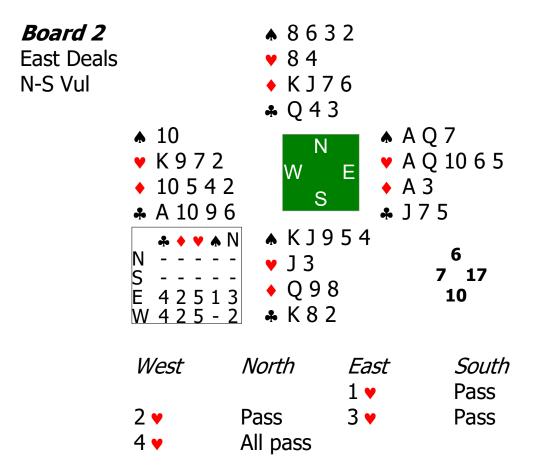
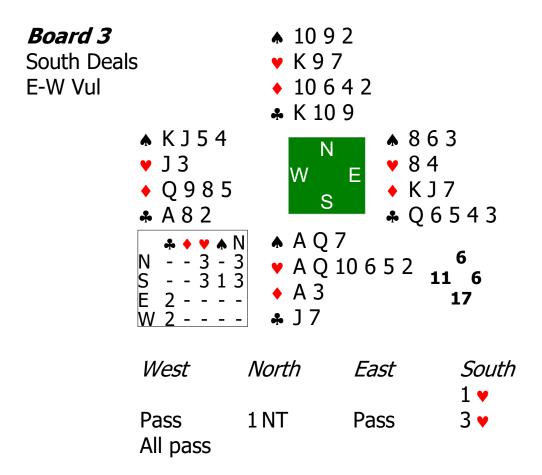


Get the lead, eliminate the red aces, cross ruff.

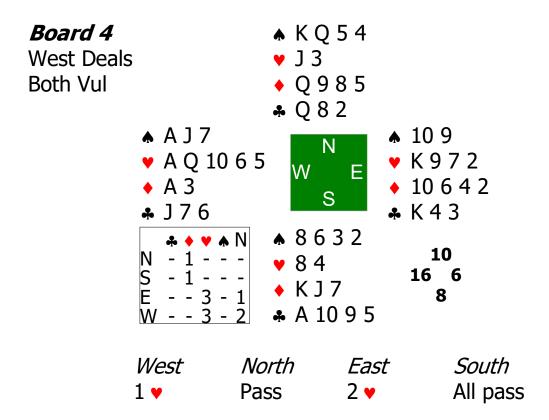


All bid on Losing Trick Count.

Ruff a spade in dummy for the eleventh trick.



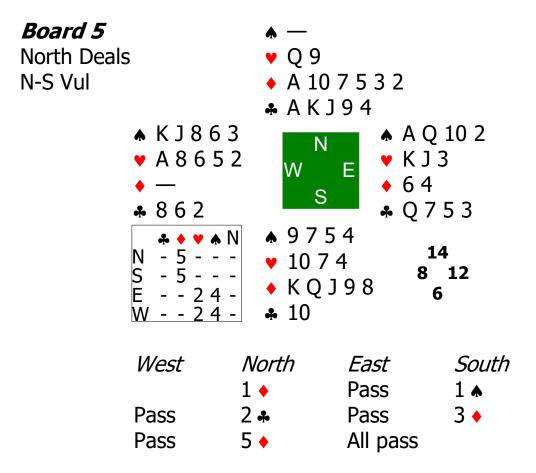
Get lead, clear trumps, lead small club from declarer.



There's no reason to delay clearing trumps. Take all four opponents trumps in two rounds.

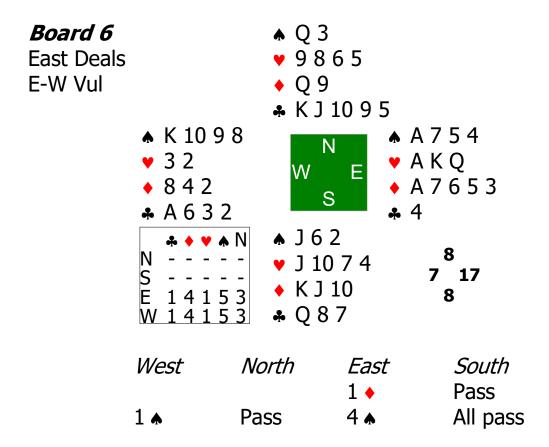
Play spades and diamonds where each wins one and loses one.

The clubs are a "frozen" suit. There is an honour in each hand. Such a suit generally gives an advantage to the side that doesn't lead them. Try to get the defence to lead the clubs.

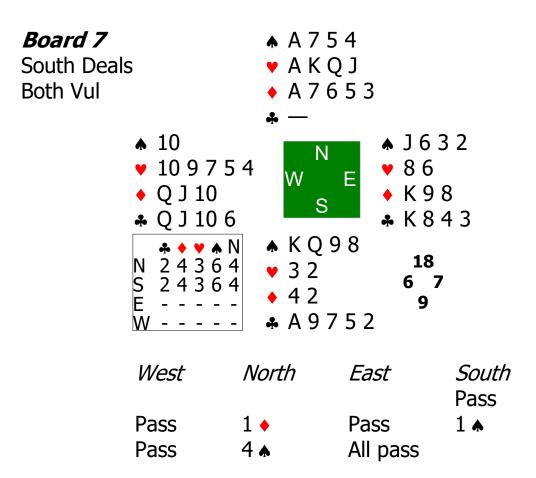


Make the most of the diamonds by leading spades from dummy and then trumping in declarer's hand and then leading clubs from declarer's hand.

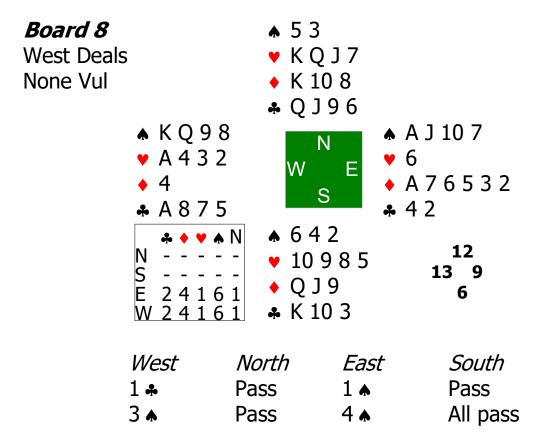
You might take one round in diamonds, find the two-nil split, and then just lead clubs from declarer's hand. East, who will have the last trump, has to follow four times. When East plays the Q* dummy can trump. Until then, discard hearts from dummy avoiding losing tricks in hearts.



Use the hearts to discard diamond loser.



Use hearts to discard diamonds/force trumps from East.



"Cash" (play straight away), the red Aces. Then lead red cards from one hand and trump them in the other.

Defence only have small trumps, and cannot over-trump.