

**Deal 1**

North Deals  
None Vul

♠ 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



♠ J 8 6 2  
♥ Q 9 8  
♦ Q J 10 2  
♣ 10 3

21  
4 6  
9

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

| West | North | East | South |
|------|-------|------|-------|
|      | 2 ♣   | Pass | 2 ♠   |
| Pass | 3 ♣   | Pass | 3 NT  |
| Pass | 6 ♣   | Pass | Pass  |
| Pass |       |      |       |

6 ♣ by North

Lead: ♦ Q

North is to play 6 ♣. East 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 East 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,

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%.

**Deal 2**

East Deals

None Vul

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

|      |       |      |       |
|------|-------|------|-------|
| West | North | East | South |
|------|-------|------|-------|

|     |      |     |      |
|-----|------|-----|------|
| 2 ♣ | Pass | 1 ♥ | Pass |
|-----|------|-----|------|

|     |      |     |      |
|-----|------|-----|------|
| 4 ♥ | Pass | 3 ♥ | Pass |
|-----|------|-----|------|

|             |      |      |      |
|-------------|------|------|------|
| 4 ♥ by East | Pass | Pass | Pass |
|-------------|------|------|------|

Lead: ♠ A

East is to play 4 ♥. South 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 South 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 South 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 3**

South Deals  
None Vul

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

5  
3 11  
21

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



♠ A 8 2  
♥ A K 6  
♦ A Q J 7  
♣ K 6 2

♠ K J 9  
♥ 10 9 8 2  
♦ K 9 3  
♣ A 8 4

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

South is to play 3 NT. West leads the ♣ 3, East plays the ♣ A.

Winners: ♠=1 ♥=2 ♦=1 ♣=2 Total = 6

You have the possibility of one additional ♠ winner if West holds the ♠ K. However, ♦s is your best suit and if East holds the ♦ 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 ♣ lead probably indicates an honor, and with East playing the ♣ A you can be pretty sure that West holds the ♣ J. So by playing your ♣ K underneath the ♣ A you set up a second entry to dummy via the ♣ finesse.

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

By unblocking the ♣ 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 4**

West Deals

None Vul

♠ K 10 9 8 3

♥ K J

♦ K 7 3

♣ A 10 2

5  
14 12  
9

West

1 ♠

2 NT

Pass

3 NT by West

Lead: ♦ 5

♠ 7 5 2

♥ 10 8 5 3

♦ A J 9 5 2

♣ 6



♠ A 6 4

♥ 9 7 4 2

♦ Q 10 6

♣ K 7 4

North

Pass

Pass

Pass

East

2 ♣

3 NT

South

Pass

Pass

West is to play 3 NT. North leads the ♦ 5, South 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 South follows with a low card let it ride. Still in dummy,

play the ♣ J, again letting it ride when South plays low. Play one more ♣ to your ♣ A, picking up South'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.