

No Trump Contracts

Set 3 (NT) Giving up the lead to establish a winner	
<p>♠ 973 ♥ 854 ♦ QJ8 ♣ Q1095</p> <p>♠ K42 ♠ A6 ♥ K62 ♥ QJ109 ♦ 743 ♦ AK62 ♣ AK87 ♣ 643</p> <p>♠ QJ1085 ♥ A73 ♦ 1095 ♣ J2</p>	<p>Set3(NT) Board 1 : Dealer North</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">5</p> <p>N/S have 13 points. E/W have 27 points. E/W should choose game in no trumps. East will play the hand. South should lead ♠Q. East can see 6 top tricks (2♠, 0♥, 2♦, 2♣). East can make 3 heart tricks by driving out ♥A. East must play hearts before cashing winners in the other suits. If you have to lose the lead, do so before cashing your other winners.</p>
<p>♠ AK5 ♥ 1043 ♦ 432 ♣ AQ109</p> <p>♠ 87 ♠ QJ1096 ♥ KJ86 ♥ Q97 ♦ KJ9 ♦ Q108 ♣ 6432 ♣ K8</p> <p>♠ 432 ♥ A52 ♦ A765 ♣ J75</p>	<p>Set3(NT) Board 2 : Dealer East</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">13</p> <p>N/S have 22 points. E/W have 18 points. N/S should choose a part score in no trumps. North will play the hand. East should lead ♠Q. North can see 5 top tricks (2♠, 1♥, 1♦, 1♣). North can make 7 tricks by driving out ♣K before cashing the winners in other suits. Cash the ♣A and play another club. This ensures three club tricks. North makes 2 spades, 1 heart, 1 diamond, and 3 clubs.</p>
<p>♠ J92 ♥ AJ32 ♦ A106 ♣ 1042</p> <p>♠ 764 ♠ A83 ♥ 865 ♥ Q109 ♦ 983 ♦ J752 ♣ KQJ7 ♣ 865</p> <p>♠ KQ105 ♥ K74 ♦ KQ4 ♣ A93</p>	<p>Set3(NT) Board 3 : Dealer South</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">10</p> <p>N/S have 27 points. E/W have 13 points. N/S should choose game in no trumps. South will play the hand. West should lead ♣K. South can see 6 top tricks (0♠, 2♥, 3♦, 1♣). South can set up three spade tricks by driving out ♠A before cashing the winners in other suits. North makes 3 spades, 2 hearts, 3 diamonds, and 1 clubs. If you have to lose the lead, do so before cashing your other winners.</p>
<p>♠ J10962 ♥ A108 ♦ J42 ♣ A9</p> <p>♠ AK5 ♠ Q74 ♥ QJ632 ♥ 94 ♦ A10 ♦ 9875 ♣ J32 ♣ KQ106</p> <p>♠ 83 ♥ K75 ♦ KQ63 ♣ 8754</p>	<p>Set3(NT) Board 4 : Dealer West</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">10</p> <p>N/S have 18 points. E/W have 22 points. E/W should choose part score in no trumps. West will play the hand. North should lead ♠J. West can see 4 top tricks (3♠, 0♥, 1♦, 0♣). West can make 7 tricks by driving out ♣A before cashing the winners in other suits. West makes 3 spades, 0 hearts, 1 diamond, 3 clubs. If you have to lose the lead, do so before cashing your other winners.</p>

