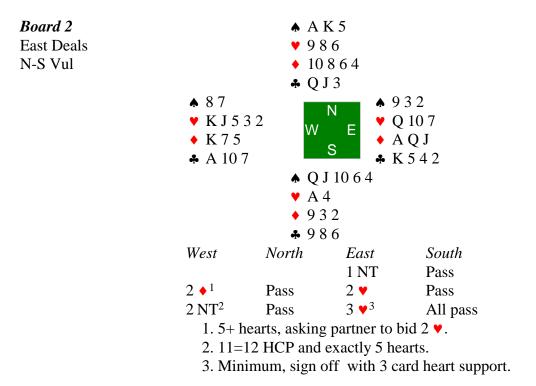


Lead:♣ K

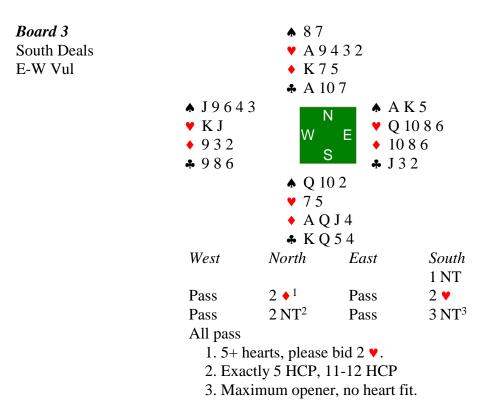
Win the lead in hand, drive out the \checkmark A, and when back in draw trumps and force out the \blacktriangle A. The defence will win just four tricks, three aces and the \clubsuit K.

Note that 1 NT is one off if East leads the obvious club.



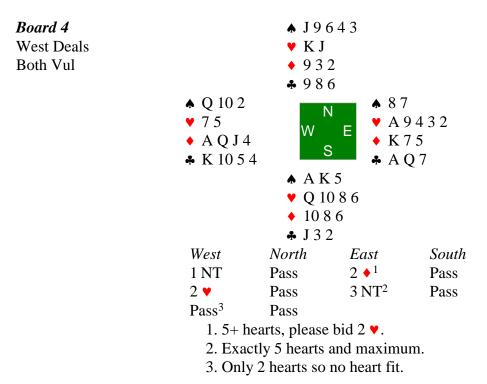
Lead ♠ 10

Declarer ruffs the third round of spades and forces out the ♥ A. On regaining the lead declarer draws the outstanding trumps and makes 9 tricks, losing only one more trick, a club.



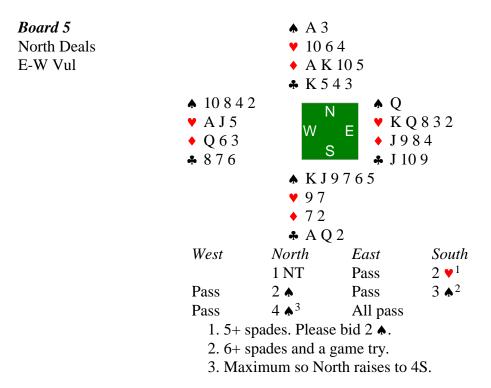
Lead: **♠** 4.

Declarer wins the third round of spades an counts 3 more top tricks in clubs, 1 in hearts and 4 in diamonds. That's 9 tricks. 3 NT makes 9 or 10 tricks. A heart contract loses 2 spade tricks and 3 hearts.



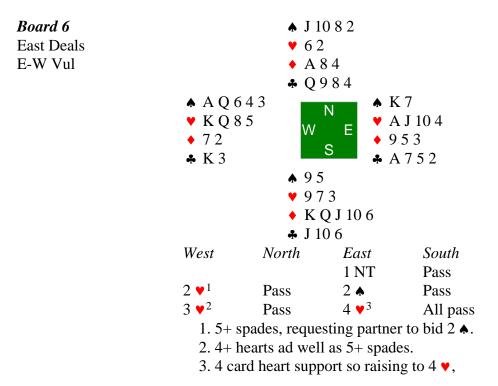
Lead: **♠** 4.

