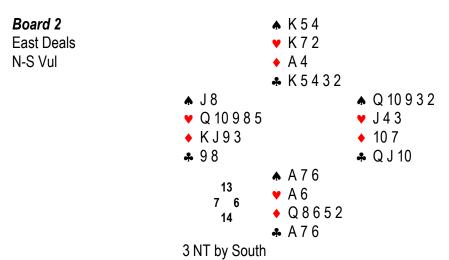
#### Establish winners in a long suit Board 1 **♠** 642 ▼ KQ95 North Deals None Vul ★ K 9 ♣ J 10 6 4 **▲** J53 A Q **v** 10 8 4 2 J73 ◆ A 5 4 2 1087 ♣ Q 3 ♣ AK952 ♠ K 10 9 8 7 ♥ A 6 QJ63 10 **\*** 87 1 NT by East

Establish winners in a long suit

South should lead  $\spadesuit10$ . Top of a sequence in best suit. East can see six top tricks  $(2\spadesuit,\ 0\blacktriangledown,\ 1\spadesuit,\ 3\clubsuit)$  East must make two spades on the lead and hopes for the extra trick from clubs. Win  $\spadesuit Q$ , play  $\clubsuit2$  to  $\clubsuit Q$  and  $\clubsuit3$  to  $\clubsuit A$ . Cash  $\clubsuit K$ . When South shows out, lose a club to North to set up seventh trick.  $\spadesuit A$  is entry to cash the club. Cash the honour in the short hand first.



Establish winners in a long suit

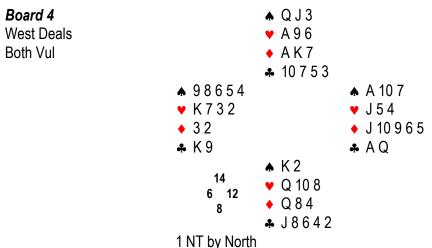
West should lead  $\checkmark$ 10, top of sequence in best suit. East can see seven top tricks  $(2\spadesuit, 2\blacktriangledown, 1•, 2\clubsuit)$  East can make the two extra tricks by setting up the small cards in the club suit. Win  $\checkmark$ A, play  $\clubsuit$ A and  $\clubsuit$ 7 to  $\clubsuit$ K. Provided both opponents follow, there is only one club outstanding. Play a third club and give East the trick. The  $\clubsuit$ 5 4 are now winners and  $\blacktriangledown$ K is an entry to cash them.

#### Establish winners in a long suit Board 3 **↑** 753 A 7 6 4 South Deals E-W Vul **9** ♣ QJ1092 **♠** Q92 ♠ AK6 ♥ J 10 3 ♥ Q985 ◆ AKQ54 632 **\*** 876 ♣ A K **♠** J 10 8 4 7 **♥** K 2 19 9 ◆ J 10 8 7 5 **♣** 543

3 NT by West

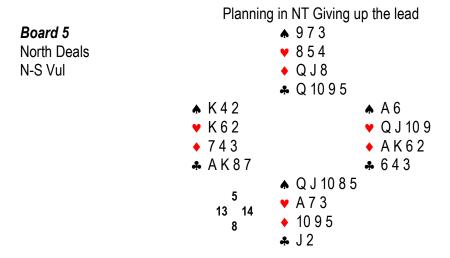
Establish winners in a long suit

North should lead  $\clubsuit$ Q. West can see eight top tricks  $(3\spadesuit$ ,  $0\blacktriangledown$ ,  $3\spadesuit$ ,  $2\clubsuit$ ) If opponents' diamonds break 3-2, West has two more diamond winners. West plays diamonds from the top. North shows out on the second round, so South has four diamonds. Give South his diamond trick and  $\spadesuit$ 5 becomes the ninth trick. The  $\clubsuit$ A is the entry to cash it.



Establish winners in a long suit

East should lead  $\blacklozenge$ J, longest suit to set up tricks. North can see four top tricks  $(0 \spadesuit, 1 \blacktriangledown, 3 \blacklozenge, 0 \clubsuit)$  Win  $\blacklozenge$ K. South can drive out  $\spadesuit$ A for two more tricks but three are needed. Play on clubs and hope they break 2-2. If they do, that sets up three more tricks with  $\blacktriangledown$ A or  $\blacklozenge$ Q as the entry to cash them.



## 3 NT by East

other winners.

You need to make 9 tricks. Be prepared to lose the lead. Plan!

