

Board 3

South Deals

E-W Vul

♠ K 10 9 2

♥ K 3 2

♦ 8

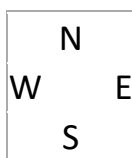
♣ A K 10 6 4

♠ 4

♥ Q J 9 5

♦ Q J 10 7 6 3

♣ 9 5



♠ A 7 5

♥ A 8 7 6

♦ 2

J 8 7 3

♣ 2

13
6 9
12

♠ Q J 8 6 3

♥ 10 4

♦ A K 9 5 4

♣ Q

North South

1 ♠

2 ♣

2 ♦

4 ♠

Pass

Board 8

West Deals

None Vul

♠ 8 6 4

♥ J 10 9 8 2

♦ A 6 3 2

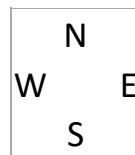
♣ 7

♠ K Q 9

♥ 7 6 5

♦ 8 5 4

♣ A K Q 3



♠ A J 7

♥ A 3

♦ K Q J 10 9

♣ J 10 6

5
14 16
5

♠ 10 5 3 2

♥ K Q 4

♦ 7

♣ 9 8 5 4 2

EW 5♦; EW 4♣; EW 2N; EW 2♠; EW 1♥;

Par -400

West East

1 N 3 N

Pass

Strategy is vital for successful defending. Duplicate might not be about defeating a contract, rather you can win matchpoints simply by limiting the opponents tricks. West has no lead problem to four spades if you pay attention to the bidding. North has made a delayed game raise by starting the bidding with 2 ♣, and South responds showing diamonds. The unbid suit is a normal lead to consider. Notice your suit length in the opponents' bid suits - these are a clue that hands could be misfitting, in which case declarer may have quick discard possibilities - lead a heart planning to take your tricks before declarer can discard them. Lead the ♥ Q so East knows to play a second heart at trick two.

Trust makes for winning defence. Defending is simple when you follow the golden rules. North be a trustworthy partner and make a normal lead. South pay attention in order to trust partner. You can beat an otherwise solid 3 NT by paying attention at trick one. North will make a normal lead of ♥ J. South - who holds the ten and nine of hearts? Partner. At trick one play the QH, then when partner later plays the ten hearts, unblock the suit by playing the KH and then the four of hearts.

Board 10

East Deals

Both Vul

♠ J 8

♥ A 9 6 5 2

♦ K 7

♣ Q 10 7 6

♠ K Q 7 6 5
♥ J 8 3
♦ Q 9 2
♣ 8 2

	N	
W		E
	S	

♠ A 10 2
♥ K Q 10 4
♦ 8 6 4
♣ A J 5

10
8 14
8

♠ 9 4 3

♥ 7

♦ A J 10 5 3

♣ K 9 4 3

West East

1 N

2 ♥

2 ♠

Pass

Board 17

North

Deals

None Vul

♠ K Q J 4 2

♥ Q 9 8

♦ 10 8

♣ A K 2

♠ 7 3
♥ A J 10 5
♦ A 7 6 5
♣ 8 7 4

	N	
W		E
	S	

♠ 9 8
♥ K 7 4 3
♦ Q J 9 3
♣ 2
♣ 6 5

15
9 6
10

♠ A 10 6 5

♥ 6 2

♦ K 4

♣ Q J 10 9 3

North South

1 ♠

2 NT¹

4 ♠

Pass

1. Good raise of spades

Action speaks louder than words. Playing weak NT, EW arrive in 2 ♠ with South on lead. When dealt a singleton, I lead it because I like ruffs! On this hand partner obliges by winning the Ace and returns a heart. Notice which heart you return North. You can give partner a signal about which suit to play next. Return the ♥ 9 to indicate you have a high diamond. The defense will go very nicely if NS keep giving signals. If North ends up on lead, typically lead fourth highest avoiding leading from an unsupported Ace - so lead ♣ 6. Unless Declarer plays the Ace clubs immediately, North can continue winning tricks by paying attention to partner's signals.

Remember the bidding. Despite the non standard response, South has showed 10-12 HCP. If the opponents say "a good raise of spades assume it is the same as 1 ♠ p 3 ♠. So we know partner has at least four and at most nine high card points. Avoid leading a doubleton when ever you can. Remember the defending golden rules: Lead an unbid suit picturing partner with a useful honour and watch for a signal. Lead rules: Low from four to an honour = ♥ 3 or Top from a sequence (NB: Treat QJ9 as a sequence) = ♦ Q