

## Make That Contract

♠ K Q J 10 9 6  
 ♥ 2  
 ♦ J 10 5 2  
 ♣ A J  
 ♠ 7 4      ♠ A 3 2  
 ♥ Q 10 9 3      ♥ J 8 7 6 4  
 ♦ A 9 8 6      ♦ 7  
 ♣ 9 5 2      ♣ K Q 10 8  
 ♠ 8 5  
 ♥ A K 5  
 ♦ K Q 4 3  
 ♣ 7 6 4 3

Board 1 : Dealer North : Love all

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	1♠	Pass	2♣ <sup>(1)</sup>
Pass	2♠	Pass	2N
Pass	4♠	All pass	

**1** Bids the lower of two 4card suits

East leads ♦ 7 which is taken by West who returns a second diamond for East to ruff. East switches to ♣ K which declarer wins. North recognises that if trumps are played immediately the defence will cash a club winner to defeat the contract. To counter this declarer plays two top hearts, throwing ♣ J, before playing trumps.

In this way the losers are restricted to ♠ A, ♦ A and the diamond ruff. Contract made.

♠ K 10 8 6  
 ♥ 10 6 4  
 ♦ K 7 5  
 ♣ A K J  
 ♠ 5 4      ♠ A Q 2  
 ♥ 5 3 2      ♥ A K Q J 8 7  
 ♦ A Q 2      ♦ 6 4  
 ♣ 10 6 5 4 2      ♣ Q 3  
 ♠ J 9 7 3  
 ♥ 9  
 ♦ J 10 9 8 3  
 ♣ 9 8 7

Board 2 : Dealer East : NS vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
		1♥ <sup>(1)</sup>	Pass
1N	Pass	4♥	All pass

**1** Might treat the hand as unbalanced with eight playing tricks. Now the auction is 2♣ – 2♦; 2♥ – 4♥

South leads ♦ J and declarer tries the diamond finesse, which loses. A second diamond is returned. Declarer will always lose two clubs so cannot lose another trick. He must play the spades for no losers. He is in dummy for the one and only time so must make the best use of the chance. He finesses ♠ Q, which holds, cashes ♠ A and ruffs the losing ♠ 2. Only now can trumps be drawn.

Contract fulfilled with two spades, a spade ruff, six hearts and the ace of diamonds.

<p>♠ K Q J ♥ 6 3 2 ♦ A J 6 5 4 ♣ Q 6</p> <p>♠ 4 2                      ♠ 3 ♥ A K 8 7 5              ♥ 9 4 ♦ 9 8 3                    ♦ K Q 10 7 ♣ K 10 7                  ♣ J 9 8 5 4 2</p> <p>♠ A 10 9 8 7 6 5 ♥ Q J 10 ♦ 2 ♣ A 3</p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1 ♠</td></tr><tr><td>Pass<sup>(1)</sup></td><td>2 ♦</td><td>Pass</td><td>2 ♠</td></tr><tr><td>Pass</td><td>4 ♠</td><td>All pass</td><td></td></tr></table> <p><b>1</b> <i>Not quite good enough for an overcall (needs an extra honour or card in hearts)</i></p> <p>West cashes the two top hearts on which East peters, by playing high-low, to show encouragement for a continuation (playing reverse signals East would play ♥4 then ♥9). West plays a third heart (♥5 is best as it is a low card and acts as suit preference for the lower side suit, i.e. clubs). East duly ruffs the third heart and switches to a club.</p> <p>Declarer appears to have a club loser (surely East won't have switched to a club, holding ♣K?) but declarer spots a chance. He can win ♣A and hope to set up a long diamond. He plays ace and another diamond (ruffing), crosses to dummy with a trump, another diamond ruff, another trump to dummy and a third diamond ruff. The fifth diamond is now set up. South crosses to dummy again in trumps to cash ♦J on which the losing ♣3 is thrown.</p> <p>Ten tricks by way of seven trumps, two diamonds and a club.</p>	West	North	East	South				1 ♠	Pass <sup>(1)</sup>	2 ♦	Pass	2 ♠	Pass	4 ♠	All pass	
West	North	East	South														
			1 ♠														
Pass <sup>(1)</sup>	2 ♦	Pass	2 ♠														
Pass	4 ♠	All pass															

