## No Trump Contracts

Set 7 (NT) Holding up	a high card to cut communications
<b>A</b> A 10 9	Set7(NT) Board 1 : Dealer North
• A 109 • A K Q	North East South West
• Q985	21
*AQ2	N/S have 26 points. E/W have 14 points.
♠653 ♠KQJ42	North plays the hand and chooses game in no trumps.
<b>▼</b> 8743 <b>▼</b> 1095	East should lead &K.
◆A6	North can see five top tricks $(1 \spadesuit, 3 \heartsuit, 0 \diamondsuit, 1 \clubsuit)$
<b></b> ♣J1098 <b></b> ♣K76	The diamonds provide four more tricks by driving out •A.
<b>♦ 87</b>	The danger is that when defenders win •A, they can cash
<b>▼</b> J62	four spade winners. North must refuse to take A until
◆ KJ 1073 ♣ 543	the third round. Now play a diamond and hope West wins
* 545	◆A and has no spade left to play.
	Set7(NT) Board 2 : Dealer East
♠ KQJ105	North East South West
<b>▼</b> 976	7
<ul><li>J94</li><li>♣63</li></ul>	N/S have 17 points. E/W have 23 points.
▲A63 ▲74	West plays the hand and chooses part score in no trumps.
▼QJ54 ▼1032	North leads ♠K.
◆AK3 ◆Q87	East can see five top tricks (1♠, 0♥, 3♠, 1♣)
<b>♣</b> AQ5 <b>♣</b> J9742	Clubs can provide the extra tricks. West should duck two
<b>♦</b> 982	rounds of spades, in case South has three. West knows
<b>∀</b> AK8	from the points that South has all the remaining high
• 10652	cards, so plays A and Q to set up the clubs. The
♣ K 10 8	defence take two spades, two hearts and a club, but West has eight tricks.
	Set7(NT) Board 3 : Dealer South
<b>A</b> A32	North East South West
<b>♥</b> Q84	8
♦ 54	N/S have 27 points. E/W have 13 points.
*Q7652	South plays the hand and chooses game in no trumps.
<b>♦</b> 54 <b>♦</b> 9876 <b>♦</b> 972 <b>♦</b> A65	West should lead ◆J, top of internal sequence in best suit.
◆KJ1098 ◆Q76	South can see six top tricks (4♣, 0♥, 1♠, 1♣)
*1094 *K83	The extra tricks can come from driving out ♥A to set up
♠ KQJ10	three heart tricks. The danger is that the defenders can
♥ KJ103	cash four diamond tricks when they get the lead with ♥A.
	South must hold up A until the third round and hope that
♦ A 3 2	South must hold up VA until the third round and hope that
♦ A 3 2 • A J	whoever has ♥A is out of diamonds.
	whoever has ♥A is out of diamonds.  You don't have to win a trick just because you can.
#AJ	whoever has ♥A is out of diamonds.  You don't have to win a trick just because you can.  Set7(NT) Board 4: Dealer West
<b>.</b> AJ <b>.</b> QJ98	whoever has ♥A is out of diamonds.  You don't have to win a trick just because you can.  Set7(NT) Board 4: Dealer West  North East South West
#AJ	whoever has *A is out of diamonds. You don't have to win a trick just because you can. Set7(NT) Board 4: Dealer West North East South West  13
*AJ *QJ98 ▼J854	whoever has A is out of diamonds. You don't have to win a trick just because you can.  Set7(NT) Board 4: Dealer West North East South West  13  N/S have 17 points. E/W have 23 points.
*AJ  *QJ98  *J854  *A4  *AJ4  *6543  *AK2	whoever has *A is out of diamonds. You don't have to win a trick just because you can.  Set7(NT) Board 4: Dealer West North East South West  13  N/S have 17 points. E/W have 23 points. East plays the hand and chooses part score in no trumps.
*AJ  *QJ98 *J854 *A4 *AJ4 *AJ4 *AS4 *AS4 *AS4 *AS4 *AS4 *AS4 *AS4 *AS	whoever has *A is out of diamonds. You don't have to win a trick just because you can.  Set7(NT) Board 4: Dealer West North East South West  13  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.
*AJ  *QJ98 *J854 *A4 *AJ4  *6543 *AK2 *962 *AK3 *KQ107 *J983	whoever has ♥A is out of diamonds.  You don't have to win a trick just because you can.  Set7(NT) Board 4: Dealer West  North East South West  13  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.
