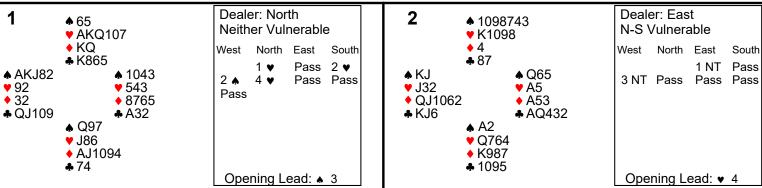
LC07



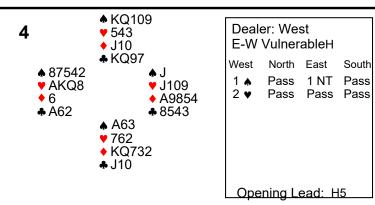
East leads LOW from 10xx in partner's suit. After cashing a second spade, West knows to shift and the \* shift beats the contract.

Prefer majors to minors when on lead. The opponents won't have lots of hearts on this auction (but might have lots of either minor).

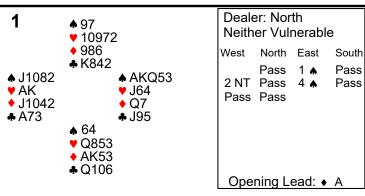
Printed by Dealmaster Pro

```
Dealer: South
3
         ♠ KQ
                                 E-W Vulnerable
         ♥ A9
         ♦ K6
                                 West North East
                                                  South
         ♣ KQJ10976
                                                  1 🛦
↑ 762
                 ♠ 3
                                            Pass
                                 Pass 2 &
                                                  2 🛦
♥ K74
                 Q86532
                                            Pass
                                                  3 🛦
                                 Pass 3 ♣
                 1052
◆ J98743
                                 Pass 4 NT
                                            Pass 5 ♥
♣ A
                 ♣ 832
                                 Pass 6 ♠
                                             Pass Pass
         ▲ AJ109854
                                 Pass
         ♥ J10
         AQ
         ♣ 54
                                  Opening Lead: ♥ 4
```

West leads a heart, his best chance.

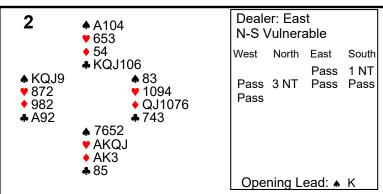


North should lead a trump, since he anticipates declarer will ruff spades in dummy. Only a trump lead beats it.

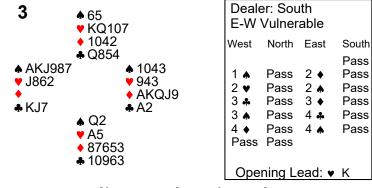


LC13R

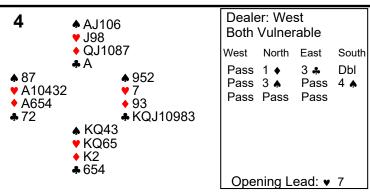
On the  $\triangle$ A lead, North discourages with the (readable)  $\triangle$ 6. South's normal switch to the  $\triangle$ 6 sets the contract.



West ignores East's T1 signal and plays spades until dummy's A is dislodged. When clubs are playerd, East's count signal tells West to win the SECOND club. Dummy takes only 1 club trick.

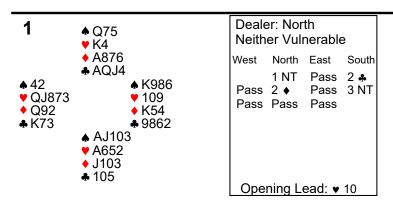


East-West discover there is no heart control. South overtakes the ♥K with the ace and plays a second heart. North wins and plays a 3rd high heart. South throws a discouraging club. North plays a 4th heart and South overruffs dummy for down 1.

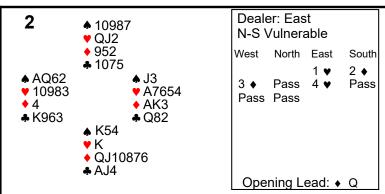


West wins the ♥A and returns a S.P. ♥10. When East ruffs, he knows to play a diamond (not a club) to West's ace for a second heart ruff.

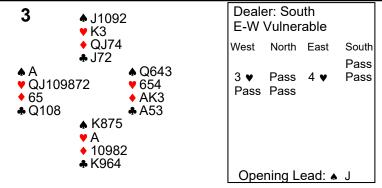
LC26-2 Second Hand Defense



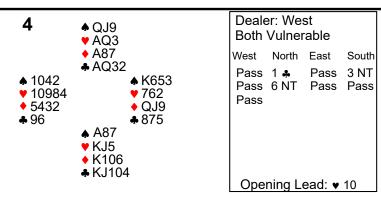
West must cover the \$ 10. East must cover the \$Q. West should not cover the first diamonds.



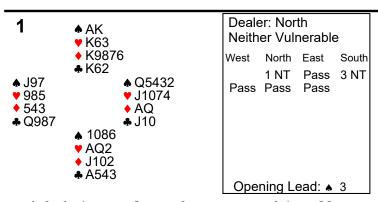
If/when dummy's ♥ 10 is played, North must not cover. South must cover the ♣ J. On declarer's low club lead, South must play low.



If/when declarer leads spades from dummy, south plays low. On declarer's Q lead from hand, North must play low. When a low club is led from dummy, South must play low to give declarer a guess.

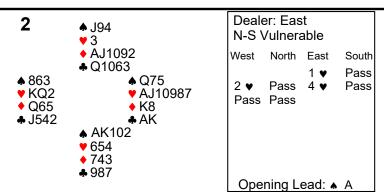


East must not cover the first spade honor from dummy. East must split his diamond honors if dummy leads low. Still, with a proper view, declarer can endplay East.

