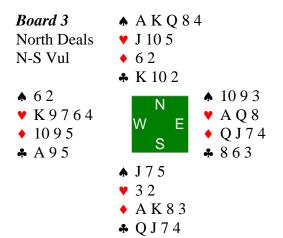


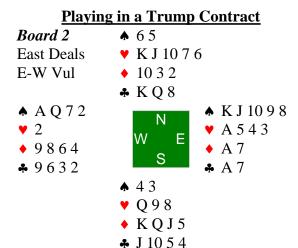
Spades are trump, twelve tricks are needed. The ◆ Q is led.

Count winners and then remember to try to identify losers from the long trump suit side. Winners: $6 \spadesuit$, $2 \spadesuit$, $2 \clubsuit = 10$.

There are three heart losers. Two can be trumped using that short trump holding in dummy. Do not draw trump right away. Trumping in the short hand creates tricks!



With spades trump, 10 tricks are needed. The ◆ Q is led. Only a 2-card sequence is required against a trump contract. The problem is those three losing hearts. Two have to be lost, lose them right away. Don't even draw one round of trumps. Win the ◆ A and just throw out a heart. You will only lose two heart tricks if you remember to plan on trumping one.



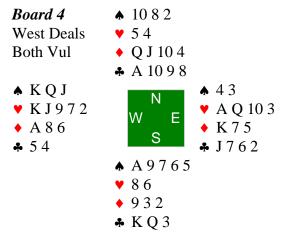
Spades are trump, ten tricks are needed. The ◆ K is led.

Start by counting winners and identifying losers from the long 5-card trump hand.

Winners:
$$5 + 3 \text{ Aces} = 8$$

 $3 + 1 + 1 + 5 \text{ losers}$

Do not draw trump. Plan on trying to trump all three hearts in dummy which not only prevents losers but actually turns them into real tricks!



With hearts trump, 10 tricks are needed. The ◆ Q is led. Count winners: 2 ♠ 5 ♥ 2 ◆ Three fast losers, one slow, that third diamond in each hand. Three spades in one hand opposite only two in the other. Do you see that third diamond in dummy being placed on that third spade? Draw trumps ASAP. Drive out their ♠ A. Discard your diamond. Trump your third diamond in the short hand, creating your 10th winner!