

Deal 1

North Deals	♠ 10 7
None Vul	♥ 8 6 5
	♦ K Q 7 3
	♣ J 9 4 2

♠ Q 8 5	♠ K J 9 2
♥ K 7 2	♥ Q 10 9 3
♦ 8 6 4	♦ 10 9 5 2
♣ Q 10 7 5	♣ 6



♠ A 6 4 3
♥ A J 4
♦ A J
♣ A K 8 3

West	North	East	South
Pass	Pass	Pass	2 NT
Pass	3 NT	Pass	Pass
3 NT by South			
Lead: ♣ 5			

South is to play 3 NT. West leads the ♣ 5. You play low from dummy and East plays the ♣ 6.

Winners: ♠ = 1 ♥ = 1 ♦ = 4? ♣ = 3
Total = 9

Although you have 4 ♦ winners, getting to the last couple might not be so easy. You can make 3 ♦ tricks simply by winning your ♦ A, then overtaking your ♦ J with dummy's ♦ Q. But you need that fourth ♦ winner. Can you get it?

Sure you can, by creating an entry in ♣s. It is likely from the opening lead, (and East's play of a small card), that West has led from ♣ Q T 7 5. If you win the first trick cheaply then you will still make your ♣ A K for three ♣ tricks in all.

So don't win cheaply, win the first trick with the ♣ A. Then unblock your ♦ A J. Next play ♣ K. (on which East discards), and a small ♣ toward dummy's ♣ J 9. You are sure to have a ♣ entry to dummy's ♦s, and you will still get three ♣ tricks, just a different three.

You probably would have played the hand the same way you just did, unblock ♦s, then play ♣ A K and a low ♣ toward the ♣ J 9 trying to get a ♣ entry to dummy.

It is only because the ♣ opening lead gives you the chance for a Cheap-Trick that you are tempted to go wrong.

Deal 2

North Deals	♠ 8 3		
None Vul	♥ J 7 4		
	♦ A 6 4 2		
	♣ 7 6 5 3		
♠ Q J 10 9 5	♠ K 7 4 2		
♥ A 9 3	♥ Q 10 8 6		
♦ 9 8 3	♦ 10 7		
♣ 10 8	♣ K 9 2		
	♠ A 6		
5 7 8 20	♥ K 5 2		
	♦ K Q J 5		
	♣ A Q J 4		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	2 NT
Pass	3 NT	Pass	Pass
3 NT by South			
Lead: ♠ Q			

South is to play 3 NT. West leads the ♠ Q. East plays the ♠ K, then the ♠ 2 when you hold up.

Winners: ♠=1 ♥=0 ♦=4 ♣=1 Total = 6

You are going to have to be pretty lucky to make this contract. You cannot touch the ♥ suit because a defender would take the ♥ A and it would start raining ♠s.

So you will have to get 3 extra ♣ winners, which means the ♣ finesse absolutely MUST work.

In addition to lucky, you are going to have to be pretty good, too. You will surely have to finesse the ♣s at least twice; that means you need two dummy entries. Can you find them?

Maybe in ♦s. Play the ♦ K, then ♦ Q, watching the defender's cards carefully. When both follow twice you know there is only a single ♦ left out, so you play the ♦ J to dummy's ♦ A. Now take the ♣ finesse. It works! Next play your ♦ 5 to dummy's ♦ 6 and take another ♣ finesse. Both defenders follow so your ♣s are good.

Then your chance of success goes way down. You would have to find East with the doubleton ♣ K.

Deal 3

South Deals

None Vul

♠ J 8 6 2
♥ Q 9 8
♦ Q J 10 2
♣ 10 3

9
6 4
21

♠ A K Q 7 3

♥ 7 6 4

♦ 8 5 3

♣ 9 8



♠ 10 9 5 4

♥ K J 10 3

♦ 9 7 4

♣ 6 2

♠ —

♥ A 5 2

♦ A K 6

♣ A K Q J 7 5 4

West	North	East	South
			2 ♣

Pass	2 ♠	Pass	3 ♣
Pass	3 NT	Pass	6 ♣
Pass	Pass	Pass	

6 ♣ by South

Lead: ♦ Q

but the chances are very slim.

You can play a low ♣ to dummy's ♣ 8. Assuming a defender takes the ♣ T you can win his return and enter dummy with the ♣ 9. This play is guaranteed to give you the entry and is the one you should choose.

When you are missing 4 cards the probability of a 3-1 split is about 50%.

But the singleton can be any one of four cards - in this case it can be the ♣ T, ♣ 6, ♣ 3 or ♣ 2. So the chance of one of the opponents holding specifically the singleton ♣ T is only one-fourth of 50%, about 12.5%.

South is to play 6 ♣. West leads the ♦ Q.

Losers: ♠=0 ♥=2 ♦=1 ♣=0 Total = 3

Partner's hand didn't turn out to be what you hoped for, you had in mind maybe the ♥ K and ♦ Q.

But this is what you got. First, be thankful West led a ♦ rather than a ♥. Second, see if you can find a way to fight yourself over to dummy and those three beautiful ♣s.

You have two possibilities for a ♣ entry, but you can only try one of them as you will see.