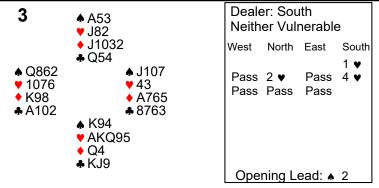


LC26R

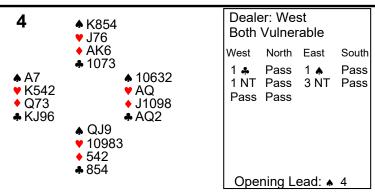
Trick 1 (West plays cheapest spade) tells East that declarer started with \*AK doubleton. When he wins his diamond honor, he should continue spades.



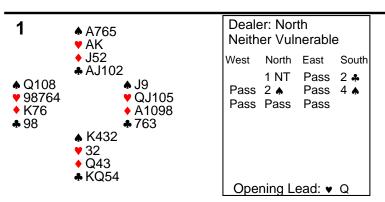
On the \*A (from AK) lead, North discourages. South switches (a trump is as good/safe as anything). Declarer must lose 3 spades and a diamond (assuming the defense makes no mistakes).



East plays the  ${\pm}10$  (cheaper of equals). When declarer wins the king, West knows that East has the  ${\pm}J$ . When in with the  ${\pm}K$ , West continues spades to set the contract.

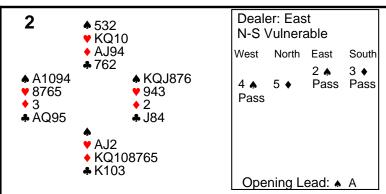


Whether East responds 1 or 1 n. North's most attractive lead is the 4th-best spade. South plays the 9. When declarer has to win the ace, the entire spade holding is revealed. When North gets in with a high diamond, he knows to lead a low spade to partner. The defense gets 3 spades and 2 diamonds for down 1.

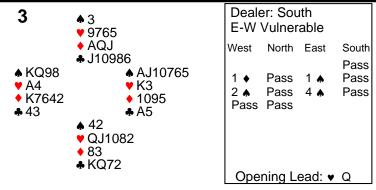


LC68

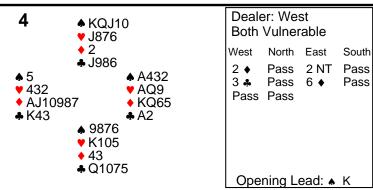
After a normal Stayman auction, East leads the \(\psi\_Q\). If declarer starts diamonds, he should lose 3 tricks in that suit. Instead, he should draw 2 trumps, eliminate the clubs and hearts, and throw the defense in with the 3rd spade to break diamonds.



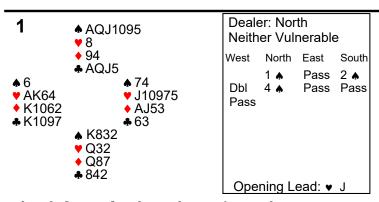
East opens 2\* and after South's overcall, West bids a LAWful 4\*S. North guesses to bid 5\* against which the \*A is led. Declarer ruffs, draws trumps (while stripping spades in the process) and cashes three hearts ending in dummy. When he plays a club and East plays low, South inserts the \*10 and claims (if East played the jack, South would cover with the king and also have a claim).



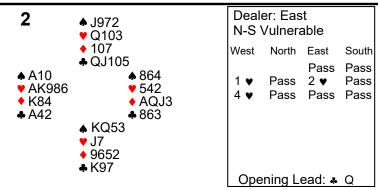
After a straightforward auction, South leads the \*Q. Declarer should not play diamonds himself. He can guarantee the contract by drawing trump, stripping the hearts and exiting with Ace and a club. When the defense has to break diamonds, declarer is sure not to lose 3 tricks in the suit (just cover any card South plays).



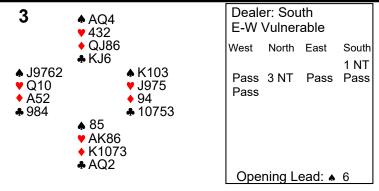
After West's weak 2. East can explore for slam with 2NT. West can show his club feature and East has no reason to use Blackwood—he just jumps to slam. Declarer wins the A, ruffs a spade and draws trump while also stripping the black suits. He leads a heart from hand and covers anything North plays to claim his contract.



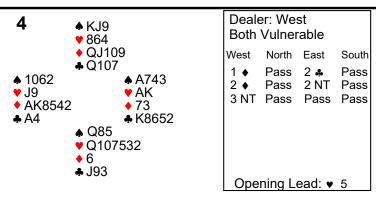
The defense leads and continues hearts. Declarer trumps high (saving the \$5). He draws 2 rounds of trump ending in dummy (saving a second dummy entry). He takes a club finesse and then crosses in trumps to repeat the finesse.



Declarer has to lose 2 clubs and at least 1 heart (needing a 3-2 break). The spade loser can go on the diamonds. After winning the AA, declarer must play ace, king AND ANOTHER trump. If he doesn't play the third trump, North can ruff the 3rd diamond and declarer never gets the 4th diamond.



Declarer has 6 top tricks and can knockout the A to get 3 more. He can't afford the Q at trick one. If it loses (as it does), the spade continuation sets him. He plays LOW from dummy and can't be defeated.



Declarer has 7 top tricks. He should test diamonds with the ace and king. If they split, he concedes a diamond and has an overtrick. When they don't split, he tries clubs and the 3-3 split sees him home. Ducking a diamond first is wrong, because it puts all the eggs in that one basket.