

No Trump Contracts

Set 7 (NT) Holding up a high card to cut communications	
<p>♠ A 10 9 ♥ AKQ ♦ Q 9 8 5 ♣ AQ 2</p> <p>♠ 6 5 3 ♠ K Q J 4 2 ♥ 8 7 4 3 ♥ 10 9 5 ♦ A 6 ♦ 4 2 ♣ J 10 9 8 ♣ K 7 6</p> <p>♠ 8 7 ♥ J 6 2 ♦ K J 10 7 3 ♣ 5 4 3</p>	<p>Set7(NT) Board 1 : Dealer North North East South West</p> <p style="text-align: right;">21</p> <p>N/S have 26 points. E/W have 14 points. North plays the hand and chooses game in no trumps. East should lead ♠K. North can see five top tricks (1♠, 3♥, 0♦, 1♣) The diamonds provide four more tricks by driving out ♦A. The danger is that when defenders win ♦A, they can cash four spade winners. North must refuse to take ♠A until the third round. Now play a diamond and hope West wins ♦A and has no spade left to play.</p>
<p>♠ K Q J 10 5 ♥ 9 7 6 ♦ J 9 4 ♣ 6 3</p> <p>♠ A 6 3 ♠ 7 4 ♥ Q J 5 4 ♥ 10 3 2 ♦ AK 3 ♦ Q 8 7 ♣ AQ 5 ♣ J 9 7 4 2</p> <p>♠ 9 8 2 ♥ AK 8 ♦ 10 6 5 2 ♣ K 10 8</p>	<p>Set7(NT) Board 2 : Dealer East North East South West</p> <p style="text-align: right;">7</p> <p>N/S have 17 points. E/W have 23 points. West plays the hand and chooses part score in no trumps. North leads ♠K. East can see five top tricks (1♠, 0♥, 3♦, 1♣) Clubs can provide the extra tricks. West should duck two rounds of spades, in case South has three. West knows from the points that South has all the remaining high cards, so plays ♣A and ♣Q to set up the clubs. The defence take two spades, two hearts and a club, but West has eight tricks.</p>
<p>♠ A 3 2 ♥ Q 8 4 ♦ 5 4 ♣ Q 7 6 5 2</p> <p>♠ 5 4 ♠ 9 8 7 6 ♥ 9 7 2 ♥ A 6 5 ♦ K J 10 9 8 ♦ Q 7 6 ♣ 10 9 4 ♣ K 8 3</p> <p>♠ K Q J 10 ♥ K J 10 3 ♦ A 3 2 ♣ A J</p>	<p>Set7(NT) Board 3 : Dealer South North East South West</p> <p style="text-align: right;">8</p> <p>N/S have 27 points. E/W have 13 points. South plays the hand and chooses game in no trumps. West should lead ♦J, top of internal sequence in best suit. South can see six top tricks (4♠, 0♥, 1♦, 1♣) The extra tricks can come from driving out ♥A to set up three heart tricks. The danger is that the defenders can cash four diamond tricks when they get the lead with ♥A. South must hold up ♦A until the third round and hope that whoever has ♥A is out of diamonds. You don't have to win a trick just because you can.</p>
<p>♠ Q J 9 8 ♥ J 8 5 4 ♦ A 4 ♣ A J 4</p> <p>♠ 6 5 4 3 ♠ AK 2 ♥ 9 6 2 ♥ AK 3 ♦ K Q 10 7 ♦ J 9 8 3 ♣ 8 7 ♣ K 9 2</p> <p>♠ 10 7 ♥ Q 10 7 ♦ 6 5 2 ♣ Q 10 6 5 3</p>	<p>Set7(NT) Board 4 : Dealer West North East South West</p> <p style="text-align: right;">13</p> <p>N/S have 17 points. E/W have 23 points. East plays the hand and chooses part score in no trumps. South should lead a club, low card from his best suit. North should win ♣A and return ♣J. East can see 5 top tricks (2♠, 2♥, 0♦, 1♣) After the club lead, East's ♣K is as good as an ace and East should hold up his ♣K until the third round. From the points he knows North has ♦A. Diamonds will provide three more tricks after the ♦A has been driven out and East can make eight tricks.</p>