<p> ♠ 3 2  ♥ K 8 7  ♦ K Q 10 9 5  ♣ 5 4 2 </p> <p> ♠ K Q J 10 9 7 6      ♠ 8 5  ♥ Q J                      ♥ 10 3 2  ♦ A J                      ♦ 7 4 3 2  ♣ K J                      ♣ A Q 9 3 </p> <p> ♠ A 4  ♥ A 9 6 5 4  ♦ 8 6  ♣ 10 8 7 6 </p>	<p>Board 4 : Dealer West : All vulnerable</p> <table> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> <tr> <td>1 ♠ <sup>(1)</sup></td> <td>Pass</td> <td>1 N</td> <td>Pass</td> </tr> <tr> <td>4 ♠</td> <td>All pass</td> <td></td> <td></td> </tr> </table> <p><b>1</b> <i>The dubious heart holding makes 2 ♣ less attractive an opening bid</i></p> <p>North leads ♦ K and declarer realises there are three clear losers (a top trump and two hearts) so must avoid a fourth loser. Trumps cannot be drawn immediately as the defence will cash the now-set-up diamond to defeat the contract.</p> <p>No, declarer must try to throw his diamond loser immediately. He cashes ♣ K, overtakes ♣ J with ♣ Q and plays ♣ A to throw ♦ J. Thankfully all three top clubs stand up (i.e. the defence doesn't ruff in) and West can now play trumps. A fourth club from South cannot hurt declarer as all the trumps are "boss".</p> <p>Six spades, one diamond and three clubs – ten tricks.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	1 ♠ <sup>(1)</sup>	Pass	1 N	Pass	4 ♠	All pass		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>										
1 ♠ <sup>(1)</sup>	Pass	1 N	Pass										
4 ♠	All pass												

♠ 54  
 ♥ 532  
 ♦ AQ2  
 ♣ 106542  
 ♠ Q1076      ♠ AKJ8  
 ♥ 9            ♥ 1064  
 ♦ J10983     ♦ K75  
 ♣ 987         ♣ QJ3  
 ♠ 932  
 ♥ AKQJ87  
 ♦ 64  
 ♣ AK

Board 5 : Dealer North : NS vulnerable

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1N <sup>(1)</sup>	X
2♣ <sup>(2)</sup>	X <sup>(3)</sup>	2♦	3♥
Pass	4♥	All pass	

**1** 12-14 **2** Exit transfer, showing 5+diamonds **3** Club length (and some values)

In terms of high card points South doesn't have much more than a minimum for his double but the jump to 3♥ is justified by his holding a near certain eight tricks.

West leads ♦J and declarer, somewhat resignedly, tries ♦Q. Yes, it loses to East's king who returns a second diamond.

... wait a minute, thinks declarer. "The defence has made a mistake. I can postpone the drawing of trumps and take a spade ruff in dummy. Yes, I'm ahead of the game." So declarer plays a spade at trick three. The defence switches to a trump but it's too late. Declarer plays a second spade. Although the defence may play another trump, there's still one left in dummy for declarer to ruff.

Declarer comes to ten tricks via one spade ruff, six hearts, one diamond and two clubs. Yes, the trump switch at trick two would have worked for the defence, as would an initial trump lead and continuation of them.

Yes, with spades 4-4, 3N by North South cannot be defeated.

