

**Addendum for Deals 1-4**

**Deal 1a) Counter-example**

Dir	East	<b>NORTH</b>				
Vul	None	♠	865			
LEAD:	♠2	♥	KJ6			
		♦	32			
		♣	K8764			
<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>	
♠	2		1♠	2♥	♠ KQJ1094	
♥	85	P	3♥	3♠	4♥	♥ 97
♦	J10876	P	P	P	♦ AKQ9	
♣	J9532				♣ 10	
		<b>SOUTH</b>				
		♠	A73			
		♥	AQ10432			
		♦	54			
		♣	AQ			

This time, it makes no sense to hold up in spades. Win trick one and start trump.

**Deal 2a) Counter-example**

Dir	South	<b>NORTH</b>				
Vul	N-S	♠	KJ87			
LEAD:	♥6	♥	52			
		♦	876			
		♣	KQJ10			
<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>	
♠	5		1♠		♠ 42	
♥	K97643	2♥	3♥	X	4♠	♥ Q108
♦	A102	P	P	P	♦ QJ94	
♣	A76				♣ 9542	
		<b>SOUTH</b>				
		♠	AQ10963			
		♥	AJ			
		♦	K53			
		♣	83			

Win East's (East is the hand you don't want on lead) ♥Q at trick one.

**Deal 3a) – Counter-example**

Dir	South	<b>NORTH</b>				
Vul	None	♠	AQ9			
LEAD:	♣Q	♥	987			
		♦	7643			
		♣	AK2			
<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>	
♠	65		1♠		♠ 83	
♥	Q42	P	2♦	P	2♥	♥ K65
♦	KJ8	P	4♠	All Pass	♦ A1095	
♣	QJ1098				♣ 7653	
		<b>SOUTH</b>				
		♠	KJ10742			
		♥	AJ103			
		♦	Q2			
		♣	4			

Dare I say "of course" win trick one?

**Deal 4a) – Counter-example**

Dir	West	<b>NORTH</b>			
Vul	N-S	♠	A953		
LEAD:	♥6	♥	4		
		♦	AQJ8		
		♣	QJ32		
<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
♠	1062				♠ QJ74
♥	AK9653				♥ 107
♦	974				♦ 10532
♣	A				♣ 954
		<b>SOUTH</b>			
		♠	K8		
		♥	QJ82		
		♦	K6		
		♣	K10876		

Since West opened and likely has the ♣A, declarer should win East's ♥10 at Trick 1.

Addendum for Deals 5-8

**Deal 5a) Counter-example**

Dlr	South	<b>NORTH</b>				
Vul	E-W	♠	9765			
LEAD:	♣4	♥	K102	_____		
		♦	KQ3			
		♣	1052			
	<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
♠	QJ2				1♠	♠ 10
♥	8765	P	2♠	3♣	4♠	♥ A94
♦	J9865	P	P	P		♦ 1072
♣	4					♣ KQJ987
		<b>SOUTH</b>				
		♠	AK843			
		♥	QJ3			
		♦	A4			
		♣	A63			

Here, there is every reason to win the 1<sup>st</sup> club.

**Deal 6a) Counter-example**

Dlr	East	<b>NORTH</b>				
Vul	E-W	♠	98652			
LEAD:	♥K	♥	832	_____		
		♦	J1098			
		♣	A			
	<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
♠	Q107					♠ KJ43
♥	KQJ10					♥ 6
♦	32					♦ 654
♣	Q975					♣ KJ1063
		<b>SOUTH</b>				
		♠	A			
		♥	A9754			
		♦	AKQ7			
		♣	842			

Here, win the ♥A at trick 1 and trump both losing clubs in dummy.

**Deal 7a) – Supplemental example**

Dlr	East	<b>NORTH</b>					
Vul	Both	♠	43				
LEAD:	♥5	♥	AQ8	_____			
		♦	AK6543				
		♣	103				
	<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>	
♠	972				2♥	3♠	♠ 8
♥	53	P	6♠	All Pass			♥ KJ10742
♦	J10						♦ Q82
♣	K97542						♣ QJ8
		<b>SOUTH</b>					
		♠	AKQJ1065				
		♥	96				
		♦	97				
		♣	A6				

On the ♥5 lead, play dummy's ♥8. East wins but can't successfully attack the dummy entry.

**Deal 8a) – Supplemental example**

Dlr	West	<b>NORTH</b>				
Vul	N-S	♠	9652			
LEAD:		♥	J542	_____		
		♦	A42			
		♣	K7			
	<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
♠	73	P	P	P	1♠	♠ 104
♥	K106	P	2♠	P	4♠	♥ A97
♦	J973	All Pass				♦ KQ108
♣	J854					♣ 10632
		<b>SOUTH</b>				
		♠	AKQJ8			
		♥	Q83			
		♦	65			
		♣	AQ9			

With ♦Axx (even ♦AQJ) still win the ♦A, strip the hand (throwing a diamond on clubs) and exit in diamonds.

**Addendum for Deals 9-12**

**Deal 9a) Counter-example**

Dir	South	<b>NORTH</b>	
Vul	None	♠ K43	
LEAD:	♥6	♥ AQ3	_____
		♦ 54	
		♣ Q10842	
<b>WEST</b>			<b>EAST</b>
♠	J86		♠ Q1092
♥	KJ964	Contract:	♥ 105
♦	KJ6	3NT - South	♦ Q109873
♣	75		♣ A
		<b>SOUTH</b>	
		♠ A75	
		♥ 872	
		♦ A2	
		♣ KJ963	

On the heart lead, declarer's play for 9 tricks is to finesse the ♥Q at trick one (the Rule of 11 also makes it almost sure to succeed).

**Deal 10a) Counter-example**

Dir	South	<b>NORTH</b>	
Vul	N-S	♠ K853	
LEAD:	♥Q	♥ A104	_____
		♦ J103	
		♣ Q87	
<b>WEST</b>		<u>W</u> <u>N</u> <u>E</u> <u>S</u>	<b>EAST</b>
♠	96		♠ 10742
♥	QJ95		♥ 873
♦	A984		♦ 65
♣	K94		♣ A1063
		<b>SOUTH</b>	
		♠ AQJ	
		♥ K62	
		♦ KQ72	
		♣ J52	

This time, win the ♥Q with the king and play diamonds next (for 10 tricks).