Declarer wins the third round of spades an counts 3 more top tricks in clubs, 1 in hearts and 4 in diamonds. That's 9 tricks. 3 NT makes 9 or 10 tricks. A heart contract loses 2 spade tricks and 3 heart tricks.



Lead: ♥ K

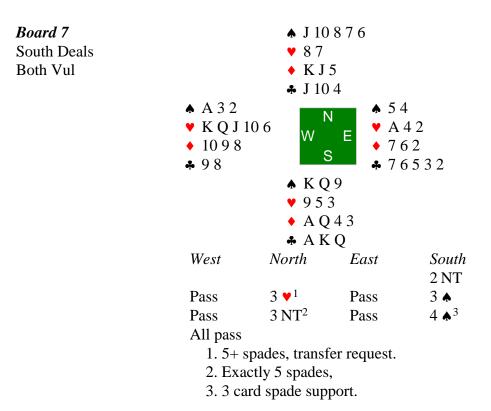
4 ♥ makes 11 tricks if declarer ruffs a spade in dummy and sets up a length trick for his fifth spade. 3 NT is one off on a diamond lead.



Lead: ♣ 4.

Declarer draws trumps in three rounds , cashes • AKQ and ruffs a spade, setting up a 5th round spade length trick. 11 tricks made.

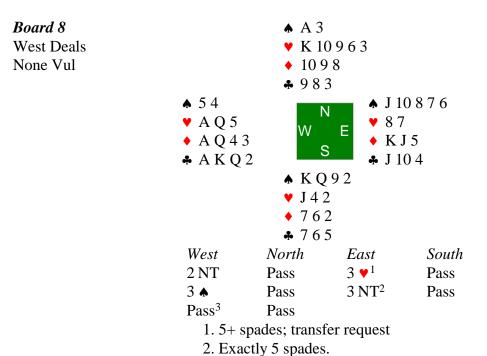
3 NT is one off on a diamond lead.



Lead: ♥ K

Declarer wins the third round of hearts and then drives out the • A. Declarer immediately regains the lead, draws trumps and makes 10 tricks.

3 NT is two off on a heart lead.

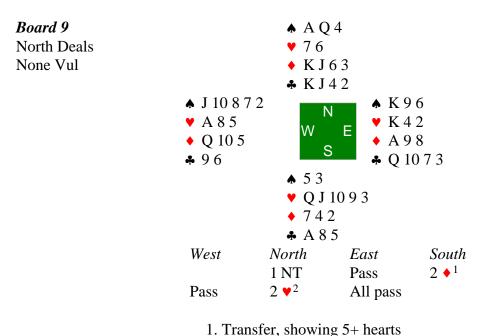


3. West does not have a third spade so passes East's 3 NT.

Lead ♥ 6

On a heart led West makes 10 tricks.

4 ♠ loses 4 trump tricks and maybe a heart as well.



Lead • 3

Top tricks: $1 \clubsuit; 0 \blacktriangledown; 0 \spadesuit; 3 \clubsuit$ (after the fortunate club lead): Total = 4 top tricks,

2. Doing as commanded, reluctantly

Extra trick possibilities:

2 hearts by force, and a possible third heart length trick if they split 3-3 (37%) Deep diamond finesse (75% probability of producing 1 trick). Finesse the ♠ Q (50% probability)

Discard Opportunities: None

Plan:

Win with the \clubsuit J and lead a heart, which loses to the \blacktriangledown A or \blacktriangledown K. On regaining the lead, drive out the remaining heart honour. Eventually you will be able to lead twice to your \blacklozenge KJxx, finessing the \blacklozenge J first (deep finesse). The defence will win 5 tricks: \blacktriangledown AK, \spadesuit K, \blacklozenge A, and a club ruff.

Note that if not playing transfers, South would have been declarer and West would have led the \blacktriangle J. When declarer tackled clubs East's \clubsuit Q would have killed North's \clubsuit J.

