

Board 1
South Deals
E-W Vul

♠ A K Q 10 9 4
♥ Q 9 3
♦ J 8
♣ A K

♠ 5 2
♥ A K 10 5
♦ 10 4 3
♣ J 9 8 3

♠ J 8 7 3
♥ 7 6 4
♦ A Q 6 5
♣ 7 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
Pass	1 ♠	Pass	2 ♠
Pass	4 ♠	Pass	Pass
Pass			

4 ♠ by North

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. E	♥ A	4	2!	-

Opening-leader can cash ONE Heart safely. Later, when Third-hand wins the Diamond King, he returns a Heart to trap Declarer's Queen.

The Heart Queen should not be a trick as long as East switches to another suit at trick two. Later, when West gains the lead with the Diamond King, a Heart from West sinks the contract.

If Third-hand imprudently encourages at trick one (with the Heart Eight), Opening-leader will disastrously continue at trick two with the Heart King. Replay the hand to see this happen.

Board 3
North Deals
N-S Vul

♠ K J
♥ Q 9 8 3
♦ A K Q J 6
♣ 8 5

♠ A Q 9 4
♥ 10 6
♦ 10 7 4 3
♣ Q 10 3

♠ 7 5 2
♥ A K J 7 5
♦ 8 5
♣ J 9 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♦	Pass	1 ♥
Pass	3 ♥	Pass	4 ♥
Pass	Pass	Pass	

4 ♥ by South

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. W	♣ A	5	3!	-

The Defense must cash the first four black-suit tricks. Third-hand discourages Clubs; Opening-leader switches to Spades (perhaps after cashing another Club).

Discourage Clubs even with the Club Queen. East plays the Club Three on the first trick. Now West knows to switch and a look at the dummy tells West what suit (Spades) to lead.

The Dummy has an intimidating Diamond suit. The Defense must cash tricks QUICKLY or they will disappear on the Diamonds.

Board 2
West Deals
Both Vul

♠ J 2
♥ A K J 9
♦ 9 8 2
♣ 10 7 5 4

♠ K 10 5 3
♥ Q 10 8 7
♦ 7 4
♣ Q J 8

♠ 7 6
♥ 6 2
♦ J 10 6 5 3
♣ A 9 3 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	Pass	2 ♠	Pass
4 ♠	Pass	Pass	Pass

4 ♠ by West

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. N	♥ A	7	6!	-

Declarer has three high-card losers. The Defense must arrange a Heart ruff (ruff = trump) to beat Four Spades.

North stops to look at spots and realizes that partner's Heart Six is the highest missing heart - an encouraging signal. North cashes the heart King, gives South a ruff, and the club Ace becomes the setting trick.

If Opening-leader does not play three rounds of Hearts, Declarer has ten easy tricks.

Board 4
East Deals
E-W Vul

♠ Q 10 9
♥ 10 6 4
♦ Q 7 2
♣ K J 8 3

♠ A K 8 6 4 2
♥ A J 8
♦ 5 4
♣ 6 2

♠ —
♥ 9 7 5 3 2
♦ A K 8 6
♣ 10 9 7 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♠	Pass
2 NT	Pass	4 ♠	Pass
Pass	Pass		

4 ♠ by East

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. S	♦ A	3	2!	-

Opening-leader can cash ONE Diamond safely, and must lead through Dummy's broken Club suit at trick two.

Third-hand's Club honors (King-Jack) are sitting behind Dummy's (Ace-Queen) and benefit from the lead THROUGH dummy's strength. Third-hand must play the Diamond Two to the first trick to discourage Diamonds and hope that partner finds the winning switch to a Club.

Board 5
South Deals
Both Vul

♠ 7 6 2
♥ A Q J 8 5 3
♦ K J
♣ K 9

N	
W	E
	S

♠ A K 8 5 4
♥ 6 2
♦ A Q 10 8
♣ 8 6

♠ 10 3
♥ K 10 7
♦ 6 4 3
♣ A Q J 7 5

West	North	East	South
			Pass
Pass	1 ♥	1 ♠	3 ♥
Pass	4 ♥	Pass	Pass
Pass			

4 ♥ by North

Trick	Lead	2nd	3rd	4th
1. E	♠ A	3	Q!	-

The Defense must hurry to grab the first four tricks. First, two Spades; then, a timely switch to collect two Diamonds.

Third-hand starts by signaling with the Spade Queen (promising the Jack) at trick one. Third-hand wants partner to continue leading spades since he has no strength in any other suit. The Queen signal helps partner to find the entry to Third-hand.

Opening-leader (holding Diamond Ace-Queen) needs Partner to lead Diamonds. When dummy has a long, scary trick-source suit, it is often right to cash tricks quickly.

Board 7
West Deals
N-S Vul

♠ A K
♥ 9 8 6 5
♦ 10 6 3
♣ 9 6 3 2

N	
W	E
	S

♠ J 10 9 8 7 4 2
♥ A 10
♦ Q J 2
♣ Q

♠ 5 3
♥ Q J 7
♦ A K 7 4
♣ 10 8 5 4

West	North	East	South
1 ♣	Pass	1 ♠	Pass
1 NT	Pass	4 ♠	Pass
Pass	Pass		

4 ♠ by East

Trick	Lead	2nd	3rd	4th
1. S	♦ A	5	10!	-

The Defense must hurry to grab the first two Diamond tricks.

Third-hand can see four tricks to beat the contract - two Diamond tricks and two Trump tricks. Use the Diamond Ten to encourage partner to take the Diamond King before it goes away. Opening-leader will be, perhaps, miffed to lead a third Diamond and see declarer win it, but he will trust that Third-hand knows what he is doing.

Third-hand sees four tricks and should worry about Dummy's alarming Club suit. Signal encouragement with the TEN (not the Six). DO NOT MUMBLE!

Board 6
West Deals
None Vul

♠ J 9 5
♥ 4 2
♦ J 3 2
♣ K Q 9 6 5

N	
W	E
	S

♠ A K Q 4 3
♥ 10 6
♦ 10 6 4
♣ 4 3 2

♠ 10 8 6 2
♥ A 5 3
♦ 9 8 7 5
♣ A 7

West	North	East	South
1 ♥	Pass	1 ♠	Pass
3 ♥	Pass	4 ♥	Pass
Pass	Pass		

4 ♥ by West

Trick	Lead	2nd	3rd	4th
1. N	♣ K	2	A!	-

Third-hand must unblock the Club Ace at trick one.

If North's Club King wins the first trick, South is forced to win the second club trick and North had no entry to his hand to cash the Club Queen. A thoughtful South unblocks the Club Ace, and trumps the third round of Clubs.

Board 8
North Deals
Both Vul

♠ K 10 7 3
♥ A J
♦ 9 2
♣ A K J 8 2

N	
W	E
	S

♠ 8
♥ 10 9 8 5
♦ Q J 8 5
♣ 10 7 6 4

♠ Q J 9 6 4
♥ K Q
♦ 10 7 3
♣ Q 9 5

West	North	East	South
Pass	1 ♣	Pass	1 ♠
Pass	3 ♠	Pass	4 ♠
Pass	Pass	Pass	

4 ♠ by South

Trick	Lead	2nd	3rd	4th
1. W	♦ A	2	Q!	-

After the Diamond Ace lead, Opening-leader forms a plan to generate a Club ruff.

Third hand uses the special Queen signal, which promises the Jack or a singleton. West can lead his singleton, win the trump Ace early, and lead to partner's known entry for a ruff to set the contract. (Some players might have reasonably lead the singleton Club at trick one.)