

| | | | | | | | | | | | | |
|---|--|---|---|--|---|--|---|--|---|--|---|--|
| Board 5 Dealer N NS Vul | <p>♠QJT6 ♥J973 ♦QT ♣973</p> | <p>♠54 ♥862 ♦A8752 ♣842</p> | <p>Contract: 3NT / W West must take 9 tricks (6+3) Lead ♠Q Score: (3×30+10) + 300 (n.v. game bonus)= 400</p> | | | | | | | | | |
| <p>♠AK2 ♥AK54 ♦963 ♣AK5</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>♠9873 ♥QT ♦KJ4 ♣QJT6</p> | <p>You have 7 winners in aces and kings and need to set up 2 more. The only hope is diamonds - if they break 3-2, the long cards will become good. The only entry to the long diamonds is via the ace, so win the opening spade lead and duck a diamond (ie play small from both hands). The defence should continue spades. Win this also and duck another diamond. The defence will win this and cash 2 more rounds of spades (Don't pitch any diamonds). Win the exit, play a diamond to the ace and cash dummy's last 2 diamonds and all your remaining aces and kings for 9 tricks.</p> |
| | N | | | | | | | | | | | |
| W | | E | | | | | | | | | | |
| | S | | | | | | | | | | | |

| | | | | | | | | | | | | |
|---|--|---|--|--|---|--|---|--|---|--|---|--|
| Board 6 Dealer S EW Vul | <p>♠Q ♥KQ54 ♦T874 ♣A942</p> | <p>♠9876543 ♥9873 ♦5 ♣6</p> | <p>Contract: 3NT / S East must take 9 tricks (6+3) Lead ♦A Score: (3×30+10) + 500 (vul. game bonus) = 600</p> | | | | | | | | | |
| <p>♠T ♥JT62 ♦AKQJ ♣QJT7</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>♠AKJ2 ♥A ♦9632 ♣K853</p> | <p>West leads 4 rounds of diamonds and then switches to the ♣Q. You need to plan the entire play at this point. Win the ♣A in dummy and then play a heart to the ace, back to dummy with the ♠Q, cash the ♥K and Q, then return to hand with the ♣K to cash the ♠A, K and J for 9 tricks. (You can also make it by winning the club at trick 5 with the king in hand. What's the correct sequence to do this?)</p> |
| | N | | | | | | | | | | | |
| W | | E | | | | | | | | | | |
| | S | | | | | | | | | | | |

| | | | | | | | | | | | | |
|---|--|---|---|--|---|--|---|--|---|--|---|---|
| Board 7 Dealer S Both Vul | <p>♠986 ♥JT98 ♦QJT65 ♣6</p> | <p>♠A52 ♥63 ♦843 ♣AKQ52</p> | <p>Contract: 4NT / E East must take 10 tricks (6+4) Lead ♠K Score: (4×30+10) + 500 (vul. game bonus) = 630</p> | | | | | | | | | |
| <p>♠743 ♥AK5 ♦AK2 ♣T984</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>♠KQJT ♥Q742 ♦97 ♣J73</p> | <p>The spade lead forces declarer to win the ♠A (at trick 1, 2 or 3). Careful play is needed to manage the club suit - if you cash the A, K and Q and follow small from dummy on each occasion, the fourth round of the suit will be won by dummy's 10. There will then be no way to get to hand to cash the fifth club. Make sure you play the 10, 9 and 8 under the A, K and Q and then the 4 under the 5. Now you are still in hand and can cash the ♣2 for the tenth trick.</p> |
| | N | | | | | | | | | | | |
| W | | E | | | | | | | | | | |
| | S | | | | | | | | | | | |

| | | | | | | | | | | | | |
|---|--|--|--|--|---|--|---|--|---|--|---|---|
| Board 8 Dealer W Nil Vul | <p>♠AK65 ♥AK3 ♦432 ♣AK7</p> | <p>♠QJT9 ♥Q96 ♦- ♣J96543</p> | <p>Contract: 3NT / N North must take 9 tricks (6+3) Lead ♠Q Score: (3×30+10) + 300 (n.v. game bonus) + 1×30 (1 overtrick) = 430</p> | | | | | | | | | |
| <p>♠87 ♥JT875 ♦QJT9 ♣QT</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>♠432 ♥42 ♦AK8765 ♣82</p> | <p>There are 8 tricks on top and diamonds is the obvious suit to develop for an extra trick. Win the spade lead and play a diamond. When East discards (a club), you know West has ♦QJ109 and will always make 2 tricks. Let him have them early by playing small from dummy. Win East's ♠, ♥ or ♣ exit and duck another diamond. Win the return and now claim 10 tricks - 4 diamonds and 2 in each of the other suits.</p> |
| | N | | | | | | | | | | | |
| W | | E | | | | | | | | | | |
| | S | | | | | | | | | | | |