**Deal 11a) – Counter-example**

Dir	West	<b>NORTH</b>	
Vul	None	♠ K43	
LEAD:	♥8	♥ Q74	_____
		♦ 8765	
		♣ KQ2	
<b>WEST</b>		<u>W</u> <u>N</u> <u>E</u> <u>S</u>	<b>EAST</b>
♠	97		♠ AQJ108
♥	KJ9863		♥ 2
♦	2		♦ A43
♣	J1084		♣ 9763
		<b>SOUTH</b>	
		♠ 652	
		♥ A105	
		♦ KQJ109	
		♣ A5	

Don't waste/unblock the ♥A. There is no need to and besides, the ♥10 is the 9<sup>th</sup> trick.

**Deal 12)**

The original is intriguing enough!

**Addendum for Deals 13-16**

**Deal 13a) Counter-example**

Dir	North	<b>NORTH</b>				
Vul	Both	♠	AJ2			
LEAD:	♠9	♥	A76			
		♦	10985			
		♣	1082			
	<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
♠	9876		P	P	1N	♠ Q543
♥	KJ		P	3N	All Pass	♥ Q10982
♦	A32					♦ 4
♣	Q654					♣ K97
		<b>SOUTH</b>				
		♠	K10			
		♥	543			
		♦	KQJ76			
		♣	AJ3			

Make the normal play of winning T1 cheaply.  
There is no entry problem.

**Deal 14)**

Be aware of “internally” blocked suits such as:

AKQ8	KQ97
1097	A102

When there is no side entry to dummy (the top hand shown), it can be imperative to unblock the middle cards from declarer’s hand. It can’t hurt, so should become a routine practice.

With a trump suit contains lots of spots in both hands, play the suit flexibly to maintain entries to both hands. With: AQ762 opposite KJ1093, don’t start with (waste) the Ace and Queen (following with the 3 and 9) on the first 2 rounds (leaving entries to only one hand).

**Deal 15a) – Counter-example**

Dir	South	<b>NORTH</b>				
Vul	N-S	♠	A102			
LEAD:	♣Q	♥	A4			
		♦	10853			
		♣	J1053			
	<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
♠	8754					♠ 3
♥	KJ863					♥ Q109752
♦	AJ9					♦ K62
♣	Q					♣ K98
		<b>SOUTH</b>				
		♠	KQJ96			
		♥	--			
		♦	Q74			
		♣	A7642			

On the ♣Q play, play low (of course) from dummy (no need to unblock).

**Deal 16)**

Be aware of the card led (don’t assume a falsecard) and play accordingly:

♦ Q94	♦ Q94	♦ K106	♦ K106
♦ K82	♦ K72	♦ A92	♦ A92
On the lead of the ♦ 10, play the ♦ Q.	On the lead of the ♦ J, play the ♦ 4.	On the lead of the ♦ Q, play the ♦ 6.	On the lead of the ♦ J, play the ♦ K.

**Addendum for Deals 17-20**

Deals 17 and 18 are already counter-examples of each other.

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**Deal 19a) – Counter-example**

Dlr	South	<b>NORTH</b>	
Vul	None	♠ KQ7	
LEAD:	♣3	♥ 864	_____
		♦ KQJ8	
		♣ 1072	
<b>WEST</b>			<b>EAST</b>
♠ A2		Contract :	♠ 953
♥ AJ75		4♠ by South	♥ Q1092
♦ 932			♦ 654
♣ Q853			♣ K96
		<b>SOUTH</b>	
		♠ J10864	
		♥ K3	
		♦ A107	
		♣ AJ4	

On the club lead, declarer makes the routine play of capturing East's king with the ace.

**Deal 20a) – Counter-example**

Dlr	South	<b>NORTH</b>	
Vul	Both	♠ Q9643	_____
LEAD:	♣6	♥ KQJ	
		♦ 109754	
		♣ --	
<b>WEST</b>		<u>W</u> <u>N</u> <u>E</u> <u>S</u>	<b>EAST</b>
♠ 5			1♠ ♠ 108
♥ A1083		P 4♠ P P	♥ 965
♦ J83		P P	♦ AK2
♣ K8762			♣ A10943
		<b>SOUTH</b>	
		♠ AKJ72	
		♥ 762	
		♦ Q3	
		♣ QJ5	

On the club lead, South should definitely forget the counterpart to this deal. Just ruff in dummy and lose only 3 tricks.

**Addendum for Deals 21-24**

**Deal 21a) Tangential Layout**

Dir	South	<b>NORTH</b>				
Vul	N-S	♠	AK5			
LEAD:	♥A	♥	J92			_____
		♦	652			
		♣	AK75			
	<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
	♠ 73				3♠	♠ 2
	♥ AK86	X	4♠	All Pass		♥ Q107543
	♦ A107					♦ QJ94
	♣ J1083					♣ Q4
		<b>SOUTH</b>				
		♠	QJ109864			
		♥	--			
		♦	K83			
		♣	962			

Careful timing allows a loser-on-loser play not just at T1, but also on the 4<sup>th</sup> club.

**Deal 22) Other Trick 1 Tricks**

As declarer, signal as defender. If you want them to continue, encourage. If they lead the ace (from AK) and you hold Q82, play the 8 (hide the 2). If you have J82, disclose (play) the 2.

When winning touching cards as declarer, win with the highest (the opposite of 3<sup>rd</sup>-hand play rules). If you win with the cheapest, the person who led to the trick knows you have a higher one as well.

**Deal 23a – Counter-example**

Dir	West	<b>NORTH</b>				
Vul	N-S	♠	53			
LEAD:	♠Q	♥	762			_____
		♦	J10984			
		♣	Q76			
	<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
	♠ QJ10982	2♠	P	P	3N	♠ 74
	♥ 543	P	P	P		♥ J1098
	♦ A3					♦ K2
	♣ 54					♣ J10983
		<b>SOUTH</b>				
		♠	AK6			
		♥	AKQ			
		♦	Q765			
		♣	AK2			

This time, South should hold up on the first spade (it can't hurt and does help).

**Deal 24)**

Look for suits that might provide multiple dummy entries, such as:

Q654	KJ93
AK93	AQ62

If everyone follows to the AK, overtake the 9 with the queen and later use the 3 to reach the 4.

Play the ace and then Q. If LHO follows to the Q, it is safe to overtake. Later the jack and 9 are also entries.