Set 8 (NT) Extra tricks by taking a finesse	
<p>♠ QJ9 ♥ KQ1097 ♦ K83 ♣ 92</p> <p>♠ A53 ♠ K864 ♥ A84 ♥ J6 ♦ 975 ♦ AQ6 ♣ AKJ10 ♣ Q653</p> <p>♠ 1072 ♥ 532 ♦ J1042 ♣ 874</p>	<p>Set8(NT) Board 1 : Dealer North North East South West</p> <p style="text-align: right;">11</p> <p>N/S have 12 points. E/W have 28 points. West plays the hand and chooses game in no trumps. North leads ♥K and if it holds continues with ♥Q. West can see eight top tricks (2♠, 1♥, 1♦, 4♣). West holds up ♥A until the third round, to exhaust South of hearts. West's only hope is that diamonds provide the extra trick. At trick four, West leads ♦5. If North plays ♦3, the ♦Q is played from dummy. If North plays ♦K it is taken with ♦A and ♦Q is a winner. Play a finesse in hope, success is not a certainty.</p>
<p>♠ A752 ♥ AQ ♦ 10872 ♣ AQJ</p> <p>♠ 43 ♠ QJ109 ♥ 109876 ♥ 5432 ♦ K5 ♦ AQ9 ♣ K1083 ♣ 97</p> <p>♠ K86 ♥ KJ ♦ J643 ♣ 6542</p>	<p>Set8(NT) Board 2 : Dealer East North East South West</p> <p style="text-align: right;">17</p> <p>N/S have 25 points. E/W have 15 points. North plays the hand and chooses part score in no trumps. East should lead ♠Q. North can see five top tricks (2♠, 2♥, 0♦, 1♣) Despite lots of points, North hasn't got seven tricks. Ten points in hearts only make two tricks. The best chance is to play the club finesse. Play ♠K from South and lead a club. When West plays low, North plays ♣J, which wins. Cross back to South by leading ♥Q and playing ♥K on it. Now another club finesse can be taken.</p>
<p>♠ Q6 ♥ 1032 ♦ K985 ♣ J1075</p> <p>♠ K42 ♠ A953 ♥ 876 ♥ A4 ♦ 762 ♦ AQJ10 ♣ AKQ3 ♣ 982</p> <p>♠ J1087 ♥ KQJ95 ♦ 43 ♣ 64</p>	<p>Set8(NT) Board 3 : Dealer South North East South West</p> <p style="text-align: right;">6</p> <p>N/S have 13 points. E/W have 27 points. East plays the hand and chooses game in no trumps. South should lead ♥K. East can see seven top tricks (2♠, 1♥, 1♦, 3♣) East must win ♥A on the second round and has lots of hearts to lose if opponents get the lead. Diamond finesses provide the extra tricks. Win ♥A, cross to West on a club and play ♦2. If North plays ♦K, win it with ♦A! If North plays low, play the ♦10, cross to West on a club twice more, repeating the diamond finesse, makes 10 tricks.</p>
<p>♠ 10874 ♥ QJ63 ♦ A9 ♣ 873</p> <p>♠ QJ62 ♠ AK ♥ 72 ♥ A1098 ♦ Q10654 ♦ J32 ♣ 62 ♣ Q1054</p> <p>♠ 953 ♥ K54 ♦ K87 ♣ AKJ9</p>	<p>Set8(NT) Board 4 : Dealer West North East South West</p> <p style="text-align: right;">7</p> <p>N/S have 21 points. E/W have 19 points. South plays the hand, choosing part score in no trumps. West should lead a diamond, low from his best suit. South can see four top tricks (0♠, 0♥, 2♦, 2♣) Hearts provide at least two more tricks. Win ♦K and lead ♥K. If East refuses the trick, play a heart to ♥Q. Win the next diamond with ♦A and play ♥J. When West shows out, South needs another trick. The club finesse is the best chance. Lead ♣3 and play ♣J if East plays low.</p>

Trump Contracts

Set 7 (T) Delay drawing trumps to set up a side suit	