Board 10 **▲** 10 8 3 East Deals ♥ J 5 4 None Vul ◆ A K 6 3 ♣ AQJ **♦** K 7 5 **▲** A Q J 4 ♥ AK763 982 → J 7 ♦ Q 8 **4** 652 ♣ K 10 7 3 **♦** 962 ♥ Q 10 ◆ 109542 ♣ 984 East West North South 1 NT Pass $2 \bullet 1$ $2 \vee 2$ Pass Pass $2 NT^3$ Pass 3 **v**⁴ All pass

- 1. Transfer, 5+ hearts, any strength
- 2. Dutifully completing the transfer
- 3. 11-12 points, exactly five hearts, invitational
- 4. Minimum so declining the game invitation, preferring hearts to No Trumps

Lead: ◆ 10

Top tricks: $4 \Leftrightarrow 2 \lor 0 \Leftrightarrow 0 \Leftrightarrow \text{Total} = 6 \text{ top tricks},$

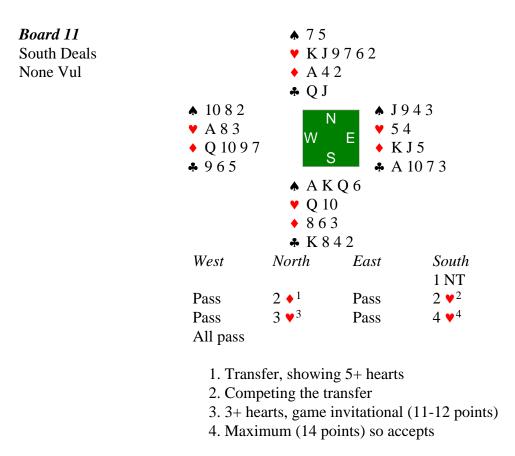
Extra trick possibilities:

0, 1, or 2 heart length tricks depending on the heart split.

♣ K finesse (50%)

Discard Opportunities: One of Dummy's losing clubs may be discarded on the 4th round of spades.

Plan: On winning the lead, draw two rounds of trumps (Rule of 1). Finesse the K, and then play four rounds of spades, happy to let South win the fourth round with her V Q winner, discarding a losing club from dummy.



Lead: ♦ Q

Top tricks: $3 \spadesuit$; $0 \heartsuit$; $1 \diamondsuit$; $0 \clubsuit$ Total = 4 top tricks,

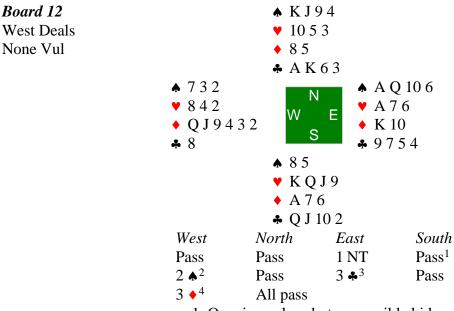
Extra trick possibilities:

4 heart length tricks (100%)

2 club tricks by force (100% once trumps are drawn)

Discard Opportunities: Discard a diamond loser on a top spade. (You must do this right away. If you set about drawing trumps immediately you will lose to the ♥ A and the opponents will cash the ♦ KJ and then the ♣ A. One down!)

Plan: On winning the opening lead, Play your top three spade honours, throwing a diamond loser on the third spade. Then draw trumps and play on clubs.



- 1. Opening values but no sensible bid.
- 2. Weak takeout into a minor.
- 3. Forced, enabling South to pass with a long club suit.
- 4. Showing a weak hand with a long diamond suit.

Lead: ♣ A

Top tricks: $1 \spadesuit$; $1 \heartsuit$; $0 \spadesuit$; $0 \clubsuit$ Total = 2 top tricks.

Extra trick possibilities:

5 diamond length tricks (100%)

2 spade finesses (25% chance of both succeeding provided you take a deep finesse)

Discard Opportunities: None

Plan: You lose to the A and A. When you win the lead, draw trumps, and lead a low spade to the A 10 (deep finesse). Ruff a club and lead a low spade to the A Q.