Addendum for Deals 25-28

**Deal 25a) Counter-example**

Dir	East	<b>NORTH</b>				
Vul	None	♠	7432			
LEAD:	♥J	♥	KQ3	_____		
		♦	86			
		♣	A765			
<b>WEST</b>		<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
♠	A			2♦	3♠	♠ 65
♥	J109876	P	4♠	All Pass		♥ A54
♦	Q54					♦ KJ10973
♣	Q109					♣ J8
		<b>SOUTH</b>				
		♠	KQJ1098			
		♥	2			
		♦	A2			
		♣	K432			

On the ♥J lead, play normally. Play an honor from dummy to set up a discard for the ♦2.

**Deal 26a) Counter-example**

Dir	West	<b>NORTH</b>				
Vul	N-S	♠	AKJ9			
LEAD:	♥K	♥	J43	_____		
		♦	KQJ9			
		♣	KQ			
<b>WEST</b>		<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
♠	2	2♥	X	P	3♠	♠ 105
♥	KQ10965	P	4♠	All Pass		♥ 7
♦	1043					♦ A872
♣	1085					♣ AJ9763
		<b>SOUTH</b>				
		♠	Q87643			
		♥	A82			
		♦	65			
		♣	42			

Make the "normal" play at trick 1 of winning the ♥K with the ace.

**Deal 27a) – Counter-example**

Dir	South	<b>NORTH</b>				
Vul	E-W	♠	A643			
LEAD:	♥J	♥	A93	_____		
		♦	765			
		♣	Q76			
<b>WEST</b>		<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
♠	85			1♠		♠ 2
♥	J8	P	2♠	P	4♠	♥ K107642
♦	Q9842	P	P	P		♦ J10
♣	AJ43					♣ K1098
		<b>SOUTH</b>				
		♠	KQJ1097			
		♥	Q5			
		♦	AK3			
		♣	52			

There is no reason to waste (unblock) the ♥Q at trick 1. It has no upside (and costs here).

**Deal 28a) – Counter-example**

Dir	West	<b>NORTH</b>				
Vul	None	♠	A54			
LEAD:	♠Q	♥	1053	_____		
		♦	AK9			
		♣	8542			
<b>WEST</b>		<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
♠	QJ10876	2♠	P	P	3♥	♠ 3
♥	A4	P	4♥	All Pass		♥ 982
♦	83					♦ J10742
♣	J73					♣ A1096
		<b>SOUTH</b>				
		♠	K92			
		♥	KQJ76			
		♦	Q65			
		♣	KQ			

East has the short spades, so win trick one with the ♠A and start trump.

**Addendum for Deals 101-104**

**Deal 101)**

When partner leads low and dummy has an honor you can beat, try to save your higher card until dummy's high card is played.

For example, partner leads low and dummy plays low from Qxx. You insert the 10 with K10x or A10x.

Even with a 9, it is usually right to insert it. Without a 10 or 9 to play, it usually won't matter what you do.

**Deal 102)**

Even with Jxx, try not to play your jack when partner leads low and dummy has A10x or K10x. Again, it helps if you have a reasonable intermediate card (like an 8 or 9) to insert.

**Deal 103a) – Counter-example**

Dlr	West	<b>NORTH</b>				
Vul	E-W	♠	J93			
LEAD:	♥K	♥	104	_____		
		♦	K32			
		♣	AQJ107			
	<b>WEST</b>	<b>W</b>	<b>N</b>	<b>E</b>	<b>S</b>	<b>EAST</b>
	♠ 54	2♥	P	3♥	3♠	♠ 72
	♥ KQJ986	P	4♠	P	P	♥ A73
	♦ 107	P				♦ AQ985
	♣ 832					♣ 654
		<b>SOUTH</b>				
		♠	AKQ1086			
		♥	52			
		♦	J64			
		♣	K9			

**Deal 104)**

Unblocking with a doubleton-honor (typically against notrump) is usually right, but not if you can tell from dummy's holding that it will cost a trick:

		<b>NORTH</b>		
		♥	1042	
	<b>WEST</b>			<b>EAST</b>
♥	QJ9753			♥ K8
		<b>SOUTH</b>		
		♥	A6	

Don't unblock the king on the queen here--it will set up dummy's ♥10.

Don't overtake the ♥K here – discourage and leave partner on lead for the obvious diamond switch.

**Addendum for Deals 105-108**

**Deal 105a) An analogous situation:**

Dlr	South	<b>NORTH</b>				
Vul	None	♠	1083			
LEAD:	♥K	♥	5	_____		
		♦	AQ10753			
		♣	653			
	<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
♠	A72	--	--	--	1♠	♠ 65
♥	KQJ103	2♥	2♠	3♥	4♠	♥ A74
♦	82	P	P	P		♦ KJ94
♣	J92					♣ 10874
		<b>SOUTH</b>				
		♠	KQJ94			
		♥	9862			
		♦	6			
		♣	AKQ			

East wins the ♥A and switches to a trump. West wins and continues with a second trump to set the contract.

**Deal 106)**

On defense, don't cover touching honors.

If dummy's jack (from J10) is played, don't cover. If dummy's queen (from QJ) is played, don't cover. Cover only if the honor is unaccompanied.

**Deal 107a) – Counter-example**

Dlr	East	<b>NORTH</b>				
Vul	None	♠	J54			
LEAD:	♠10	♥	AKJ4	_____		
		♦	654			
		♣	AKJ			
	<b>WEST</b>	<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>	<b>EAST</b>
♠	10	--	--	2♠	P	♠ AK8732
♥	8752	P	X	P	2N	♥ 1063
♦	AQJ2	P	3N	All Pass		♦ 1098
♣	8653					♣ 2
		<b>SOUTH</b>				
		♠	Q96			
		♥	Q9			
		♦	K73			
		♣	Q10974			

East expects partner has only 1 spade, so no future there. He wins the ♠K and switches to the ♦10.

**Thank you for attending this Regional at Sea from Lisbon to Florida.**

**Have a safe trip home!**



1

♠ A96  
♥ Q632  
♦ 963  
♣ Q104

♠ KQJ874      ♠ 102  
♥ 7              ♥ 1054  
♦ AQ2            ♦ J1074  
♣ 987            ♣ 6532

♠ 53  
♥ AKJ98  
♦ K85  
♣ AKJ

Dealer: South  
N-S Vulnerable

West	North	East	South
			1 ♥
1 ♠	2 ♥	Pass	4 ♥
Pass	Pass	Pass	

Opening Lead: ♠ K

Because West overcalled, the ♠A is likely wrong. As a last resort, declarer can try for an endplay in diamonds (or to play West for the singleton or doubleton ♠A). First, declarer should try to do something with the spade suit. Duck the ♠K lead (so that East can't win the second spade). Win the next spade and draw trump in 3 rounds (keeping an entry to dummy). Play clubs ending in dummy and lead the last spade. Throw a diamond regardless of who wins. If West has to win, the contract is assured.