<div>♠ 93</div> <div>♥ 1094</div> <div>♦ QJ</div> <div>♣ K87542</div> <div>♠ AQ10</div> <div>♥ J32</div> <div>♦ A7654</div> <div>♣ Q6</div> <div>♠ KJ8765</div> <div>♥ 876</div> <div>♦ K2</div> <div>♣ A3</div> <div>♠ 42</div> <div>♥ AKQ5</div> <div>♦ 10983</div> <div>♣ J109</div>	<div>Board 6 : Dealer East : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1 ♠</td><td>Pass</td></tr><tr><td>2 ♦</td><td>Pass</td><td>2 ♠</td><td>Pass</td></tr><tr><td>4 ♠</td><td>All pass</td><td></td><td></td></tr></table> <p>South cashes three hearts and switches to ♣J. Declarer tries ♣Q but it's covered by North's king and taken with East's ace. Declarer appears to have a club loser but sees potential in the diamond suit. If the suit breaks no worse than 4-2 it'll be possible to set up ♦7 as a winner. East cashes the top two diamonds, ending in dummy. He ruffs a diamond and crosses to one of dummy's winning trumps. He ruffs the fourth diamond and crosses to dummy in trumps (and, at the same time, has taken out the opposition's trumps). He can cash ♦7 to throw ♣3.</p> <p>Game has been made through six spades, three diamonds and a club.</p>	West	North	East	South			1 ♠	Pass	2 ♦	Pass	2 ♠	Pass	4 ♠	All pass		
West	North	East	South														
		1 ♠	Pass														
2 ♦	Pass	2 ♠	Pass														
4 ♠	All pass																
<div>♠ A J 10 9 6</div> <div>♥ J 4 2</div> <div>♦ A Q 6 5</div> <div>♣ 2</div> <div>♠ - VOID -</div> <div>♥ 10 9 7 3</div> <div>♦ J 9 8 7</div> <div>♣ K J 10 9 8</div> <div>♠ 5 4 3 2</div> <div>♥ A K Q</div> <div>♦ K 10 4 3</div> <div>♣ 7 6</div> <div>♠ K Q 8 7</div> <div>♥ 8 6 5</div> <div>♦ 2</div> <div>♣ A Q 5 4 3</div>	<div>Board 7 : Dealer South : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1 ♣</td></tr><tr><td>Pass</td><td>1 ♠</td><td>Pass</td><td>2 ♠</td></tr><tr><td>Pass</td><td>4 ♠</td><td>All pass</td><td></td></tr></table> <p>East will cash the top three hearts and may switch to a club (looks attractive as the contract will be defeated if partner has the king of clubs and declarer has at least a doubleton club). Declarer takes ♣A and immediately sees that all his trumps are masters. With some shape to both hands the hand is ripe for a cross ruff. Declarer cashes ♦A and ruffs a diamond. Now he cross ruffs clubs and diamonds twice. All of North's diamonds have been ruffed and that hand has nothing but winning trumps.</p> <p>Declarer has made game with two side suit aces and eight trumps. When cross ruffing it's important to cash the side suit winners first. That stops the defence making discards that could be embarrassing for declarer (then the defence may ruff in and could switch to trumps with a profound effect on the outcome).</p>	West	North	East	South				1 ♣	Pass	1 ♠	Pass	2 ♠	Pass	4 ♠	All pass	
West	North	East	South														
			1 ♣														
Pass	1 ♠	Pass	2 ♠														
Pass	4 ♠	All pass															

♠ 4 2  
 ♥ Q 10 9 8  
 ♦ Q J 10 5  
 ♣ A Q 2  
 ♠ A Q 9 8 7      ♠ K J 10  
 ♥ A K 4 3 2      ♥ J 5  
 ♦ 7                  ♦ K 4 3 2  
 ♣ K J                ♣ 7 6 5 3  
 ♠ 6 5 3  
 ♥ 7 6  
 ♦ A 9 8 6  
 ♣ 10 9 8 4

Board 8 : Dealer West : Love all

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	Pass <sup>(1)</sup>	1N	Pass
2♥	Pass	2♠	Pass
3♥	Pass	4♠	All pass

1 *Flattish but might double*

When West bids 3♥ it not only shows the fifth heart but confirms extra values (over East's 2♠ sign off). That information provides a justification for East's leap to game.

North leads ♦Q which declarer ducks (i.e. doesn't play ♦K). Unless the defence switches to a trump declarer can make ten tricks on a cross ruff (five trumps, two top hearts and three heart ruffs). So, let's suppose the defence switches to a trump. No good as declarer can ruff two hearts in dummy and that's sufficient work to have set up the fifth heart as a winner (the hearts being 4-3). Declarer can get back to hand with diamond ruffs. He cashes two more spades to exhaust the defence's holding before tabling ♥4.