

No Trump Contracts

Set 1 Cashing top tricks									
<p> ♠ AK2 ♥ A543 ♦ AKQJ ♣ 32 ♠ 7543 ♠ 86 ♥ Q2 ♥ J10987 ♦ 987 ♦ 1062 ♣ KJ97 ♣ 1084 ♠ QJ109 ♥ K6 ♦ 543 ♣ AQ65 </p>	<p>Set1(NT) Board 1 : Dealer North</p> <table style="margin-left: auto; margin-right: auto; border-collapse: collapse;"> <thead> <tr> <th style="padding: 0 10px;">North</th> <th style="padding: 0 10px;">East</th> <th style="padding: 0 10px;">South</th> <th style="padding: 0 10px;">West</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">21</td> <td style="text-align: center;">1</td> <td style="text-align: center;">12</td> <td style="text-align: center;">6</td> </tr> </tbody> </table> <p>N/S have 33 points. E/W have 7 points. N/S should choose game in no trumps. East should lead ♥J (top of a sequence)</p> <p>North can see 11 top tricks (4♠, 2♥, 4♦, 1♣) North can cash four spade tricks and discard a club loser on the fourth spade, but that still leaves two losing hearts on the North hand. East must keep his hearts to stop North making more than 11 tricks.</p>	North	East	South	West	21	1	12	6
North	East	South	West						
21	1	12	6						
<p> ♠ 532 ♥ Q642 ♦ K987 ♣ 32 ♠ K7 ♠ A86 ♥ KJ8 ♥ A73 ♦ Q32 ♦ 1064 ♣ KJ964 ♣ AQ108 ♠ QJ1094 ♥ 1095 ♦ AJ5 ♣ 75 </p>	<p>Set1(NT) Board 2 : Dealer East</p> <table style="margin-left: auto; margin-right: auto; border-collapse: collapse;"> <thead> <tr> <th style="padding: 0 10px;">North</th> <th style="padding: 0 10px;">East</th> <th style="padding: 0 10px;">South</th> <th style="padding: 0 10px;">West</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">5</td> <td style="text-align: center;">14</td> <td style="text-align: center;">8</td> <td style="text-align: center;">13</td> </tr> </tbody> </table> <p>N/S have 13 points. E/W have 27 points. E/W should choose game in no trumps.</p> <p>South should lead ♠Q (top of a sequence) East can see 9 top tricks (2♠, 2♥, 0♦, 5♣) East will play the hand and should cash the nine top tricks. Play clubs starting with ♣A then the ♣Q.</p>	North	East	South	West	5	14	8	13
North	East	South	West						
5	14	8	13						
<p> ♠ A32 ♥ 92 ♦ QJ1052 ♣ K75 ♠ KQJ ♠ 974 ♥ KQJ1076 ♥ 543 ♦ 987 ♦ 64 ♣ 6 ♣ AQ932 ♠ 10865 ♥ A8 ♦ AK3 ♣ J1084 </p>	<p>Set1(NT) Board 3 : Dealer South</p> <table style="margin-left: auto; margin-right: auto; border-collapse: collapse;"> <thead> <tr> <th style="padding: 0 10px;">North</th> <th style="padding: 0 10px;">East</th> <th style="padding: 0 10px;">South</th> <th style="padding: 0 10px;">West</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">10</td> <td style="text-align: center;">6</td> <td style="text-align: center;">12</td> <td style="text-align: center;">12</td> </tr> </tbody> </table> <p>N/S have 22 points. E/W have 18 points. N/S should choose part score in no trumps. West should lead ♥K</p> <p>South can see 7 top tricks (1♠, 1♥, 5♦, 0♣) South wins the ♥A and immediately takes his five diamond tricks, by playing ♦A K and then ♦3.</p>	North	East	South	West	10	6	12	12
North	East	South	West						
10	6	12	12						