2

♠ KJ4  
♥ 874  
♦ K85  
♣ AK107

♠ 85              ♠ 72  
♥ K962          ♥ QJ103  
♦ Q973          ♦ AJ106  
♣ 986            ♣ Q54

♠ AQ10963  
♥ A5  
♦ 42  
♣ J32

Dealer: South  
Neither Vulnerable

West	North	East	South
			1 ♠
Pass	2 ♣	Pass	2 ♠
Pass	4 ♠	Pass	Pass
Pass			

Opening Lead: ♥ 2

Allow East to win the first trick. That way, he can't later cross to his partner in hearts. Win anything at trick two and draw trump ending in hand. Play a club to the 10, knowing that even if it loses, the defense can't take 2 diamond tricks. Winning the first heart is fatal. (Only a diamond lead would set the contract.)

3

♠ AQ9  
♥ 764  
♦ A632  
♣ AK7

♠ 83              ♠ 65  
♥ A83            ♥ QJ109  
♦ Q107          ♦ KJ5  
♣ QJ1093      ♣ 8652

♠ KJ10742  
♥ K52  
♦ 984  
♣ 4

Dealer: South  
E-W Vulnerable

West	North	East	South
			2 ♠
Pass	4 ♠	Pass	Pass
Pass			

Opening Lead: ♣ Q

Aside from the ♥A being right, declarer has a second chance; the diamond suit. To take advantage, he should duck the opening lead. This allows declarer to try the diamonds without East getting on lead. He throws 2 diamonds and then sets up dummy's 4th diamond by ruffing diamonds (if diamonds don't break, he falls back on the heart suit).

4

♠ A953  
♥ 4  
♦ AQJ8  
♣ QJ32

♠ 1062            ♠ QJ74  
♥ AK9653        ♥ 107  
♦ 974             ♦ 10532  
♣ 9                ♣ A54

♠ K8  
♥ QJ82  
♦ K6  
♣ K10876

Dealer: West  
N-S Vulnerable

West	North	East	South
2 ♥	Dbl	Pass	3 NT
Pass	Pass	Pass	

Opening Lead: ♥ 6

To get to 9 tricks, declarer will have to knock out the ♠A. From the auction and trick one, West rates to have ♥AK9xxx. Winning the the first trick will let East play a killing heart when in with the ♠A. Accordingly, declarer should let the ♥10 win the first trick. He won't win a heart trick, but has plenty of winners without it.

**5**

♠ 965  
♥ A1095  
♦ K93  
♣ 1052

♠ 102  
♥ 76  
♦ J872  
♣ KQJ94

♠ QJ3  
♥ K842  
♦ Q1065  
♣ 87

♠ AK874  
♥ QJ3  
♦ A4  
♣ A63

Dealer: South  
E-W Vulnerable

West	North	East	South
			1 ♠
Pass	2 ♠	Pass	4 ♠
Pass	Pass	Pass	

Opening Lead: ♣ K

If spades are 3-2, declarer is still at risk of losing a heart finesse and 2 club tricks. If clubs are 4-3, nothing will matter. But, in case they are 5-2 (as they are), declarer should hold up on the first round. He wins the second club, plays the high spades and then takes the heart finesse. It loses, but the holdup play in clubs means that East has no club to play and declarer's club loser goes on dummy's 4th heart. Winning the first trick is fatal.

**6**

♠ 9865  
♥ 832  
♦ J1098  
♣ AJ

♠ Q107  
♥ KQJ  
♦ 32  
♣ Q9753

♠ KJ432  
♥ 106  
♦ 654  
♣ K106

♠ A  
♥ A9754  
♦ AKQ7  
♣ 842

Dealer: South  
N-S Vulnerable

West	North	East	South
			1 ♥
Pass	2 ♥	Pass	4 ♥
Pass	Pass	Pass	

Opening Lead: ♥ K

It is unusual to receive the lead of the trump king. Likely it is from KQJ (leading from KQ alone is dangerous). Declarer needs to trump a club in dummy. Winning the first heart makes it too easy on the defense. The best chance is to win the second heart and play towards the ♣J. Because East has to win, the defense can't play the 3rd round of trump in time. Declarer gets to ruff the club in dummy and lose only 1 club and 2 hearts.

**7**

♠ 43  
♥ AQ8  
♦ AK6543  
♣ 103

♠ 972  
♥ J3  
♦ J10  
♣ K97542

♠ 8  
♥ K107542  
♦ Q82  
♣ QJ8

♠ AKQJ1065  
♥ 96  
♦ 97  
♣ A6

Dealer: East  
N-S Vulnerable

West	North	East	South
		2 ♥	3 ♠
Pass	6 ♠	Pass	Pass
Pass			

Opening Lead: ♥ J

With a clear loser in hearts and clubs, declarer needs to set up diamonds. He will need diamonds 3-2. Winning the ♥A won't work (no late dummy entry), so declarer plays the queen, losing to the king. Because declarer has the 9 (and dummy the 8), East can't usefully dislodge dummy's ♥A at trick 2 (a heart play will set up a discard for declarer's losing club).

What if the lead had been a lower heart? Then, the 8 must be played from dummy (for the same reasons).

**8**

♠ 9652  
♥ J542  
♦ AQ2  
♣ K7

♠ 3  
♥ K106  
♦ J973  
♣ J8543

♠ 1074  
♥ A97  
♦ K1084  
♣ 1062

♠ AKQJ8  
♥ Q83  
♦ 65  
♣ AQ9

Dealer: West  
Neither Vulnerable

West	North	East	South
Pass	Pass	Pass	1 ♠
Pass	2 ♣	Pass	4 ♠
Pass	Pass	Pass	

Opening Lead: ♦ 3

North's 2♣ is Drury (Limit spade raise).

If the ♦Q were to lose to the king, declarer would likely lose 3 heart tricks as well (the club discard is useless). If hearts are 4-2, the defense can take an early heart ruff. If 3-3 as shown, there are 3 heart losers. It is better to make the defense break hearts. Win the ♦A, draw trump, play the clubs throwing a diamond and exit in diamonds for the endplay.

Note: If dummy had Axx in diamonds, it would be easier. (The ♦Q is a red herring). Even if dummy had ♦AQJ, play ♦A at T1.

