

Board 21 Dealer N NS Vul	<p>♠JT9 ♥KQJT9 ♦984 ♣87</p>	<p>♠AK54 ♥65 ♦KQ7 ♣J643</p>	<p>Contract: 3NT / W West must take 9 tricks (6+3) Lead ♥K Score: (3×30+10) + 300 (n.v. game bonus) = 400</p>									
<p>♠32 ♥A87 ♦A65 ♣KQT9</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> <p>♠Q876 ♥432 ♦JT32 ♣A52</p>		N		W		E		S			<p>You have 6 top winners in spades hearts and diamonds and need to set up 3 more in clubs by knocking out the ace. If you win the ♥A at trick 1 or 2 and then play clubs, South will win the ace and play a heart to partner who will cash two more heart winners, giving the defence 5 tricks. If you retain the heart ace until the third round of the suit you exhaust South of hearts - this has the effect of cutting the communication between the opponents. Now when you knock out the ♣A South has to return a suit that you can win.</p>
	N											
W		E										
	S											

Board 22 Dealer E EW Vul	<p>♠AJ32 ♥763 ♦AKQJ ♣54</p>	<p>♠Q98 ♥QJT ♦T86542 ♣3</p>	<p>Contract: 4♠ / S South must take 10 tricks (6+4) Lead ♦3 Score: (4×30) + 2×30 (2 overtricks) + 300 (n.v. game bonus) = 480</p>									
<p>♠76 ♥A985 ♦3 ♣T98762</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> <p>♠KT54 ♥K42 ♦97 ♣AKQJ</p>		N		W		E		S			<p>You have lots of tricks, but you need to draw trumps. If East obtains the lead, a heart lead through your king will give the defence 4 tricks - East is the danger hand. Win the A and play a small spade. If East plays small finesse the 10. When this wins, draw 2 more rounds of trumps with the ♠A and ♠K and then cash all the top clubs and diamonds, making 12 tricks.</p>
	N											
W		E										
	S											

Board 23 Dealer S Both Vul	<p>♠T7 ♥T653 ♦K432 ♣632</p>	<p>♠A86 ♥K8 ♦986 ♣AQJT4</p>	<p>Contract: 3NT / E East must take 9 tricks (6+3) Lead ♠K Score: (3×30+10) + 500 (v. game bonus) = 600</p>									
<p>♠54 ♥AQJ ♦AQJT7 ♣987</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> <p>♠KQJ932 ♥9742 ♦5 ♣K5</p>		N		W		E		S			<p>Duck the first and second rounds of spades and win the third. There are 6 top tricks and the 3 more required can come from either clubs or diamonds. North showed out on the third round of spades, so the North hand is "safe". Take the diamond finesse by running the ♦9. North will win the ♦K and play a club. You now have 9 tricks, so don't take this finesse into the danger hand. Go up with the ♣A and cash your diamond and heart tricks.</p>
	N											
W		E										
	S											

Board 24 Dealer W Nil Vul	<p>♠AK ♥AQ ♦AQ987 ♣J654</p>	<p>♠J2 ♥K762 ♦K3 ♣T9872</p>	<p>Contract: 3NT / N North must take 9 tricks (6+3) Lead ♣10 Score: (3×30+10) + 300 (n.v. game bonus) = 400</p>									
<p>♠Q986 ♥JT98 ♦542 ♣K3</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> <p>♠T7543 ♥543 ♦JT6 ♣AQ</p>		N		W		E		S			<p>This is a very tough hand! If you finesse the ♣Q at trick 1 and it loses, West may shift to a heart through your AQ. If this loses to the king also, they can continue hearts and set up 5 tricks for the defence. Instead, rise with the ♣A at trick 1 and run the ♦J. This loses to East's ♦K, but East cannot effectively attack hearts. You now have 8 tricks in immediate winners and can play a club to the queen to set up the ♣J as your ninth. (You need to be playing for many months before you get hands like this correct.)</p>
	N											
W		E										
	S											