<p> ♠ 64 ♥ J87543 ♦ AQ8 ♣ 32 ♠ J103 ♠ KQ2 ♥ AK6 ♥ 2 ♦ J1052 ♦ 963 ♣ A109 ♣ KQJ875 ♠ A9875 ♥ Q109 ♦ K74 ♣ 64 </p>	<p>Set1(NT) Board 4 : Dealer West</p> <table style="margin-left: auto; margin-right: auto; border-collapse: collapse;"> <thead> <tr> <th style="padding: 0 10px;">North</th> <th style="padding: 0 10px;">East</th> <th style="padding: 0 10px;">South</th> <th style="padding: 0 10px;">West</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">7</td> <td style="text-align: center;">11</td> <td style="text-align: center;">9</td> <td style="text-align: center;">13</td> </tr> </tbody> </table> <p>N/S have 16 points. E/W have 24 points. E/W should choose part score in no trumps.</p> <p>North should lead a little heart, as it is his longest suit and the best chance to set up winners. West can see eight top tricks (0♠, 2♥, 0♦, 6♣) West will play the hand and can make 8 tricks without losing the lead. Dummy has a very useful hand when it holds six clubs.</p>	North	East	South	West	7	11	9	13
North	East	South	West						
7	11	9	13						

Set 2 Cashing top tricks when a blockage might occur													
<p>♠ 76 ♥ 10964 ♦ KQJ10 ♣ K62</p> <p>♠ A5 ♠ K43 ♥ KJ87 ♥ AQ ♦ 962 ♦ A753 ♣ J543 ♣ 10987</p> <p>♠ QJ10982 ♥ 532 ♦ 84 ♣ AQ</p>	<p>Set2(NT) Board 1 : Dealer North</p> <table border="0"> <tr> <td></td> <td>North</td> <td>East</td> <td></td> <td>South</td> <td>West</td> </tr> <tr> <td></td> <td>9</td> <td>13</td> <td></td> <td>9</td> <td>9</td> </tr> </table> <p>N/S have 18 points. E/W have 22 points. E/W should choose part score in no trumps. South should lead ♠Q. East can see seven top tricks (2♠, 4♥, 1♦, 0♣) East must win the first spade with the ♠K and cash the ♥A Q. Then cross to the West hand with ♠A and cash ♥K J. Finally win the ♦A for seven tricks. Cash the honour from the short hand first.</p>		North	East		South	West		9	13		9	9
	North	East		South	West								
	9	13		9	9								
<p>♠ 1062 ♥ 107 ♦ K653 ♣ AQJ6</p> <p>♠ 94 ♠ 8753 ♥ KQJ98 ♥ 654 ♦ QJ8 ♦ A7 ♣ 1087 ♣ 5432</p> <p>♠ AKQJ ♥ A32 ♦ 10942 ♣ K9</p>	<p>Set2(NT) Board 2 : Dealer East</p> <table border="0"> <tr> <td></td> <td>North</td> <td>East</td> <td></td> <td>South</td> <td>West</td> </tr> <tr> <td></td> <td>10</td> <td>4</td> <td></td> <td>17</td> <td>9</td> </tr> </table> <p>N/S have 27 points. E/W have 13 points. N/S should choose game in no trumps. West should lead ♥K South can see nine top tricks (4♠, 1♥, 0♦, 4♣) South will win ♥A and must cash ♣K then lead ♣9. That way four club tricks can be cashed, followed by four spades. Cash the honour from the short hand first.</p>		North	East		South	West		10	4		17	9
	North	East		South	West								
	10	4		17	9								
<p>♠ 32 ♥ KQJ1076 ♦ Q65 ♣ 75</p> <p>♠ AQ ♠ KJ74 ♥ 432 ♥ A ♦ J874 ♦ 10932 ♣ AKQ6 ♣ J932</p> <p>♠ 109865 ♥ 985 ♦ AK ♣ 1084</p>	<p>Set2(NT) Board 3 : Dealer South</p> <table border="0"> <tr> <td></td> <td>North</td> <td>East</td> <td></td> <td>South</td> <td>West</td> </tr> <tr> <td></td> <td>8</td> <td>9</td> <td></td> <td>7</td> <td>16</td> </tr> </table> <p>N/S have 15 points. E/W have 25 points. E/W should choose game in no trumps. North should lead ♥K West can see 9 top tricks (4♠, 1♥, 0♦, 4♣) West must win the ♥A and immediately play a spade to cash ♠A Q. West can get back to dummy by leading ♣6 to the ♣J and can then cash the ♠K J. The ♣J is a vital card. It is the entry to two winners in dummy. Cash the honour from the short hand first.</p>		North	East		South	West		8	9		7	16