You can play a high ♣ and hope somebody plays the singleton ♣ T. Then your ♣ 9 would be an entry. If this works you would probably make all 13 tricks,

Deal 4

South Deals
None Vul

♠ A K J 7 4 ♥ 3 ♦ J 9 8 2 ♣ 10 6 2 8 9 8 15	♠ 9 ♥ Q 10 4 ♦ 6 5 ♣ K Q J 8 7 5 3 ♠ Q 10 6 5 2 ♥ 6 5 2 ♦ A Q 7 ♣ 9 4 ♠ 8 3 ♥ A K J 9 8 7 ♦ K 10 4 3 ♣ A
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<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♥
Pass	2 ♣	Pass	3 ♥
Pass	4 ♥	Pass	Pass
Pass			
4 ♥ by South			
Lead: ♠ A			

South is to play 4 ♥. West leads the ♠ A, then ♠ K.

Losers: ♠ = 1 ♥ = 0 ♦ = 3? ♣ = 0
Total = 4?

This is the kind of hand that can get really messy if you aren't careful. You could ruff the ♠, then try to ruff some ♦s, but the defense can prevent you by leading trumps when you give up the ♦ tricks.

All in all a much better plan is to use dummy's ♣ suit after you unblock the Ace. The only flaw with that idea is that when you ruff the ♠, unblock the ♣ A, then play two rounds of trumps ending in dummy, there will still be a trump left out. And the defender might ruff a ♣ before you can take the discards you need. Do you see a way around this?

Do NOT ruff the second ♠ in dummy, just discard a ♦. If West plays a third ♠ you will ruff in your hand, then unblock the ♣ A, then pull trumps in 3 rounds ending in dummy. And run all those ♣ tricks. If West plays a trump or a ♣ the result will be the same. The defense can get one ♦ trick if they take it right now, but you still make your contract.

Deal 5
 South Deals
 None Vul

\spadesuit 10 6 5 3 \heartsuit Q 7 4 \diamond 10 8 \clubsuit J 9 5 3	\spadesuit Q 7 4 \heartsuit J 5 3 \diamond 6 5 4 2 \clubsuit Q 10 7	\spadesuit K J 9 \heartsuit 10 9 8 2 \diamond K 9 3 \clubsuit A 8 4
	$\begin{matrix} & 5 \\ 3 & 11 \\ \hline 21 \end{matrix}$	

<i>West</i> Pass Pass 3 NT by South Lead: \clubsuit 3	<i>North</i> 3 NT	<i>East</i> Pass	<i>South</i> 2 NT Pass
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South is to play 3 NT. West leads the \clubsuit 3, East plays the \clubsuit A.

Winners: $\spadesuit=1$ $\heartsuit=2$ $\diamond=1$ $\clubsuit=2$ Total = 6

You have the possibility of one additional \spadesuit winner if West holds the \spadesuit K. However, \diamond s is your best suit and if East holds the \diamond K you could gain all three winners that you need from that suit. But of course you need perhaps 2 dummy entries. Do you have them?

Well, you probably do. West's small \clubsuit lead probably indicates an honor, and with East playing the \clubsuit A you can be pretty sure that West holds the \clubsuit J. So by playing your \clubsuit K underneath the \clubsuit A you set up a second entry to dummy via the \clubsuit finesse.

Assume East now plays a \heartsuit . Take your \heartsuit A and play a \clubsuit to dummy's \clubsuit T. Lead a \diamond and finesse the \diamond J, which holds. Play another \clubsuit to dummy and finesse another \diamond . Now play your \diamond A and smile when the \diamond K drops and your fourth \diamond becomes a winner.

By unblocking the \clubsuit K you were still pretty confident that you would get the two tricks, but the bonus was in the extra dummy entry your unblock created.

Deal 6
South Deals
None Vul

♠ 7 5 2
♥ 10 8 5 3
♦ A J 9 5 2
♣ 6

12
5 9
14

♠ Q J
♥ A Q 6
♦ 8 4
♣ Q J 9 8 5 3
♠ A 6 4
♥ 9 7 4 2
♦ Q 10 6
♣ K 7 4

N
W E
S

♠ K 10 9 8 3
♥ K J
♦ K 7 3
♣ A 10 2

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

3 NT by South
Lead: ♦ 5

South is to play 3 NT. West leads the ♦ 5, East plays the ♦ Q.

Winners: ♠=0 ♥=3 ♦=1 ♣=1 Total = 5

You must take the ♦ K right now or you might lose the first 5 tricks.

It's a shame about that solid ♠ suit, but if you try to win even a single ♠ they will grab the ♠ A and win enough ♦ tricks to set the contract.

So you are going to have to win a lot of ♣ tricks, and do so without losing the lead. You need dummy entries, and they must be in ♥s.

Win the ♦ K. Play the ♥ J to dummy's ♥ Q. Play the ♣ Q and when East follows with a low card let it ride. Still in dummy, play the ♣ J, again letting it ride when East

plays low. Play one more ♣ to your ♣ A, picking up East's ♣ K this time.

The ♣ suit is ready to run, so play your ♥ K to dummy's ♥ A and take your ♣ winners. You took 9 tricks in all, the ♦ K, the ♥ A Q and all 6 ♣s.

Since it gave you all 6 ♣ tricks the sacrifice was well worth it.