

Board 17 Dealer N Nil Vul	<p>♠KQJ3 ♥QT9 ♦T953 ♣KJ</p>	<p>Contract: 4♥ / W West must take 10 tricks (6+4) Lead ♠K Score: (4×30) + 300 (n.v. game bonus) = 420</p>									
<p>♠A75 ♥AK852 ♦AKQ ♣52</p>	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠4 ♥643 ♦642 ♣987654</p> <p>♠T9862 ♥J7 ♦J87 ♣AQT</p>
	N										
W		E									
	S										
<p>Win ♠A and ruff (trump) the ♠5 with the ♥3. Return to hand with a diamond and trump your ♠7 with the ♥4. Play dummy's last heart to your ace and cash the ♥K. Trumps have broken 3-2, so concede one more trump trick and two losing clubs to the defence - making 10 tricks.</p>											

Board 18 Dealer E NS Vul	<p>♠97532 ♥7542 ♦K6 ♣J3</p>	<p>Contract: 6♣ / S South must take 12 tricks (6+6) Lead ♥K Score: (6×20) + 500 (vul. game bonus) + 750 (vul. slam bonus) = 1370</p>									
<p>♠KQT8 ♥KQJ6 ♦T982 ♣8</p>	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠J64 ♥T983 ♦QJ ♣7642</p> <p>♠A ♥A ♦A7543 ♣AKQT95</p>
	N										
W		E									
	S										
<p>Win ♥A and then play a diamond to the king, a diamond to the ace and a third diamond. When West follows suit, ruff with the ♣J so that the defence cannot overruff. Now draw the opponent's trumps and concede a diamond to West. Win the return and claim the rest of the tricks.</p>											

Board 19 Dealer S EW Vul	<p>♠82 ♥JT52 ♦K643 ♣765</p>	<p>Contract: 7♠ / E East must take 13 tricks (6+7) Lead ♥K Score: (7×30) + 500 (vul. game) + 1500 (vul. grand slam bonus) = 2210</p>									
<p>♠KJT9 ♥A8 ♦QJT9 ♣AQJ</p>	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠AQ6543 ♥973 ♦A ♣K94</p> <p>♠7 ♥KQ64 ♦8752 ♣T832</p>
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W		E									
	S										
<p>Win the ♥A and draw the opponent's trumps (2 rounds required). Cash the ♦A and then play a club to return to dummy. Play the ♦Q and if North plays the ♦K, trump this and return to dummy with a club to throw 2 losing hearts on the ♦J and ♦10. If North does not cover the ♦Q, throw a losing heart from hand and then repeat this manoeuvre by leading the ♦J. This technique is called a ruffing finesse.</p>											

Board 20 Dealer W Both Vul	<p>♠5 ♥AJ98432 ♦987 ♣65</p>	<p>Contract: 4♥ / N North must take 10 tricks (6+4) Lead ♣K Score: (4×30) + 500 (vul. game bonus) = 620</p>									
<p>♠K96 ♥- ♦K543 ♣AT8432</p>	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠QJT3 ♥765 ♦QJT ♣KQJ</p> <p>♠A8742 ♥KQT ♦A62 ♣97</p>
	N										
W		E									
	S										
<p>After East cashes the first 2 club tricks, he will probably switch to the ♦Q. You need to set up a tenth trick and this can only come from spades (assuming that they break 4-3). Play ♠A and ruff a spade, trump to the 10, ruff another spade, trump to the queen and ruff a third spade with a big trump. Now the last spade is good. Play a trump to dummy, drawing the opponents' last trump and play the winning spade to pitch a diamond loser. You need to be careful to use all your trump entries to dummy to ruff spades.</p>											