	North	East		South	West								
	8	9		7	16								
<p>♠ AK2 ♥ AQ3 ♦ A642 ♣ 1086</p> <p>♠ 763 ♠ QJ9854 ♥ 9865 ♥ 74 ♦ KQ10 ♦ 98 ♣ KQ3 ♣ A72</p> <p>♠ 10 ♥ KJ102 ♦ J753 ♣ J954</p>	<p>Set2(NT) Board 4 : Dealer West</p> <table border="0"> <tr> <td></td> <td>North</td> <td>East</td> <td></td> <td>South</td> <td>West</td> </tr> <tr> <td></td> <td>17</td> <td>7</td> <td></td> <td>6</td> <td>10</td> </tr> </table> <p>N/S have 23 points. E/W have 17 points. N/S should choose part score in no trumps. North plays the hand. East should lead ♠Q. North can see seven top tricks (2♠, 4♥, 1♦, 0♣). After winning the ♠A. North should play ♥A Q then the ♥3, to get to dummy to win the last heart. Cash the honour from the short hand first.</p>		North	East		South	West		17	7		6	10
	North	East		South	West								
	17	7		6	10								

Trump Contracts

Set 1 Cashing top tricks after drawing trumps									
<p style="margin: 0;">♠ AKQ875 ♥ 108 ♦ 74 ♣ A96</p> <p style="margin: 0;">♠ 3 ♠ 62 ♥ J5 ♥ AKQ97 ♦ Q10962 ♦ KJ83 ♣ J10753 ♣ 42</p> <p style="margin: 0;">♠ J1094 ♥ 6432 ♦ A5 ♣ KQ8</p>	<p style="margin: 0;">Set 1(T) Board 1 : Dealer North</p> <table style="margin: 0 auto; border: none;"> <tr> <td style="text-align: center;">North</td> <td style="text-align: center;">East</td> <td style="text-align: center;">South</td> <td style="text-align: center;">West</td> </tr> <tr> <td style="text-align: center;">13</td> <td style="text-align: center;">13</td> <td style="text-align: center;">10</td> <td style="text-align: center;">4</td> </tr> </table> <p style="margin: 5px 0 0 0;">N/S have 23 points. E/W have 17 points. North chooses game in spades. East leads ♥A (top of a sequence to cash winners) North can see 10 top tricks (6♠, 0♥, 1♦, 3♣) North must play in spades to stop opponents cashing lots of hearts. East plays ♥A K Q but North ruffs the third heart and draws trumps before cashing other winners. If North tries to cash his clubs first East will ruff the third one.</p>	North	East	South	West	13	13	10	4
North	East	South	West						
13	13	10	4						
<p style="margin: 0;">♠ Q ♥ 1075 ♦ QJ1062 ♣ Q1063</p> <p style="margin: 0;">♠ 843 ♠ AK92 ♥ KQJ3 ♥ A8642 ♦ K73 ♦ A9 ♣ 952 ♣ A4</p> <p style="margin: 0;">♠ J10765 ♥ 9 ♦ 854 ♣ KJ87</p>	<p style="margin: 0;">Set 1(T) Board 2 : Dealer East</p> <table style="margin: 0 auto; border: none;"> <tr> <td style="text-align: center;">North</td> <td style="text-align: center;">East</td> <td style="text-align: center;">South</td> <td style="text-align: center;">West</td> </tr> <tr> <td style="text-align: center;">7</td> <td style="text-align: center;">19</td> <td style="text-align: center;">5</td> <td style="text-align: center;">9</td> </tr> </table> <p style="margin: 5px 0 0 0;">N/S have 12 points. E/W have 28 points. East chooses game in hearts. South with no good lead, probably leads a low spade East can see 10 top tricks (2♠, 5♥, 2♦, 1♣) and could make these in no trumps too. With nine hearts in the two hands choose hearts. East must draw all the trumps first or North might ruff a spade winner. East can make an extra trick by ruffing the fourth spade in dummy after drawing trumps.