*AJ  *QJ98 *J854 *A4 *AJ4  *6543 *AK2 *962 *AK3 *KQ107 *J983 *87  *K92	whoever has ♥A is out of diamonds.  You don't have to win a trick just because you can.  Set7(NT) Board 4: Dealer West  North East South West  13  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♣)
*AJ  *QJ98 *J854 *A4 *AJ4  *6543 *AK2 *962 *AK3 *KQ107 *J983 *K92 *107	whoever has ♥A is out of diamonds.  You don't have to win a trick just because you can.  Set7(NT) Board 4: Dealer West  North East South West  13  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
*AJ  *QJ98 *J854 *A4 *AJ4  *6543 *AK2 *962 *AK3 *KQ107 *J983 *87 *K92  *107 *Q107	whoever has ♥A is out of diamonds.  You don't have to win a trick just because you can.  Set7(NT) Board 4: Dealer West  North East South West  13  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
*AJ  *QJ98 *J854 *A4 *AJ4  *6543 *AK2 *962 *AK3 *KQ107 *J983 *K92 *107	whoever has ♥A is out of diamonds.  You don't have to win a trick just because you can.  Set7(NT) Board 4: Dealer West  North East South West  13  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

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

## **Trump Contracts**

AKQ1962  AK  AAI  AAI  AAI  AAI  AAI  AAI  AAI	Set 7 (T) Delay drawing trumps to set up a side suit		
North East South West  *542 *A3 *A3 *A6 *A54 *A3 *A7 *1032 *Q86 *AK3 *J1097 *KQ108 *J9554 *Q86 *J72 *A108 *J9754 *Q86 *A72 *A108 *J9754 *Q86 *A72 *AKQ742 *742 *742 *A6 *A3 *A6 *A6 *A7 *AKQ742 *J105 *AKQ875 *J109 *AKS32 *J105 *Q108 *AKS32 *AKQ875 *J109 *AKS32 *J105 *Q108 *AKS32 *J105 *Q108 *AKS32 *J105 *Q108 *AKS32 *J105 *Q108 *AKS32 *AKQ875 *AKQ875 *AKQ875 *AKQ875 *AKQ875 *AKQ875 *AKQ875 *J109 *AKS32 *J105 *Q108 *AKS32 *J105 *Q108 *AKS32 *J105 *Q108 *AKS32 *AKQ875 *AKQ8			
*AJ  *AJ  *AJ  *AJ  *AJ  *AJ  *AJ  *AJ			
*AJ  *543			
A 543			
* 1032			
AK3  A 108  A 108  A 108  A 108  A 108  A 1087  A KQ742  A 742  A 6  A 108  A 108  A 108  A 108  A 1087  A KQ742  A 742  A 6  A 108  A 108  A 108  A 108  A 1087  A KQ742  A 108  A 108  A 108  A 108  A 108  A 108  A 1087  A KQ742  A 108  A 1			
*KQ108			
A 108			
heart with a high trump. Cross to \$10 (if needed you could ruff one more heart now). Draw last trump. Cash heart winners.  \$1087	-		
could ruff one more heart now). Draw last trump. Cash heart winners.  * 1087 * AKQ742 * 742 * 56 * AJ64 * Q9 * 9	<b>♥</b> J9754		
A 1087  A KQ742  A 6  A AJ64  A 6  A 6  A 7 6  A 7 7 8  A 7 8  A 7 8  A 8 8 7  A 7 9  A 8 9  A 8 8 3  A 8 8 9 5 3  A 8 8 9 5 3  A 8 8 9 5 3  A 8 8 9 5 3  A 8 8 9 5 3  A 8 8 9 5 3  A 8 8 9 5 3  A 7 9 105  A 105  A 107  A 107  A 107  A 107  A 107  A 107  A 108  A 109  A 109  A 108  A 108  A 108  A 108  A 109  A 108  A 109  A 108  A 109  A 108  A 109  A 108			
A 1087	<b>.</b> 72		
North East South West			
AKQ742	<b>▲</b> 1087		
N/S have 15 points. E/W have 25 points.  North leads NAK.  North	<b>♥</b> AKQ742		
West plays the hand and chooses game in clubs. North leads ▼A K.  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 ♠1 a winner and the ♠6 can be ruffed in dummy.  Set 7(T) Board 3: Dealer South North East South West   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 ♠1 a winner and the ♠6 can be ruffed in dummy.  Set 7(T) Board 3: Dealer South North East South West  9  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.  Set 7(T) Board 4: Dealer West			