9

♠ K86  
 ♥ AQ6  
 ♦ 10653  
 ♣ Q105  
  
 ♠ Q753  
 ♥ J9842  
 ♦ J4  
 ♣ A2  
  
 ♠ J92  
 ♥ K103  
 ♦ Q972  
 ♣ 874  
  
 ♠ A104  
 ♥ 75  
 ♦ AK8  
 ♣ KJ963

Dealer: South  
 E-W Vulnerable  
  

West	North	East	South
Pass	3 NT	Pass	1 NT
Pass			Pass

  
 Opening Lead: ♥ 4

The danger is that if the heart finesse loses and the long heart hand has the ♣A, that the defense can take 5 tricks (as here). Winning the ♥A is a little better than playing the queen (but, declarer will still face a guess when West wins the ♣A and plays a second heart). Best (and a sure thing) is to play dummy's ♥6 on the first trick. East's best play is the ♥10, but he still has no good move at trick 2.

10

♠ K853  
 ♥ A64  
 ♦ J103  
 ♣ Q87  
  
 ♠ 96  
 ♥ QJ95  
 ♦ A984  
 ♣ K94  
  
 ♠ 10742  
 ♥ 873  
 ♦ 65  
 ♣ A1063  
  
 ♠ AQJ  
 ♥ K102  
 ♦ KQ72  
 ♣ J52

Dealer: East  
 N-S Vulnerable  
  

West	North	East	South
Pass	3 NT	Pass	1 NT
Pass		Pass	Pass

  
 Opening Lead: ♥ Q

There are 9 easy tricks (4 spades, 2 hearts and 3 diamonds--once the ♦A is knocked out). There are enough stoppers, but the question is where to win the first trick (don't hold up, because a club shift would be a killer). If you win the ♥K and unblock the spades, the defense can thwart you by holding up in diamonds. The sure thing is to win the ♥A, unblock the spades, and then play a diamond to dummy. When in dummy, cash the good spade. You still have an entry to your diamonds.

11

♠ 865  
 ♥ Q76  
 ♦ AK652  
 ♣ J2  
  
 ♠ J  
 ♥ KJ8543  
 ♦ 83  
 ♣ Q1093  
  
 ♠ KQ974  
 ♥ 9  
 ♦ 10974  
 ♣ K76  
  
 ♠ A1032  
 ♥ A102  
 ♦ QJ  
 ♣ A854

Dealer: West  
 Both Vulnerable  
  

West	North	East	South
2 ♥	Pass	Pass	2 NT
Pass	3 NT	Pass	Pass
Pass			

  
 Opening Lead: ♥ 5

Declarer has to be wide awake on the heart lead. Dummy's ♥Q is the entry to the diamonds (which don't rate to be 3-3). Winning trick one with the ♥10 will later mean no dummy entry. Win trick one with the ♥A. Then play the top diamonds from hand, followed by another heart to reach dummy with the ♥Q. Winning trick one with the ♥10 should lead to defeat.

12

♠ K82  
 ♥ AK9  
 ♦ AK8532  
 ♣ 7  
  
 ♠ 753  
 ♥ Q10752  
 ♦ 7  
 ♣ KJ103  
  
 ♠ 4  
 ♥ J8643  
 ♦ QJ106  
 ♣ Q96  
  
 ♠ AQJ1096  
 ♥  
 ♦ 94  
 ♣ A8542

Dealer: North  
 N-S Vulnerable  
  

West	North	East	South
	1 ♦	Pass	1 ♠
Pass	3 ♦	Pass	3 ♠
Pass	4 ♣	Pass	4 ♥
Pass	4 NT	Pass	5 NT
Pass	7 ♠	Pass	Pass
Pass			

  
 Opening Lead: ♠ 3

5NT showed 2 keycards and a void. After the trump lead, you can try to trump 2 clubs and throw 2 clubs, but then you would need 3-2 diamonds to get back to your hand (♦AK and a ruff). To cater to 4-1 diamonds, win the lead in hand and cross to the ♦A. Discard a diamond on a high heart and ruff a diamond high. Cross to the ♠8 and ruff another diamond high. Then draw trump ending in dummy and the diamonds are good for club discards. This line works if diamonds are 4-1.

13

♠ AJ3  
 ♥ J75  
 ♦ J2  
 ♣ Q9752  
 ♠ Q9762  
 ♥ K9  
 ♦ Q1085  
 ♣ 83  
 ♠ 854  
 ♥ Q1083  
 ♦ K94  
 ♣ A104  
 ♠ K10  
 ♥ A642  
 ♦ A763  
 ♣ KJ6

Dealer: South  
 Both Vulnerable  
 West North East South  
 Pass 3 NT Pass 1 NT  
 Pass Pass  
 Opening Lead: ♠ 6

If clubs behave, there are 4 tricks there to go with 3 spades and 2 red aces. But, if you win trick 1 with the ♠10, the suit is blocked. The defense can hold up the ♣A to the 3rd round. The Rule of 11 tells you that East has only 1 card above the ♠6 (11-6 = 5 and you see 4 of them). East's 1 can't be the ♠Q (West would not lead the ♠6 from 9876x). Besides, East might show you the 8 if he plays "third-hand high." So, win T1 with the ♠K and play clubs. East wins the 3rd round. Later, lead the ♠10 to the ♠J to take 9 tricks. Winning T1 with the ♠10 is fatal.

14

♠ Q764  
 ♥ 5  
 ♦ Q863  
 ♣ AKQ6  
 ♠ K1032  
 ♥ 102  
 ♦ J42  
 ♣ 10532  
 ♠ AJ95  
 ♥ 874  
 ♦ K1075  
 ♣ J9  
 ♠ 8  
 ♥ AKQJ963  
 ♦ A9  
 ♣ 874

Dealer: North  
 Both Vulnerable  
 West North East South  
 1 ♦ Pass 1 ♥  
 Pass 1 ♠ Pass 2 ♣  
 Pass 2 NT Pass 3 ♥  
 Pass 4 ♣ Pass 6 ♥  
 Pass Pass Pass  
 Opening Lead: ♣ 2

North's 4♣ (optimistic) is a control-bid in support of hearts. Declarer has to hope the clubs provide 4 tricks (so he can throw a diamond or a spade). He can also hope for a squeeze. He wins the ♣A and even if he can't see the need, should unblock from hand (the 8 or 7). He draws trump and concedes a spade. He wins the return and unblocks in clubs again and ruffs a spade to run trumps. At the end, he leads the ♣4 to the ♣6 (restricted choice) to take 12 tricks.