<p style="margin: 0;">♠ KQJ962 ♥ AK ♦ 542 ♣ AJ</p> <p style="margin: 0;">♠ 543 ♠ 7 ♥ 1032 ♥ Q86 ♦ AK3 ♦ J1097 ♣ KQ108 ♣ 96543</p> <p style="margin: 0;">♠ A108 ♥ J9754 ♦ Q86 ♣ 72</p>	<p style="margin: 0;">Set 7(T) Board 1 : Dealer North</p> <p style="margin: 0; text-align: center;">North East South West</p> <p style="text-align: right; margin: 0;">18</p> <p style="margin: 0;">N/S have 25 points. E/W have 15 points. North plays the hand and chooses game in spades. East leads ♦J and the defence take three diamonds North can see 9 top tricks (6♠, 2♥, 0♦, 1♣). The extra trick will have to come from setting up hearts. Cash ♥A K. Cross to dummy on a spade to ♠8. Ruff small heart with a high trump. Cross to ♠10 (if needed you could ruff one more heart now). Draw last trump. Cash heart winners.</p>
<p style="margin: 0;">♠ 1087 ♥ AKQ742 ♦ 742 ♣ 6</p> <p style="margin: 0;">♠ AJ64 ♠ Q9 ♥ 9 ♥ 863 ♦ AK ♦ J9653 ♣ AKQ875 ♣ J109</p> <p style="margin: 0;">♠ K532 ♥ J105 ♦ Q108 ♣ 432</p>	<p style="margin: 0;">Set 7(T) Board 2 : Dealer East</p> <p style="margin: 0; text-align: center;">North East South West</p> <p style="text-align: right; margin: 0;">9</p> <p style="margin: 0;">N/S have 15 points. E/W have 25 points. West plays the hand and chooses game in clubs. North leads ♥A K. West can see 9 top tricks (1♠, 0♥, 2♦, 6♣). The extra tricks can come from diamonds. Win with the ♣A. Cash the ♦A K, play a club to ♣9. Lead a diamond, ruff with ♣K, setting up the diamonds. Get to dummy with the third club to cash the diamond winners. Alternatively, lead a spade towards ♠Q. It loses but makes ♠J a winner and the ♠6 can be ruffed in dummy.</p>
<p style="margin: 0;">♠ 83 ♥ K953 ♦ J75 ♣ AJ85</p> <p style="margin: 0;">♠ Q10 ♠ KJ96 ♥ 642 ♥ 87 ♦ Q1083 ♦ K96 ♣ KQ109 ♣ 7642</p> <p style="margin: 0;">♠ A7542 ♥ AQJ10 ♦ A42 ♣ 3</p>	<p style="margin: 0;">Set 7(T) Board 3 : Dealer South</p> <p style="margin: 0; text-align: center;">North East South West</p> <p style="text-align: right; margin: 0;">9</p> <p style="margin: 0;">N/S have 24 points. E/W have 16 points. South plays the hand and, seeing only 3 losers, an optimist would go for game in hearts. West leads ♣K or maybe ♥2 (the best lead on the hand) South can see 7 top tricks (1♠, 4♥, 1♦, 1♣) but spade ruffs in dummy provide 2 or 3 more. Win ♣A and play ♠A and another spade. East wins and plays any suit. South wins, ruffs a spade with ♥9, comes to hand with a heart and ruffs one more spade, setting up ♠7 as a winner. Draw trumps before cashing the spade winner.</p>
<p style="margin: 0;">♠ KJ72 ♥ K964 ♦ 52 ♣ KJ10</p> <p style="margin: 0;">♠ 43 ♠ A65 ♥ 72 ♥ AJ3 ♦ AQ10 ♦ KJ9763 ♣ AQ7532 ♣ 4</p> <p style="margin: 0;">♠ Q1098 ♥ Q1085 ♦ 84 ♣ 986</p>	<p style="margin: 0;">Set 7(T) Board 4 : Dealer West</p> <p style="margin: 0; text-align: center;">North East South West</p> <p style="text-align: right; margin: 0;">11</p> <p style="margin: 0;">N/S have 15 points. E/W have 25 points. East plays the hand and chooses game in diamonds. South leads ♠10 or maybe a trump. East can see 9 top tricks (1♠, 1♥, 6♦, 1♣). Best is to set up the club suit. Do this before drawing trumps as diamonds provide the entry to cash the clubs. Club to ♣A, club ruff. Diamond to ♦10, ruff club high. Diamond to ♦Q, ruff club high. Diamond to ♦A. Cash club winners. On a trump lead this needs clubs to break 3-3.</p>