</p>	North	East	South	West	7	19	5	9
North	East	South	West						
7	19	5	9						
<p style="margin: 0;">♠ 642 ♥ 107654 ♦ K3 ♣ AJ6</p> <p style="margin: 0;">♠ AKQ8753 ♠ J109 ♥ - ♥ QJ9832 ♦ J109 ♦ 7 ♣ 1093 ♣ KQ4</p> <p style="margin: 0;">♠ - ♥ AK ♦ AQ86542 ♣ 8752</p>	<p style="margin: 0;">Set 1(T) Board 3 : Dealer South</p> <table style="margin: 0 auto; border: none;"> <tr> <td style="text-align: center;">North</td> <td style="text-align: center;">East</td> <td style="text-align: center;">South</td> <td style="text-align: center;">West</td> </tr> <tr> <td style="text-align: center;">8</td> <td style="text-align: center;">9</td> <td style="text-align: center;">13</td> <td style="text-align: center;">10</td> </tr> </table> <p style="margin: 5px 0 0 0;">N/S have 21 points. E/W have 19 points. South should choose part score in diamonds. West leads ♠A (top of a sequence to cash the tricks) South has 10 top tricks (0♠, 2♥, 7♦, 1♣) and little hope of any more. So not enough for game in diamonds. South ruffs the first trick and plays a diamond to king and one back to ace. If he plays the ace then the king, West gets a ruff, if South tries to come to hand with a heart. Play the honour from the short hand first.</p>	North	East	South	West	8	9	13	10
North	East	South	West						
8	9	13	10						
<p style="margin: 0;">♠ KQJ10 ♥ 972 ♦ Q10843 ♣ 2</p> <p style="margin: 0;">♠ 432 ♠ 975 ♥ AK5 ♥ QJ8 ♦ A9 ♦ 652 ♣ A8764 ♣ K953</p> <p style="margin: 0;">♠ A86 ♥ 10643 ♦ KJ7 ♣ QJ10</p>	<p style="margin: 0;">Set 1(T) Board 4 : Dealer West</p> <table style="margin: 0 auto; border: none;"> <tr> <td style="text-align: center;">North</td> <td style="text-align: center;">East</td> <td style="text-align: center;">South</td> <td style="text-align: center;">West</td> </tr> <tr> <td style="text-align: center;">8</td> <td style="text-align: center;">6</td> <td style="text-align: center;">11</td> <td style="text-align: center;">15</td> </tr> </table> <p style="margin: 5px 0 0 0;">N/S have 19 points. E/W have 21 points. West should choose part score in clubs. North leads ♠K (top of a sequence to set up tricks) West can see 6 top tricks (0♠, 3♥, 1♦, 2♣) but with nine cards in clubs more are available after we have drawn trumps. N/S cash three spades and switch to diamonds. West wins and starts to draw trumps. South must make a club and a diamond, but West has eight tricks.</p>	North	East	South	West	8	6	11	15
North	East	South	West						
8	6	11	15						

Set 2 Taking a ruff for the extra trick									