15

♠ Q107  
 ♥ AJ  
 ♦ 8532  
 ♣ J1095  
 ♠ 8542  
 ♥ K8643  
 ♦ AJ9  
 ♣ Q  
 ♠ 3  
 ♥ Q109752  
 ♦ K106  
 ♣ K83  
 ♠ AKJ96  
 ♥  
 ♦ Q74  
 ♣ A7642

Dealer: South  
 E-W Vulnerable  
 West North East South  
 Pass 2 ♠ Pass 1 ♠  
 Pass Pass Pass 4 ♠  
 Opening Lead: ♣ Q

Declarer plans to throw a diamond on the ♥A and lose only 2 diamonds and a club. However, 4-1 spades will present trouble if declarer isn't careful. If he plays dummy's ♣5, he will go down. He has to draw 4 trumps and when he gives up a club, he gets tapped with his last trump and can't reach his 5th club. The solution is to play a high club from dummy at trick 1.

16

♠ A4  
 ♥ 10952  
 ♦ Q52  
 ♣ A972  
 ♠ 107652  
 ♥ K7  
 ♦ 103  
 ♣ J854  
 ♠ QJ8  
 ♥ 643  
 ♦ AJ876  
 ♣ Q10  
 ♠ K93  
 ♥ AQJ8  
 ♦ K94  
 ♣ K63

Dealer: South  
 Neither Vulnerable  
 West North East South  
 Pass 2 ♣ Pass 1 NT  
 Pass 4 ♥ Pass 2 ♥  
 Pass Pass  
 Opening Lead: ♦ 10

West's lead marks the ♦J with East. Accordingly, declarer needs to play the ♦Q at T1. Later, he can finesse the ♦9 and lose only 1 diamond, 1 club and 1 heart. If he plays low from dummy, he loses 2 diamond tricks. On a non-diamond lead, declarer can eventually set up dummy's ♣9 to discard a diamond loser.

17

♠ A65  
 ♥ 52  
 ♦ QJ62  
 ♣ A753  
 ♠ 104  
 ♥ K10843  
 ♦ K43  
 ♣ 1042  
 ♠ J9832  
 ♥ Q96  
 ♦ 85  
 ♣ QJ8  
 ♠ KQ7  
 ♥ AJ7  
 ♦ A1097  
 ♣ K96

Dealer: South  
 Both Vulnerable  

West	North	East	South
			1 NT
Pass	3 NT	Pass	Pass
Pass			

 Opening Lead: ♥ 4

Declarer wins the ♥Q with the ace. Why? Because if he loses a diamond finesse, it will be into the safe West hand where the ♥J is still protected. Compare this to the next deal.

18

♠ A65  
 ♥ 52  
 ♦ A1097  
 ♣ A753  
 ♠ 104  
 ♥ K10843  
 ♦ 843  
 ♣ 1042  
 ♠ J9832  
 ♥ Q96  
 ♦ K5  
 ♣ QJ8  
 ♠ KQ7  
 ♥ AJ7  
 ♦ QJ62  
 ♣ K96

Dealer: South  
 Both Vulnerable  

West	North	East	South
			1 NT
Pass	3 NT	Pass	Pass
Pass			

 Opening Lead: ♥ 4

This time, declarer lets the ♥Q win. Why? East is the hand that might win the ♦K. You want him to be out of hearts when he gets in. So, hold up twice in hearts and later take the diamond finesse into the "safe" hand. Winning trick 1 spells defeat.

19

♠ K97  
 ♥ K975  
 ♦ KQJ5  
 ♣ 107  
 ♠ J3  
 ♥ Q84  
 ♦ 8642  
 ♣ Q965  
 ♠ Q52  
 ♥ AJ102  
 ♦ 93  
 ♣ K832  
 ♠ A10864  
 ♥ 63  
 ♦ A107  
 ♣ AJ4

Dealer: South  
 N-S Vulnerable  

West	North	East	South
			1 ♠
Pass	2 ♦	Pass	2 NT
Pass	4 ♠	Pass	Pass
Pass			

 Opening Lead: ♣ 5

Declarer doesn't want West to get in to lead a heart (an initial heart lead would have set the contact). Accordingly, he ducks East's ♣K at trick 1. Eventually, declarer gets rid of a heart on the diamonds without West ever getting on lead. (Best is to win the return at T2 and play a spade to the 9).

20

♠ Q9643  
 ♥ A108  
 ♦ 109754  
 ♣  
 ♠ 5  
 ♥ KJ43  
 ♦ K82  
 ♣ K10862  
 ♠ 108  
 ♥ Q95  
 ♦ AJ6  
 ♣ A9743  
 ♠ AKJ72  
 ♥ 762  
 ♦ Q3  
 ♣ QJ5

Dealer: South  
 E-W Vulnerable  

West	North	East	South
			1 ♠
Pass	4 ♠	Pass	Pass
Pass			

 Opening Lead: ♣ 6

Declarer faces 4 red-suit losers (two in each suit). Working on diamonds won't work; the defense can switch to hearts in time. Take advantage of the lead by throwing a heart from dummy and later taking a ruffing finesse in clubs to get rid of the other heart.

Yes, had West led any other suit, the contract would be defeated.

21

♠ AK5  
 ♥ J92  
 ♦ 652  
 ♣ AK75  
 ♠ 73  
 ♥ AK864  
 ♦ A107  
 ♣ 1083  
 ♠ 2  
 ♥ Q10753  
 ♦ QJ94  
 ♣ QJ4  
 ♠ QJ109864  
 ♥  
 ♦ K83  
 ♣ 962

Dealer: South  
 E-W Vulnerable  

West	North	East	South
			3 ♠
Pass	4 ♠	Pass	Pass
Pass			

 Opening Lead: ♥ A

Declarer has to lose a club and can hope for the ♠A onside. An extra chance is 3-3 clubs, but that works only if East can't get in to play a diamond through. Declarer should discard a club at trick 1. Then, he has the luxury of trying clubs first and not needing the ♠A right once clubs are 3-3.