Set 4 (NT) Giving up the lead twice

<p> ♠ J97 ♥ QJ108 ♦ J52 ♣ A64 ♠ 32 ♠ AK5 ♥ AK4 ♥ 7532 ♦ AK6 ♦ Q873 ♣ QJ1098 ♣ 32 ♠ Q10864 ♥ 96 ♦ 1094 ♣ K75 </p>	<p>Set4(NT) Board 1 : Dealer North</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">9</p> <p>N/S have 14 points. E/W have 26 points. E/W should choose game in no trumps. West plays the hand. North should lead ♥Q. West can see 7 top tricks (2♠, 2♥, 3♦, 0♣) West can make 9 tricks by winning ♥K and playing ♣Q. North need not win his ace straightaway. If South wins ♣K first and returns a heart (partner's lead), West wins ♥A and plays ♣J. North wins ♣A and can cash two heart tricks but West makes the rest.</p>
<p> ♠ AK5 ♥ K43 ♦ 432 ♣ Q1094 ♠ 87 ♠ QJ1096 ♥ J1086 ♥ Q97 ♦ KJ9 ♦ Q108 ♣ A632 ♣ K8 ♠ 432 ♥ A52 ♦ A765 ♣ J75 </p>	<p>Set4(NT) Board 2 : Dealer East</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">12</p> <p>N/S have 21 points. E/W have 19 points. N/S should choose a part score in no trumps. North will play the hand. East should lead ♠Q. North can make 7 tricks by driving out ♣A and ♣K before cashing the winners in other suits. Win ♠A and play ♣4 to South's ♣J at trick 2. Win the spade return with ♠K and play another club. North makes 2 spades, 2 heart, 1 diamond, and 2 clubs.</p>
<p> ♠ 643 ♥ 52 ♦ 108765 ♣ KQ7 ♠ 975 ♠ KQJ10 ♥ 643 ♥ AKQ ♦ KQJ ♦ 432 ♣ AJ109 ♣ 864 ♠ A82 ♥ J10987 ♦ A9 ♣ 532 </p>	<p>Set4(NT) Board 3 : Dealer South</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">5</p> <p>N/S have 14 points. E/W have 26 points. E/W should choose game in no trumps. East will play the hand. South should lead ♥J. East can see 4 top tricks (0♠, 3♥, 0♦, 1♣) East should drive out ♠A at trick two. This sets up three spade winners. Say South plays another heart. East wins and plays on diamonds to drive out ♦A. East makes 3♠, 3♥, 2♦, and 1♣. If you have to lose the lead, do so before cashing your other winners.</p>
<p> ♠ J1092 ♥ A53 ♦ K52 ♣ 965 ♠ A8 ♠ K543 ♥ QJ10 ♥ 98742 ♦ QJ1084 ♦ 6 ♣ KJ3 ♣ Q72 ♠ Q76 ♥ K6 ♦ A973 ♣ A1084 </p>	<p>Set4(NT) Board 4 : Dealer West</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">8</p> <p>N/S have 21 points. E/W have 19 points. N/S should choose part score in no trumps. South plays the hand (even though West has more points than South.) West should lead ♦Q. South can see 5 top tricks (0♠, 2♥, 2♦, 1♣). South wins ♦A and plays ♠Q before touching any other suit. Say West wins and plays another diamond. South wins and plays another spade to drive out ♠K. South now has two spade tricks to go with the five top winners.</p>

Trump Contracts

Set 3(T) Driving out a high card to set up tricks	
<p>♠ 864 ♥ 876 ♦ J10962 ♣ 93</p> <p>♠ 753 ♠ KQJ10 ♥ A95 ♥ K42 ♦ 83 ♦ 7 ♣ QJ1062 ♣ AK754</p> <p>♠ A92 ♥ QJ103 ♦ AKQ54 ♣ 8</p>	<p>Set 3(T) Board 1 : Dealer North</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">1</p> <p>N/S have 17 points. E/W have 23 points. East chooses game in clubs because only two losers. South leads ♦A K. East can see 7 top tricks (0♠, 2♥, 0♦, 5♣). Ruffing the diamond provides one extra trick (as there are 5 clubs in dummy too). Spades provide 3 extra tricks once the ♠A has been driven out. Ruff diamond. Draw trumps. Play ♠K Q J 10. South wins ♠A at some point. Dummy's losing heart goes on fourth spade.</p>
<p>♠ 752 ♥ KJ84 ♦ KQ5 ♣ A52</p> <p>♠ 10843 ♠ AKQ ♥ 52 ♥ 1076 ♦ A972 ♦ 84 ♣ KJ9 ♣ Q10743</p> <p>♠ J96 ♥ AQ93 ♦ J1063 ♣ 86</p>	<p>Set 3(T) Board 2 : Dealer East</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">13</p> <p>N/S have 21 points. E/W have 19 points. North plays the hand and chooses part score in hearts. East plays ♠A K Q and switches to a club or a heart. North can see 5 top tricks (0♠, 4♥, 0♦, 1♣). The diamonds can provide three more and a club ruff in dummy also creates a trick. Win club switch. Draw three rounds of trumps (count the opponents' trumps). Play ♦K to drive out the ♦A. Three spades, one diamond and one club are lost.</p>
<p>♠ KQ84 ♥ - ♦ Q108752 ♣ 532</p> <p>♠ A952 ♠ 763 ♥ Q10873 ♥ KJ92 ♦ 4 ♦ A63 ♣ J106 ♣ Q74</p> <p>♠ J10 ♥ A654 ♦ KJ9 ♣ AK98</p>	<p>Set 3(T) Board 3 : Dealer South</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">7</p> <p>N/S have 23 points. E/W have 17 points. South plays the hand and chooses game in diamonds. West leads ♣J, it's the safest lead. South can see 3 top tricks (0♠, 1♥, 0♦, 2♣) but the diamonds will provide five tricks when ♦A has gone. The spades provide three when the ♠A has been driven out. North's club loser goes on the ♥A. Win the opening lead and play trumps straight away. East wins ♦A but cannot do anything to beat the contract.</p>
<p>♠ A9 ♥ 76 ♦ J10985 ♣ KQ102</p> <p>♠ KQ74 ♠ J1062 ♥ KQ52 ♥ J109 ♦ AKQ ♦ 6432 ♣ 94 ♣ 86</p> <p>♠ 853 ♥ A843 ♦ 7 ♣ AJ753</p>	<p>Set 3(T) Board 4 : Dealer West</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">10</p> <p>N/S have 19 points. E/W have 21 points. West plays the hand and chooses part score in spades. North might lead ♠K or ♦J. West can see 3 top tricks (0♠, 0♥, 3♦, 0♣) but spades provide three more when the ♠A has been driven out and hearts also provide three more when the ♥A has been driven out. If North has led or switched to a diamond, South can ruff one of the diamond winners, to hold West to 8 tricks.</p>

