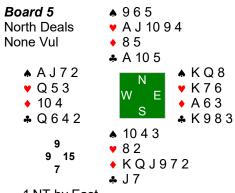


3 NT by North

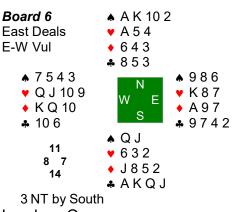
Lead: 💙 Q

9 top winners, and overtrick from attacking ▲s early, provided either QJ drop, or one of QJ drops and the other is in E.



1 NT by East Lead: ♦ K

Duck two rounds of \blacklozenge s to ensure that when N wins its Aces, it cannot lead \blacklozenge s back to S.

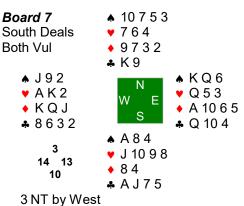


Lead: 🔻 Q

9 winners. No upside in ducking ◆ lead; as E-W will continue to play ♥s to force out A, then eventually take 3 ♦ tricks.

S should **TAKE CARE** in playing her winners - do not get stranded with no entry to N hand. The order of should be:

▲ Q - 2; then ▲ J - A to cross to Dummy to cash last ▲ winners. 'Overtake'.

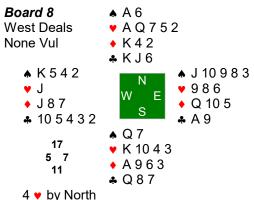


Lead: 🛦 3

E plays \bigstar K, and S wins with the \bigstar A. If S returns partner'suit, it might set up a long \bigstar eventually, but in short term is taken by \bigstar Q. So, \bigstar 5 may be better in hope that N has \clubsuit K. She does, and returns \bigstar 9 for S to win \clubsuit A and J - 'finessee' (this is a future lesson).

But whatever S plays now, W wins and cashes remaining 9 tricks:

▲ Q J; ♥ A K Q ; ▲ A K Q; ♣ 8



Lead: A J

No obvious cross-trumping opportunity: no side suit shortage in hand with shorter trump holding. So play \blacklozenge Q, expecting to have to play \blacklozenge A over W's \blacklozenge K.

Then draw trumps and play \clubsuit to lose to \clubsuit A. E will take their \bigstar 10 winner, but any continuation of \bigstar s is ruffed in Dummy. Worse still, N can ditch a \blacklozenge loser ('Ruff and discard'), this making an extra trick.

So N wins any return and cashes remaining winners - in all: ▲ A; 5 ♥s; ♦ A K; ♣ K Q.

6	s 85 975 ,	 ↓ J 9 7 ↓ 3 ↓ A 9 8 7 6 ↓ A 8 6 5 ↓ W E 5 ↓ 6 4 ↓ Q 8 4 ↓ K 10 5 ↓ J 10 9 4 	▲ A K 3 ♥ A K 6 ● Q J 3 ♣ 2	52
4 ♥ by E		Quad	Qued	146
Trick	Lead	2nd	3rd	4th
1. S	♣ J	Q	<u>A</u> 4 Q 2 6	2
2. N	♥ 3	<u>К</u> 4 <u>А</u> <u>К</u> 10	4	5
3. E	♠2	4	Q	7
4. W	• 4	A	2	5
5. N	♠ 9	K	6	5
6. E	• 3		v 7	8
7. W	y 9	♣ 6 ¹	<u>A</u>	8
8. E	🔶 J	K	<u>v 10</u>	7
9. W	₩K	8	<u>A</u> <u>v 10</u> <u>v 2</u> 8	3
10. E	♦ Α	y Q	8	J
11. S	* 9	7	5	v 6
12. E	∧ 3	. 4	<u>10</u>	• 9
13. W	💙 J	• 6	♦ Q	& 10
1. HQ did not fall, so leave it, E will have				

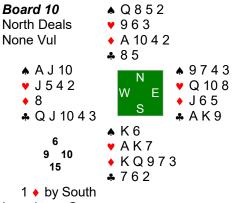
 HQ did not fall, so leave it, E will have to lose it at some point, but better not to 2 trumps.

Lead: 🔺 J

5 top tricks, and expectation of a further 2-3 ♥s, depending on whether ♥ Q drops under E's ♥ A K; and one of ♣ K or Q. We can also probably make an extra ♠ if distribution is 3-2; and ruff ♦s in W and a ♣ in E.

But remember, any \bullet ruff in E is double counting, so we need to ruff \bullet s twice to make one extra trick. E plays \bullet Q on opening lead and N takes with \bullet A, returning \bullet 3. E wins and leads \bullet 2 to Dummy's \bullet Q. E plays \bullet 4 from dummy (leading to strength in closed hand), losing to \bullet A

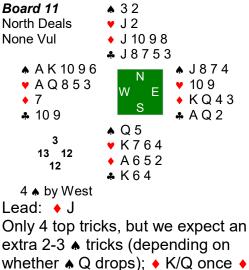
(no point in 2nd hand playing low with void in Dummy). Any return is won by E-W



Lead: & Q

8 winners once ♠ A is forced out: ♠ K/Q ; ♥ A K ; 5 ♦ s (unless distribution is 4-0). We should also try for a ♣ ruff in N on the 3rd round of ♣s.

Draw trumps at the earliest opportunity: there is no need to retain more than 1 trump in the shorter holding for a cross-ruff, and it is better to ensur tht you as Declarer do not get ruffed.



whether ♠ Q drops); ♦ K/Q once ♦ A is forced out; ♥ Q if finesse works and ♥ K sits in S; and two ♥ ruffs into Dummy.

Play • Q expecting to lose to • A in S. Let's say S returns partner's • suit, then W can discard • 9 (and not need to lose the • finessee) and win • K. Draw trumps, seeing • Q drop. • 10 from East looking for the • K (finessee) - if • K is played by S, win • A, cash the • Q and then a • ruff into E, cash the • A and ruff a • into W, for a • ruff back to E. Another • ruff into W, and cash the winning • and spare trump. 12 tricks!