22

♠ Q763  
 ♥ K84  
 ♦ Q73  
 ♣ A32  
 ♠ J109  
 ♥ 6  
 ♦ A865  
 ♣ J8765  
 ♠ 4  
 ♥ AQJ9753  
 ♦ 1094  
 ♣ 109  
 ♠ AK852  
 ♥ 102  
 ♦ KJ2  
 ♣ KQ4

Dealer: East  
 N-S Vulnerable  

West	North	East	South
		3 ♥	3 ♠
Pass	4 ♠	Pass	Pass
Pass			

 Opening Lead: ♥ 6

I'd prefer 3NT with the North cards. Anyway, after the heart lead, East can win two hearts and play a 3rd one to promote the setting trick in spades. To make this more difficult, declarer must falsecard with the ♥10 at trick one. If he plays the ♥2, East knows the lead is a singleton (it can't be from 106). Once the ♥10 is played, East might switch (for fear of setting up dummy's ♥K).

23

♠ 953  
 ♥ 742  
 ♦ AK542  
 ♣ 64  
 ♠ QJ108  
 ♥ J  
 ♦ QJ107  
 ♣ J1085  
 ♠ 742  
 ♥ Q10865  
 ♦ 9  
 ♣ Q932  
 ♠ AK6  
 ♥ AK93  
 ♦ 863  
 ♣ AK7

Dealer: South  
 Neither Vulnerable  

West	North	East	South
			2 NT
Pass	3 NT	Pass	Pass
Pass			

 Opening Lead: ♠ Q

Don't hold up (no gain, and a club switch would not be welcome). Duck a diamond at trick 2. On the next spade, it can't hurt to hold up--so you can see how they split. Win the 3rd spade and since they are 4-3, you can guarantee the contract (at IMPs) by ducking another diamond. At matchpoints, you might go down (playing for 3-2 diamonds trying for an overtrick).

24

♠ 98  
 ♥ KJ72  
 ♦ 84  
 ♣ KQ753  
 ♠ 54  
 ♥ 985  
 ♦ KJ96  
 ♣ AJ96  
 ♠ 72  
 ♥ 63  
 ♦ 107532  
 ♣ 10842  
 ♠ AKQJ1063  
 ♥ AQ104  
 ♦ AQ  
 ♣

Dealer: South  
 Both Vulnerable  

West	North	East	South
			2 ♣
Pass	3 ♣	Pass	3 ♠
Pass	4 ♥	Pass	7 ♠
Pass	Pass	Pass	

 Opening Lead: ♥ 9

Declarer aims to combine chances--the clubs or ♦K right. Playing for the ♣A right is only 50-50. The goal is to ruff 4 clubs in hand and if nothing good happens (no ♣A), keep the diamond finesse in reserve. To get maximum entries, win the ♥J and unblock the 10! Club ruff high, spade over, club ruff high, spade over, club ruff. Now when all follow to the ♥A, overtake the ♥Q to ruff a 4th club. The ace falls; now the ♥4 is an entry to the 7 and the 5th club. (Yes, a squeeze line works, but this is better).

25

♠ K872  
 ♥ KQ7  
 ♦ 84  
 ♣ A976  
  
 ♠ 4  
 ♥ J10943  
 ♦ A96  
 ♣ Q1052  
  
 ♠ 96  
 ♥ A865  
 ♦ QJ10732  
 ♣ 8  
  
 ♠ AQJ1053  
 ♥ 2  
 ♦ K5  
 ♣ KJ43

Dealer: East  
 Neither Vulnerable  
  

West	North	East	South
		2 ♦	3 ♠
Pass	4 ♠	Pass	Pass
Pass			

  
 Opening Lead: ♥ J

The reflex play of covering the ♥J is wrong. East (danger hand) can win and shift to the ♦Q. Now, with the clubs wrong, the contract is down. Best is to play low on the ♥J (even if East did overtake--not really possible--you would have 2 discards for clubs). Later, take a ruffing finesse against the ♥A and throw a diamond on a heart. The safety play in clubs (correct at IMPs) would be the ♣K and then low to the 9. At matchpoints, declarer might survive anyway if he can strip the hand before playing a club to the ace and another club (West would be endplayed if no more red suits). With East marked with short clubs, the matchpoint play is ♣K then ♣J.

26

♠ KQJ5  
 ♥ J42  
 ♦ AK2  
 ♣ KJ8  
  
 ♠ 6  
 ♥ KQ10963  
 ♦ J74  
 ♣ 732  
  
 ♠ A10  
 ♥ 75  
 ♦ 10953  
 ♣ A10954  
  
 ♠ 987432  
 ♥ A8  
 ♦ Q86  
 ♣ Q6

Dealer: West  
 Both Vulnerable  
  

West	North	East	South
2 ♥	Dbl	Pass	3 ♠
Pass	4 ♠	Pass	Pass
Pass			

  
 Opening Lead: ♥ K

Declarer faces a heart loser in addition to the 2 black aces. The danger is that the ♠10 can be promoted into a trick. If declarer wins the first heart, East can cross in hearts for a 3rd heart to score his ♠10. The weak 2-bid indicates 6-2 hearts. Declarer ducks the first heart and has to hope both aces are with East so that West can't get in for a 3rd heart.

27

♠ 643  
 ♥ A93  
 ♦ 765  
 ♣ Q762  
  
 ♠ A8  
 ♥ J108  
 ♦ Q982  
 ♣ J943  
  
 ♠ 52  
 ♥ K7642  
 ♦ J104  
 ♣ K108  
  
 ♠ KQJ1097  
 ♥ Q5  
 ♦ AK3  
 ♣ A5

Dealer: South  
 E-W Vulnerable  
  

West	North	East	South
			1 ♠
Pass	2 ♠	Pass	4 ♠
Pass	Pass	Pass	

  
 Opening Lead: ♥ J

Declarer is looking at a loser in each suit. He can get rid of one on the hearts. He plays low from dummy, but must unblock his ♥Q on East's King. Otherwise, he can't reach dummy for the discard on the hearts. He takes a finesse to the ♥9 for dummy access and his discard on the ♥A.

28

♠ A54  
 ♥ 1053  
 ♦ AQ9  
 ♣ 8542  
  
 ♠ 3  
 ♥ J82  
 ♦ J10742  
 ♣ J963  
  
 ♠ QJ10876  
 ♥ A4  
 ♦ 83  
 ♣ KQ7  
  
 ♠ K92  
 ♥ KQ976  
 ♦ K65  
 ♣ A10

Dealer: East  
 E-W Vulnerable  
  

West	North	East	South
		1 ♠	2 ♥
Pass	2 ♠	Pass	4 ♥
Pass	Pass	Pass	

  
 Opening Lead: ♠ 3

Possibly South should have bid notrump (at either turn). The lead is an obvious singleton. Winning the ♠A to lead a heart will result in the ♠K getting ruffed out. Declarer needs to win T1 with the ♠K. He crosses in diamonds (twice, if needed) to lead towards the ♥K. East can play a high spade, but West would be ruffing a loser.