Set 4 (T) Getting to a position where ruffs can be taken

<p> ♠ AK952 ♥ Q10743 ♦ 84 ♣ 6 ♠ Q8 ♠ J6 ♥ A8 ♥ 62 ♦ A10 ♦ K9752 ♣ KQJ5432 ♣ A1087 ♠ 10743 ♥ KJ95 ♦ QJ63 ♣ 9 </p>	<p>Set 4(T) Board 1 : Dealer North</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">9</p> <p>N/S have 16 points. E/W have 24 points. West plays the hand and chooses game in clubs. North probably leads ♠A K and switches to a heart West can see 10 top tricks (0♠, 1♥, 2♦, 7♣) and the extra tricks can come from setting up a winner from East's diamonds. Draw one round of trumps, which removes all the opponents' clubs. Play ♦A and cross to dummy on ♦K. Ruff a diamond. Cross back on a club and ruff another diamond. The last diamond is now a winner on which West's losing heart can be discarded.</p>
<p> ♠ AJ852 ♥ A743 ♦ J2 ♣ K6 ♠ K103 ♠ Q94 ♥ 65 ♥ J109 ♦ A1073 ♦ KQ95 ♣ Q853 ♣ J109 ♠ 76 ♥ KQ82 ♦ 864 ♣ A742 </p>	<p>Set 4(T) Board 2 : Dealer East</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">13</p> <p>N/S have 22 points. E/W have 18 points. North plays the hand and chooses part score in hearts. East might lead ♦K or ♥J or ♣J, all are good leads North can see 6 top tricks (1♠, 3♥, 0♦, 2♣). Hearts could give two more tricks if the outstanding trumps break 3-2. Extra tricks might be made by setting up the long spade suit with a ruff (in fact game can be made when spades break 3-3) but this is against the odds.</p>
<p> ♠ 9 ♥ J1087 ♦ K764 ♣ Q1096 ♠ 8642 ♠ AKQJ3 ♥ K ♥ AQ642 ♦ J853 ♦ A ♣ J542 ♣ 87 ♠ 1075 ♥ 953 ♦ Q1092 ♣ AK3 </p>	<p>Set 4(T) Board 3 : Dealer South</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">6</p> <p>N/S have 15 points. E/W have 25 points. East plays the hand and chooses game in spades. East probably leads ♠A K 3. East can see 9 top tricks (5♠, 3♥, 1♦, 0♣). The other trick can come from ruffing a heart in the short trump hand and that may well make the fifth heart a winner. Ruff the club. Draw all the trumps. Play to ♥K and come back on ♦A. Cash ♥A Q and ruff a heart. Ruff a diamond to hand and cash the fifth heart for 11 tricks.</p>
<p> ♠ J86 ♥ 6432 ♦ K975 ♣ A8 ♠ AK93 ♠ Q10754 ♥ 975 ♥ J108 ♦ 432 ♦ A10 ♣ Q103 ♣ J54 ♠ 2 ♥ AKQ ♦ QJ86 ♣ K9762 </p>	<p>Set 4(T) Board 4 : Dealer West</p> <p style="text-align: center;">North East South West</p> <p style="text-align: right;">8</p> <p>N/S have 23 points. E/W have 17 points. South plays the hand and chooses part score in diamonds. West leads ♠A. South can see 5 top tricks (0♠, 3♥, 0♦, 2♣) but the diamonds should give three more tricks after ♦A has been driven out. South ruffs the second spade and plays ♦Q. East wins and might switch to a heart. South wins and draws trumps, leaving one in dummy. Now it costs nothing to try for extra tricks. Play ♣A K and ruff a club. When the suit breaks 3-3, South makes 11 tr.</p>