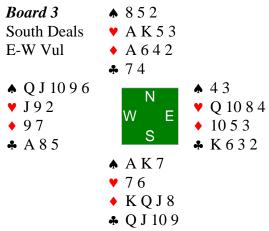


♠ Q lead. Top card from a 3-card sequence Eight tricks are needed.

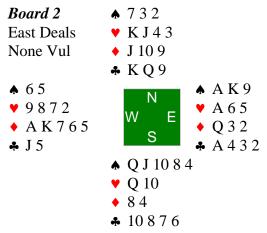
Remember to start each hand by saying the shapes, first of your hand and then the dummy hand. Defenders should try to figure out within one point how many HCP their partner has. Declarer should start by winning the first trick in dummy (South) to be able to lead from weakness to strong diamonds planning to finesse the Queen, then back to dummy to try the Jack.



♠ Q lead once again.

Ten tricks are needed.

Everyone, say the shapes. Defenders try to figure out how many HCP partner has. Play and defense in one hand. Declarer needs two tricks from clubs and tries to establish her two club tricks before the defenders can establish and cash their three spade winners. Lots of zigs and zags.

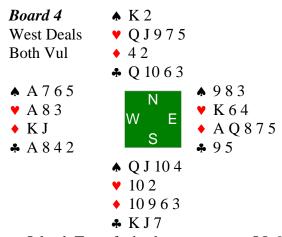


♠ Q lead. Top of a sequence Nine tricks are needed.

Again, start by saying the shape of your hand. Then, when the dummy comes down, sound out the shape of the dummy.

Defenders should try to account for the HCP in their partner's hand and try too understand what partner's lead probably means.

Declarer (East) should make sure to play (unblock) that ◆ Q before bridging across to the dummy.



▼ Q lead. Top of a broken sequences QJ_9. Nine tricks are needed. Say the shapes, account for the points.

Declarer: Be sure to plan the first four or five tricks before playing to trick one. That ♥ K is your only entry to those diamonds. Remember to first cash the ♦ K and then the ♦ J before crossing over to dummy with the ♥ K you're now glad you saved.