North leads *A K.  *9			
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 ♠1 a winner and the ♠6 can be ruffed in dummy.  Set 7(T) Board 3: Dealer South North East South West  ♠ 83 ♠ K953 ♠ J75 ♠ AJ85 ♠ Q10 ♠ K953 ♠ J75 ♠ AJ85 ♠ Q10 ♠ K96 ♠ KQ109 ♠ 7642 ♠ A7542 ♠ AQ110 ♠ A7542 ♠ AQ110 ♠ A42 ♠ AQ110 ♠ AA2 ♠ A			
*AKQ875 *J109  *K532  *J105  *Q108  *432  Alternatively, lead a spade towards *Q. It loses but makes *J a winner and the *6 can be ruffed in dummy.  *Set 7(T) Board 3: Dealer South  North East South West  *K953  *J75  *AJ85  *Q10  *K953  *J75  *AJ85  *Q10  *K963  *K963  *KQ109  *A7542  *AQJ10  *A7542  *AQJ10  *AA2  *AQJ10  *AA2  *AQJ10  *AA2  *AQJ10  *AA42  *AQJ10  *AA44  *AAAAAAAAAAAAAAAAAAAAAAAAAAAAA			
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 \$1 a winner and the \$6 can be ruffed in dummy.  Set 7(T) Board 3: Dealer South North East South West  **N953 **J75 **AJ85  **Q10 **642 **87 **Q1083 **K96 **KQ109 **7642 **AQJ10 **A7542 **AQJ10 **A7542 **AQJ10 **A42 **AQJ10 **AA2 **AQJ10 **AA3 **AA34 **			
*J105 •Q108 *A432  Alternatively, lead a spade towards ♠Q. It loses but makes ♠J a winner and the ♠6 can be ruffed in dummy.  Set 7(T) Board 3: Dealer South  North East South West   AJ85  ♣Q10  ♣KJ96  •Q1083  ♣KQ109  A7542  •AQJ10  •A42  •AQJ10  •A43  •AA3  •AB3  •AB3  •BAB VICTOR  •AA42  •AQJ10  •AA42  •AA44			
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.  Set 7(T) Board 3: Dealer South  North East South West  North East South West  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.  Vest leads & K or maybe v 2 (the best lead on the hand)  South can see 7 top tricks (1 & 4 v , 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 v 9, comes to hand with a heart and ruffs one more spade, setting up & 7 as a winner.  NEXT Set 7(T) Board 4: Dealer West			
Alternatively, lead a spade towards &Q. It loses but makes &1 a winner and the &6 can be ruffed in dummy.  Set 7(T) Board 3: Dealer South  North East South West			
makes \$\] a winner and the \$\frac{1}{2}6 can be ruffed in dummy.  Set 7(T) Board 3: Dealer South  North East South West  9 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 \$\frac{1}{2}K\$ or maybe \$\frac{1}{2}\$ (the best lead on the hand)  South can see 7 top tricks (1\$\frac{1}{2}K\$, 4\$\frac{1}{2}K\$, 1\$\frac{1}{2}K\$) but spade ruffs in dummy provide 2 or 3 more. Win \$\frac{1}{2}K\$ and another spade. East wins and plays any suit. South wins, ruffs a spade with \$\frac{1}{2}K\$, comes to hand with a heart and ruffs one more spade, setting up \$\frac{1}{2}K\$ as a winner.  Set 7(T) Board 4: Dealer West			
North East South West  VK953  J75  AJ85  VG10  VG42			
VK953  IJ75  AJ85  AQ10  KJ96  Q10  K9642  Q10  X87  Q10  X87  Q10  X896  X96  X97  Q1083  X96  X96  X97  X97  X987  X987  X988  X988  X998  X9			
AJ85 AQ10 AKJ96 AQ10 AKJ96 AQ10 AKJ96 AQ10 AR7		North East South West	
*AJ85  AQ10  AKJ96  AQ10  AKJ96  AQ10  AKJ96  AQ10  AR7642  AQ10  AQ10  AQ10  AQ10  AR7642  AQ10		9	
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)  KQ10 *7642  A7542  AQJ10  A42  A42  A3  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.  Set 7(T) Board 4: Dealer West		N/S have 24 points. E/W have 16 points.	
