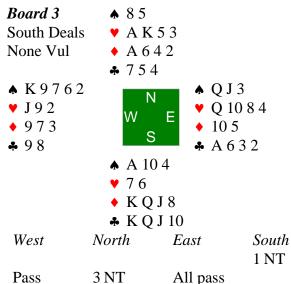
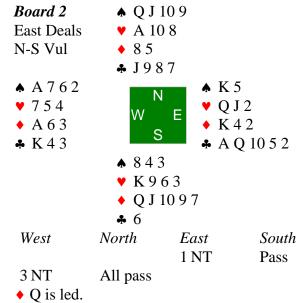


The A K is led. West should play her A 8, a high card, which lets her partner know that she likes the lead, that she has an equal honor, the A. Please continue this suit. Declarer has six quick tricks. The only potential for more come from diamonds. When you have to lose a trick in a suit lose it right away. Give the opponents that first diamond trick right away.



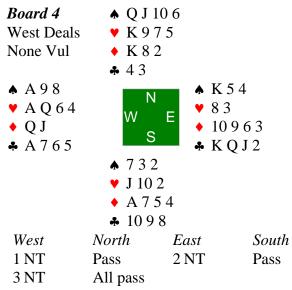
The opening trick should include the \$\infty\$ 6 and the \$\infty\$ J. The opponents are attacking your weakest suit. Do not take your stopper, that \$\infty\$ A until the 3rd round. What's the rush? When you then play on clubs, East can take her ace, but has no spades left to bridge across to West.



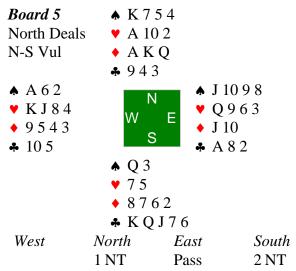
Try to keep the • Q 10 tenace in place as long as possible. Cash the • A, then bridge across to the • K. Notice that South shows out on that second club. Now use your

* J9 doubleton to capture the ten and score five club tricks without losing one!

remaining club to finesse through North's



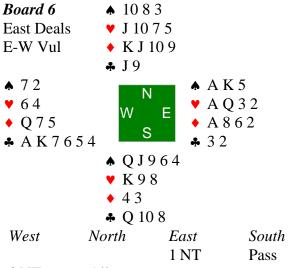
♠ Q is led. You have seven sure tricks. Two more can come from diamonds. Play diamonds. Do not play any other suit. Care must be taken to unblock the ◆ Q and ◆ J before crossing over to dummy.



All pass

The lead is the jack of spades.

This is a defensive problem. When declarer plays on clubs East should hold up until the third round (clubs are 5-3-3-2) denying declarer the ability to reach those last two established clubs. North will be held to seven tricks.



3 NT All pass

Queen of spades lead. North should signal approval by playing the 8.

Say the shape of West's hand, 6-3-2-2. That must also be the shape of the clubs around the table in order for declarer to make five club tricks. The opponents' outstanding clubs must break 3-2. Even if they do, declarer must lose a club trick. In order to preserve an entry to the dummy, lose the