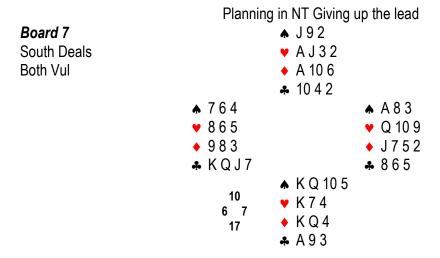
South should lead  $\spadesuit Q$ . East can see 6 top tricks  $(2 \spadesuit, 0 \blacktriangledown, 2 \spadesuit, 2 \clubsuit)$ East can make 3 heart tricks by driving out  $\blacktriangledown A$ . East must play hearts before cashing winners in the other suits. If you have to lose the lead, do so before cashing your

Board 6 **▲** AK5 East Deals **v** 10 4 3 E-W Vul 432 ♣ A Q 10 9 **★** 87 ♠ QJ1096 ♥ KJ86 ♥ Q97 ♦ KJ9 • Q 10 8 **♣** 6432 ♣ K8 ♠ 432 13 A 5 2 8 10 ◆ A765 9 ♣ J75

## 3 NT by North

You need to make 9 tricks. Be prepared to lose the lead. Plan!

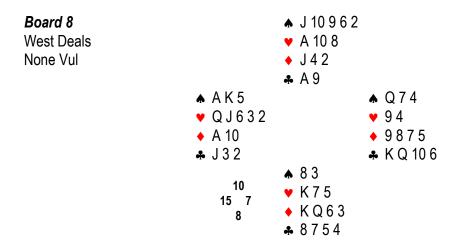
East should lead  $\triangle Q$ . North can see 5 top tricks  $(2\triangle, 1\lor, 1\lor, 1\diamondsuit)$ . North can make 7 tricks by driving out  $\triangle K$  before cashing the winners in other suits. Cash the  $\triangle A$  and play another club. This ensures three club tricks. North makes 2 spades, 1 heart, 1 diamond, and 3 clubs.



### 3 NT by South

You need to make 9 tricks. Be prepared to lose the lead. Plan!

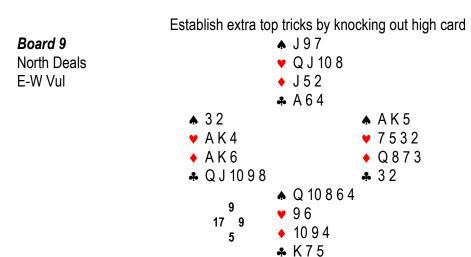
West should lead AK. South can see 6 top tricks (0A, 2V, 3A, 1A). South can set up three spade tricks by driving out AA before cashing the winners in other suits. North makes 3 spades, 2 hearts, 3 diamonds, and 1 clubs. If you have to lose the lead, do so before cashing your other winners.



## 3 NT by West

You need to make 9 tricks. Be prepared to lose the lead. Plan!

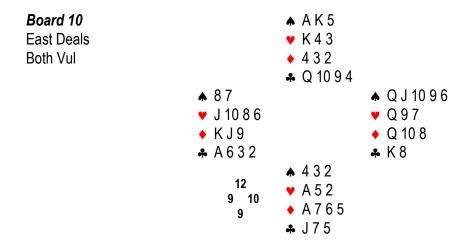
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North should lead \clubsuit J. West can see 4 top tricks (3\spadesuit,\ 0\blacktriangledown,\ 1\spadesuit,\ 0\clubsuit). West can make 7 tricks by driving out \clubsuit A before cashing the winners in other suits. West makes 3 spades, 0 hearts, 1 diamond, 3 clubs. If you have to lose the lead, do so before cashing your other winners.
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# 3 NT by West

Knock out two high cards. Check it's OK to lose the lead twice.

North should lead ♥Q.
West can see 7 top tricks (2♠, 2♥, 3♠, 0♣)
West can make 9 tricks by winning ♥K and playing ♣Q.
North need not win his ace straightaway. If South wins
♣K first and returns a heart (partner's lead), West wins
♥A and plays ♣J. North wins ♣A and can cash two heart
tricks but West makes the rest.

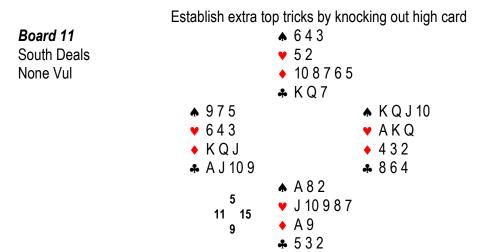


## 1 NT by North

Knock out two high cards. Check it's OK to lose the lead twice.

East should lead ♠Q. ♠North can make 7 tr

♣North can make 7 tricks by driving out ♣A and  $\S K$  before cashing the winners in other suits. Win ♠A and play ♣4 to South's ♣J at trick 2. Win the spade return with ♠K and play another club.
North makes 2 spades, 2 heart, 1 diamond, and 2 clubs



# 3 NT by East

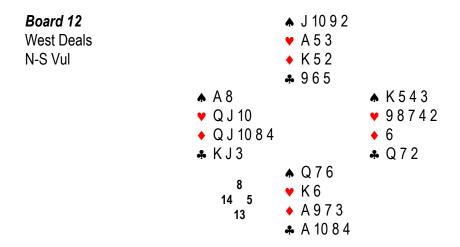
Knock out two high cards.
Check it's OK to lose the lead twice.