101

♠ J52  
♥ Q104  
♦ K764  
♣ A102

♠ Q874  
♥ 873  
♦ Q2  
♣ J943

♠ K1063  
♥ KJ9  
♦ J105  
♣ Q76

♠ A9  
♥ A652  
♦ A983  
♣ K85

Dealer: South  
Neither Vulnerable

West	North	East	South
			1 NT
Pass	3 NT	Pass	Pass
Pass			

Opening Lead: ♠ 4

Declarer plays a low spade from dummy on the ♠4 lead. East should play the 10. Even if declarer has ♠Qx, it is break-even. The king would cost the contract. Whenever dummy has an honor third hand can beat, he should try to save his higher one until dummy's honor is played.

102

♠ KQ5  
♥ 10842  
♦ A107  
♣ J52

♠ 762  
♥ KJ93  
♦ Q953  
♣ 97

♠ J984  
♥ Q7  
♦ J84  
♣ Q1086

♠ A103  
♥ A65  
♦ K62  
♣ AK43

Dealer: South  
Neither Vulnerable

West	North	East	South
			1 ♣
Pass	1 ♥	Pass	2 NT
Pass	3 NT	Pass	Pass
Pass			

Opening Lead: ♦ 3

When dummy plays the ♦7, East plays the ♦8 (hoping partner has the 9). Playing the jack is right only if partner has led low from KQxx (unlikely on the auction). Once the 8 is played, declarer can't make the contract.

103

♠ J93  
♥ 104  
♦ KQ3  
♣ AJ1054

♠ 8  
♥ KQJ972  
♦ J72  
♣ K86

♠ A42  
♥ A83  
♦ 1098654  
♣ 9

♠ KQ10765  
♥ 65  
♦ A  
♣ Q732

Dealer: South  
E-W Vulnerable

West	North	East	South
			1 ♠
2 ♥	3 ♥	4 ♥	4 ♠
Pass	Pass	Pass	

Opening Lead: ♥ K

Expecting 3 major-suit tricks, East can get a 4th. He wins the ♥A at trick 1 to switch to his singleton club. In with the ♠A, he crosses in hearts to get a ruff for down 1.

104

♠ AJ104  
♥ 104  
♦ K53  
♣ J1054

♠ 82  
♥ QJ9753  
♦ 107  
♣ A86

♠ Q9653  
♥ K8  
♦ QJ986  
♣ 9

♠ K7  
♥ A62  
♦ A42  
♣ KQ732

Dealer: West  
N-S Vulnerable

West	North	East	South
2 ♥	Pass	Pass	2 NT
Pass	3 NT	Pass	Pass
Pass			

Opening Lead: ♥ Q

Maybe North could have used Stayman. Anyway, if East plays low to T1, declarer can duck this and the next heart. When he knocks out the ♠A, West's hearts aren't established. East needs to unblock the ♥K on the first trick. Now, if declarer holds up, it does no good (West wins the second heart and plays a third one -- the S.P. ♥3). Note: If dummy had ♥10xx, East can't/shouldn't unblock.

105

♠ J1074  
♥ Q9  
♦ 73  
♣ AK1085

♠ Q9853      ♠ 62  
♥ K6          ♥ 754  
♦ KQ106      ♦ AJ42  
♣ 76          ♣ QJ93

♠ AK  
♥ AJ10832  
♦ 985  
♣ 42

Dealer: South  
Neither Vulnerable

West	North	East	South
			1 ♥
Pass	1 ♠	Pass	2 ♥
Pass	3 ♥	Pass	4 ♥
Pass	Pass	Pass	

Opening Lead: ♦ K

East can see the clubs bottled up. If declarer has more than 2 diamonds, he will want to ruff one in dummy. East should win the first diamond with the ace to switch to trump (not only will West maybe not know, but perhaps, as here, he can't afford to lead a trump). Declarer now has to lose 3 diamonds and a heart.

106

♠ QJ9  
♥ K875  
♦ 1043  
♣ A97

♠ 10762      ♠ K853  
♥ 6          ♥ 92  
♦ AJ52      ♦ K976  
♣ KJ83      ♣ Q104

♠ A4  
♥ AQJ1043  
♦ Q8  
♣ 652

Dealer: South  
Neither Vulnerable

West	North	East	South
			1 ♥
Pass	3 ♥	Pass	4 ♥
Pass	Pass	Pass	

Opening Lead: ♠ 2

On the spade lead, dummy's queen is played. East must not rely on rules ("cover an honor with an honor"). Nothing good can come from covering. This is actually covered by the rule: "don't cover the first of touching honors". Covering the first one allows declarer to get 3 spade tricks.

107

♠ J5  
♥ AKJ  
♦ AKQ  
♣ J10753

♠ 96          ♠ AK8732  
♥ 9852      ♥ 1063  
♦ J963      ♦ 1075  
♣ A94      ♣ 8

♠ Q104  
♥ Q74  
♦ 842  
♣ KQ62

Dealer: North  
E-W Vulnerable

West	North	East	South
	1 ♣	1 ♠	1 NT
Pass	3 NT	Pass	Pass
Pass			

Opening Lead: ♠ 9

Vulnerable, a 2♣ overcall is risky. The ♠9 goes to dummy's jack. East must not play high--he will cut off communications. He should encourage and hope partner has a second spade to play when he gets in with clubs.

108

♠ 1082  
♥ KQJ8  
♦ 762  
♣ 543

♠ 43          ♠ Q65  
♥ 953      ♥ A1072  
♦ Q1053    ♦ KJ4  
♣ Q862      ♣ J109

♠ AKJ97  
♥ 64  
♦ A98  
♣ AK7

Dealer: South  
E-W Vulnerable

West	North	East	South
			1 ♠
Pass	2 ♠	Pass	4 ♠
Pass	Pass	Pass	

Opening Lead: ♠ 3

Declarer plays the ♠10 on partner's spade lead. Why shouldn't East cover? What good can it do? None. What bad can it do? Lots--it creates a late dummy entry (the ♠8). East should play low, and then with partner's count signal, win the second round of hearts. Declarer has to also lose 3 tricks in the minors (he can't reach the good heart in dummy).