<p>♠ A7 ♥ 32 ♦ AK642 ♣ J943</p> <p>♠ K864 ♠ QJ109 ♥ K76 ♥ A854 ♦ J53 ♦ 87 ♣ 765 ♣ AK2</p> <p>♠ 532 ♥ QJ109 ♦ Q109 ♣ Q108</p>	<p>Set 2(T) Board 1 : Dealer North</p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>14</td> <td>7</td> <td>7</td> </tr> </tbody> </table> <p>N/S have 19 points. E/W have 21 points. East plays the hand and chooses part score in spades. South probably leads ♥Q (top of a sequence) North can see 4 top tricks (0♠, 2♥, 0♦, 2♣) but three more come from spades after the trump ace has been driven out. When trumps are drawn, there will be one trump left in each of East and West hands. East can ruff a diamond and this provides an eighth trick.</p>	North	East	South	West	12	14	7	7
North	East	South	West						
12	14	7	7						
<p>♠ 10753 ♥ AJ72 ♦ K2 ♣ A83</p> <p>♠ KJ2 ♠ Q96 ♥ 1085 ♥ 3 ♦ Q1073 ♦ J954 ♣ Q104 ♣ KJ965</p> <p>♠ A84 ♥ KQ964 ♦ A86 ♣ 72</p>	<p>Set 2(T) Board 2 : Dealer East</p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>7</td> <td>13</td> <td>8</td> </tr> </tbody> </table> <p>N/S have 25 points. E/W have 15 points. South plays the hand and chooses game in hearts. West might lead a trump, to avoid giving a trick away. South can see 9 top tricks (1♠, 5♥, 2♦, 1♣). The extra trick can come from ruffing a diamond in the North hand, which has the shorter trumps (so a ruff is an extra trick). As long as hearts break 2-2 or 3-1, South can draw all the trumps before taking the ruff with North's fourth trump.</p>	North	East	South	West	12	7	13	8
North	East	South	West						
12	7	13	8						
<p>♠ QJ95 ♥ AJ7 ♦ 10 ♣ KJ865</p> <p>♠ AK ♠ 1086 ♥ Q9642 ♥ 3 ♦ K964 ♦ AQJ872 ♣ A9 ♣ 432</p> <p>♠ 7432 ♥ K1085 ♦ 53 ♣ Q107</p>	<p>Set 2(T) Board 3 : Dealer South</p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>7</td> <td>5</td> <td>16</td> </tr> </tbody> </table> <p>N/S have 17 points. E/W have 23 points. West plays the hand and chooses game in diamonds. The good fit compensates for having fewer high cards. North might lead a low club or ♠Q (best). West sees 9 top tricks (2♠, 0♥, 6♦, 1♣), with only one heart and one club to lose on top. The extra tricks come from ruffing a spade and a club in the West hand (the one with shorter trumps). West draws trumps in two rounds and then gives up a club trick. Dummy is entered with heart ruffs to take the two ruffs in the West hand.</p>	North	East	South	West	12	7	5	16
North	East	South	West						
12	7	5	16						
<p>♠ J64 ♥ KJ ♦ AK93 ♣ Q753</p> <p>♠ 85 ♠ AKQ10 ♥ 9753 ♥ 108642 ♦ QJ872 ♦ 10 ♣ A4 ♣ K98</p> <p>♠ 9732 ♥ AQ ♦ 654 ♣ J1062</p>	<p>Set 2(T) Board 4 : Dealer West</p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>14</td> <td>12</td> <td>7</td> <td>7</td> </tr> </tbody> </table> <p>N/S have 21 points. E/W have 19 points. North plays the hand and chooses part score in clubs. East leads ♠A. Top card to cash spade winners. North can see 4 top tricks (0♠, 2♥, 2♦, 0♣). Clubs provide 2 more after the ace and king have been driven out. An extra trick comes from ruffing a spade in the North hand. If East plays four top spades, this happens at trick 4. Otherwise it can happen after trumps have been drawn.</p>	North	East	South	West	14	12	7	7
North	East	South	West						
14	12	7	7						