South should lead  $\bigvee$ J.

East can see 4 top tricks  $(0 \spadesuit, 3 \bigvee, 0 \spadesuit, 1 \clubsuit)$ East should drive out  $\spadesuit$ A at trick two. This sets up three spade winners. Say South plays another heart. East wins and plays on diamonds to drive out  $\spadesuit$ A.

East makes  $3 \spadesuit$ ,  $3 \bigvee$ ,  $2 \spadesuit$ , and  $1 \clubsuit$ .

If you have to lose the lead, do so before cashing your other winners.



### 1 NT by South

Knock out two high cards.
Check it's OK to lose the lead twice.

West should lead  $\blacklozenge$ Q. South can see 5 top tricks  $(0 \spadesuit, 2 \blacktriangledown, 2 \spadesuit, 1 \clubsuit)$ . South wins  $\blacklozenge$ A and plays  $\clubsuit$ Q before touching any other suit. Say West wins and plays another diamond. South wins and plays another spade to drive out  $\spadesuit$ K. South now has two spade tricks to go with the five top winners.

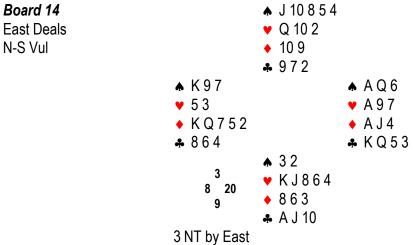
#### Make small cards winners Board 13 **▲** J975 North Deals AKQ None Vul ♦ KQJ10 **3** 2 **▲** 10 4 ♠ AKQ32 **v** 10 3 2 ♥ J875 9876 ♦ A 5 2 **4** 10 9 ♣ J84 **★** 86 16 **9** 9 6 4 2 13 43 ♣ AKQ765 3 NT by North

Make small cards winners

East should lead ♠A.

North can see six top tricks  $(0 \spadesuit, 3 \blacktriangledown, 0 \spadesuit, 3 \clubsuit)$  East will probably play  $\spadesuit A$  K Q and the  $\spadesuit 2$ , hoping to get in with  $\spadesuit A$  to cash the last spade winner. North must not throw away any of South's clubs on the spades. Win the  $\spadesuit J$  and play clubs from the top. Count them!

After \*A K Q South's little clubs are all winners.



Make small cards winners

South should lead a heart, his best suit. North plays  $\mathbf{v}Q$ . This sets up four heart winners for N/S.

East can see 8 top tricks (3 $\spadesuit$ , 1 $\blacktriangledown$ , 4 $\spadesuit$ , 0 $\clubsuit$ ). A club trick could be set up by driving out  $\clubsuit$ A, but N/S can cash four heart winners. Instead hope diamonds break 3-2 or 4-1. Cash the  $\spadesuit$ A J and play  $\spadesuit$ 4 to dummy. Unless diamonds break 5-0 the fifth diamond will be the ninth trick.

### Make small cards winners Board 15 **▲** 32 South Deals **9** 642 E-W Vul Q75 ♣ Q7642 ♠ Q 10 9 8 7 ▲ AJ4 ♥ A Q 8 ♥ J 10 9 642 KJ98 **4** 10 3 ♣ J95 **★** K65 ▼ K753 • A 10 3 ♣ A K 8

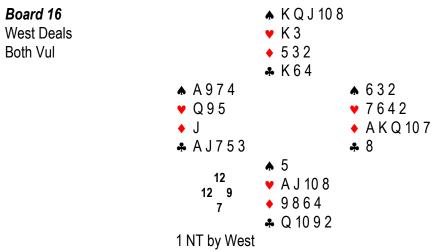
2 NT by South Make small cards winners

West should lead \$10, top of an internal sequence. East wins \$A and returns \$J, to set up spade winners.

South can see 5 top tricks  $(1 \spadesuit, 0 \heartsuit, 1 \diamondsuit, 3 \clubsuit)$ 

South's best chance is that the opposition clubs break 3-2, and then there will be five club tricks to cash. Play the \*A, \*K and the \*8 to dummy. Count the clubs played and South finds the \*7 and \*6 are winners.

Count the opponents' clubs as they are played.



Make small cards winners

North should lead  $\bigstar$ K. West can see 6 top tricks (1 $\bigstar$ , 0 $\blacktriangledown$ , 4 $\bigstar$ , 1 $\bigstar$ )
Because West has only one diamond, the  $\bigstar$ J will have to be overtaken with  $\bigstar$ Q to get to dummy. West must hope the opponent's diamonds break 4-3 because then the  $\bigstar$ 7 will be the seventh trick.
Count the opponents' diamonds as they are played.