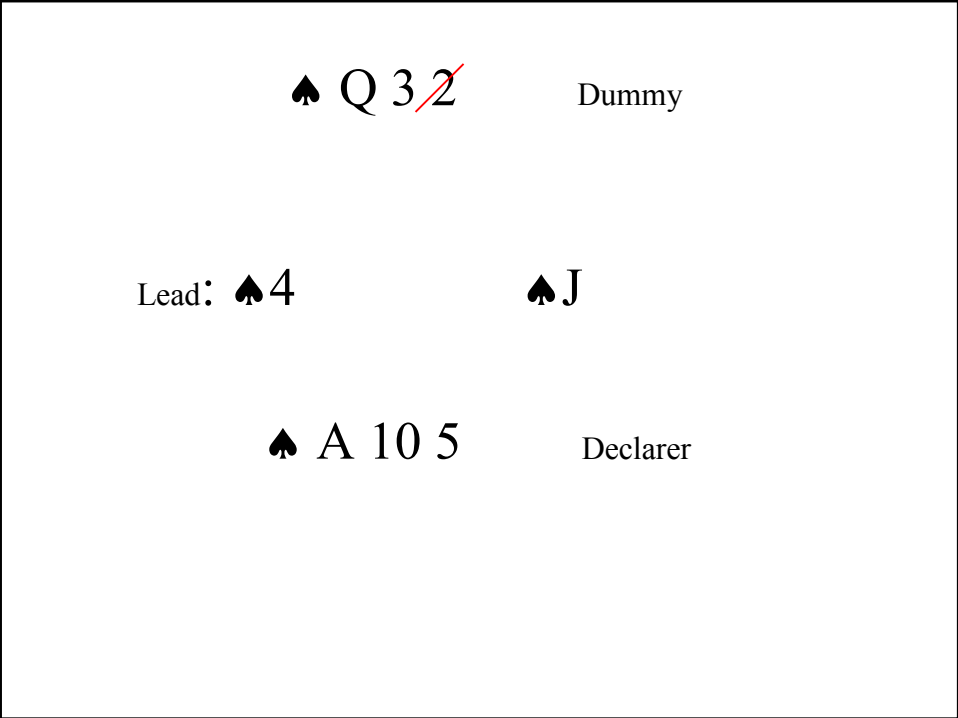
Dummy

Lead: ♠ 4

♠ K or ♠ J

♠ Q 6 5

Declarer



♠ Q ~~3 2~~

Dummy

Lead: ♠ 4

♠ J

♠ ~~A~~ 10 5

Declarer

Beat whatever your Right Hand Opponent plays,
as this guarantees a 2nd trick

♠ ~~10~~ 2

Dummy

Lead: ♠ ~~4~~

♠ ~~Q~~

♠ ~~A~~ J 3

Declarer

Wrong!

♠ 10 ~~2~~

Dummy

Lead: ♠ 4

♠ Q

♠ A J ~~3~~

Declarer

Wrong! You will probably only win one trick now

♠ 10 ~~2~~

Dummy

Lead: ♠ 4

♠ Q

♠ ~~A~~ J 3

Declarer

Correct! Play 2nd hand low, then beat ♠ Q or ♠ K with ♠ A. This guarantees a 2nd trick.

♠ 10 2 Dummy

Lead: ♠ 4

♠ A J 3 Declarer

**With equivalent honours in each hand (♠J10)
declarer should generally play 2nd hand low**

♠ K 3 2 Dummy

Lead: ♠ 5

♠ Q 6 Declarer

♠ K 3 ~~2~~ Dummy

Lead: ♠ 5 ♠ A

♠ Q 6 Declarer

♠ A gives you 2 tricks

♠ K 3 ~~2~~ Dummy

Lead: ♠ 5 ♠ J

♠ ~~Q~~ 6 Declarer

If ♠ A is not played, win ♠ Q. You may make a trick if ♠ A is on your left.

♠ K ~~3 2~~

Dummy

♠ A 10 8 ~~5 4~~

♠ ~~J~~ 9 7

♠ ~~Q~~ 6

Declarer

If ♠A is not played, win ♠Q. You may make a trick if ♠A is on your left.

♠ ~~K~~ 3

Dummy

Lead: ♠ 5

♠ Q 6 2

Declarer

Against NT, probably best to play ♠K. If it loses to ♠A, you have one definite stopper, anyway. If it wins, you may get another trick if LHO leads this suit again later on.

♠ ~~K~~ 3

Dummy

♠ A J ~~9~~ 5 4

♠ 10 8 ~~7~~

♠ Q 6 ~~2~~

Declarer

Against NT, probably best to play ♠K. If it loses to ♠A, you have one definite stopper, anyway. If it wins, you may get another trick if LHO leads this suit again later on.

♠ K 3

Dummy

Lead: ♠ ~~4~~

♠ Q 6 2

Declarer

Against a suit contract?

♠ K ~~3~~

Dummy

Lead: ♠ ~~4~~

♠ ~~A~~ 10 8 7

♠ Q ~~6 2~~

Declarer

Against a suit contract, LHO should not lead ♠4 if he has ♠A, so maybe play low? Maybe RHO has ♠A and plays it?

♠ K ~~3~~

Dummy

Lead: ♠ 5

♠ Q 10 2

Declarer

With ♠ Q 10 definitely play low

♠ ~~K 3~~

Dummy

Lead: ♠ 5

♠ ~~J~~

♠ ~~Q~~ 10 2

Declarer

With ♠ Q 10 definitely play low. If ♠ J is played,
beat it with ♠ Q, as this guarantees a 2nd trick

For many more examples see
Guide to Better Card Play by
Ron Klinger

(from £11 new, £2.80 used on
Amazon, eBay, etc)

Etiquette Reminder

- Please welcome or introduce yourselves to your opponents.
- Do not carry on a discussion of the hand after your new opponents arrive.
- Do not offer advice or criticism to your partner or opponents unless you are asked for it.
- When the auction is over
 - Leave the bidding cards out
 - Make the opening lead without stopping to write down the contract, or enter the contract into the bridgemates
 - Then put the bidding cards away
- Please turn your phones off now.