Set 8 (T) Playing on a crossruff	
<p> ♠ KQJ ♥ 7432 ♦ 109 ♣ KJ106 ♠ 5 ♥ AQ96 ♦ K32 ♣ AQ872 ♠ 109742 ♥ 8 ♦ QJ74 ♣ 954 </p>	<p>Set 8(T) Board 1 : Dealer North</p> <p>North East South West</p> <p style="text-align: right;">10</p> <p>N/S have 13 points. E/W have 27 points. West plays the hand and chooses game in hearts. North leads ♠K, to set up tricks. West sees 8 top tricks (1♠, 4♥, 2♦, 1♣). But by ruffing EIGHT trump tricks can be made. Win ♠A. Cash ♣A and ruff a club. Ruff a spade, ruff a club, ruff a spade, and ruff a club. Ruff the last spade and ruff a club with dummy's last trump. That comes to ♠A and 3 ruffs, ♣A and four ruffs, ♥A and ♦A. West can make 12 tricks if he cashes ♦A K at tricks 2 and 3 before North discards a diamond!</p>
<p> ♠ AKJ8 ♥ 4 ♦ A652 ♣ K762 ♠ 32 ♥ Q10965 ♦ Q104 ♣ QJ10 ♠ Q1095 ♥ AJ32 ♦ 3 ♣ A543 </p>	<p>Set 8(T) Board 2 : Dealer East</p> <p>North East South West</p> <p style="text-align: right;">15</p> <p>N/S have 26 points. E/W have 14 points. North plays the hand and chooses game in spades. East probably leads a spade, nothing is attractive. North can see 8 top tricks (4♠, 1♥, 1♦, 2♣) but the extra tricks can come from taking two ruffs in one of the hands. Win the spade and it is best to cash ♣A K before anybody can discard a club. Now cash the two red aces and crossruff diamonds and hearts. This comes to 11 tricks, since North has managed to make 7 trump tricks plus 4 top tricks.</p>
<p> ♠ Q10985 ♥ 1042 ♦ K10742 ♣ - ♠ AJ642 ♥ Q ♦ Q9 ♣ Q10762 ♠ K3 ♥ KJ875 ♦ AJ5 ♣ 543 </p>	<p>Set 8(T) Board 3 : Dealer South</p> <p>North East South West</p> <p style="text-align: right;">5</p> <p>N/S have 17 points. E/W have 23 points. East plays the hand and chooses part score in clubs. South probably leads a trump, with no obvious lead. East can see 7 top tricks (1♠, 1♥, 0♦, 5♣). Extra tricks can come from making the E/W trumps separately. Win the trump lead, play ♥A and ruff a heart. ♠A and ruff a spade. Ruff another heart, ruff a spade. Ruff the last heart. Now East can draw trumps and lose the last three diamonds for 10 tricks.</p>
<p> ♠ 7 ♥ A6532 ♦ 1098 ♣ A987 ♠ Q106 ♥ KQJ10 ♦ 642 ♣ J65 ♠ K954 ♥ 987 ♦ 753 ♣ KQ10 ♠ AJ832 ♥ 4 ♦ AKQJ ♣ 432 </p>	<p>Set 8(T) Board 4 : Dealer West</p> <p>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 probably leads ♥K, though a trump is the best lead. North can see 7 top tricks (1♠, 1♥, 4♦, 1♣) but taking ruffs in dummy can make extra tricks. Win ♥A. Play a spade to ♠A and ruff a spade. Cash ♣A and ruff a heart, ruff a spade, ruff a heart and ruff a spade with dummy's last trump. That comes to 10 tricks!</p>