optimist would go for game in hearts.  West leads *K or maybe *2 (the best lead on the hand)  *KQ109			
<ul> <li>Q 10 8 3</li> <li>★ K Q 10 9</li> <li>★ 7 6 4 2</li> <li>★ A 7 5 4 2</li> <li>★ A Q J 10</li> <li>★ A 4 2</li> <li>★ A 4 2</li> <li>★ B 3</li> <li>★ B 4 2</li> <li>★ B 5 3</li> <li>★ K Q 10 9</li> <li>★ A 7 5 4 2</li> <li>★ A Q J 10</li> <li>★ A 4 2</li> <li>★ A 4 2</li> <li>★ B 5 3</li> <li>★ B 6 4 2</li> <li>★ B 7 6 4 2</li> <li>★ A 2 4 4 5 4 5 6 7 7 8 9 7 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9</li></ul>			
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.  Set 7(T) Board 4: Dealer West		West leads ♣K or maybe ♥2 (the best lead on the hand)	
<ul> <li>AQJ10</li> <li>A42</li> <li>3</li> <li>Aund 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.</li> <li>Set 7(T) Board 4: Dealer West</li> </ul>	-		
<ul> <li>A42</li> <li>★3</li> <li>wins, ruffs a spade with ♥9, comes to hand with a heart and ruffs one more spade, setting up ♠7 as a winner.</li> <li>Draw trumps before cashing the spade winner.</li> <li>Set 7(T) Board 4: Dealer West</li> </ul>			
and ruffs one more spade, setting up ♣7 as a winner.  Draw trumps before cashing the spade winner.  Set 7(T) Board 4: Dealer West			
Draw trumps before cashing the spade winner.  Set 7(T) Board 4 : Dealer West			
Set 7(T) Board 4 : Dealer West	<b>*</b> 3 <b>.</b> 0	, , , , , , , , , , , , , , , , , , , ,	
# NJ / 2			
		` '	
* K301	V K964		
◆ 52 ♣ KJ 10 N/S have 15 points, E/W have 25 points.			
1.42		·	
a 72		• •	
South leads \$10 of maybe a trump.		, , , , , , , , , , , , , , , , , , , ,	
East can see 9 top tricks $(1 - 4)$ . 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 •0.	♥ Q 10 8 5	· · · · · · · · · · · · · · · · · · ·	
ruff club high. Diamond to •A. Cash club winners. On a			
*986 trump lead this needs clubs to break 3-3.	<b>4</b> 986		

Set 8 (T) Playing on	a crossruff
	Set 8(T) Board 1 : Dealer North
<b>∧</b> KQJ	North East South West
<b>▼</b> 7432	10
◆ 10 9	N/S have 13 points. E/W have 27 points.
*KJ106	West plays the hand and chooses game in hearts.
A5 A863 VAQ96 VKJ105	North leads <b>A</b> K, to set up tricks.
• K32 • A865	West sees 8 top tricks (1♠, 4♥, 2♦, 1♣). But by ruffing
*AQ872 *3	EIGHT trump tricks can be made. Win AA. Cash AA and
<b>★</b> 109742	ruff a club. Ruff a spade, ruff a club, ruff a spade, and ruff
♥ 8	a club. Ruff the last spade and ruff a club with dummy's
<b>♦</b> QJ74	last trump. That comes to AA and 3 ruffs, AA and four
<b>*</b> 954	ruffs, ♥A and ♦A. West can make 12 tricks if he cashes
	◆A K at tricks 2 and 3 before North discards a diamond!
. 41/10	Set 8(T) Board 2 : Dealer East
<b>A</b> AKJ8 <b>∨</b> 4	North East South West
• A652	15
♣ K762	N/S have 26 points. E/W have 14 points.
<b>♦</b> 32 <b>♦</b> 764	North plays the hand and chooses game in spades.
♥Q10965 <b>♥</b> K87	East probably leads a spade, nothing is attractive.
♦Q104 ♦KJ987	North can see 8 top tricks (4♠, 1♥, 1♦, 2♣) but the extra
<b>♣</b> QJ10 <b>♣</b> 98	tricks can come from taking two ruffs in one of the hands.
♠ Q 10 9 5	Win the spade and it is best to cash ♣A K before anybody
▼AJ32	can discard a club. Now cash the two red aces and
◆3 ♣A543	crossruff diamonds and hearts. This comes to 11 tricks,
*A343	since North has managed to make 7 trump tricks plus 4 top tricks.
0.10.005	Set 8(T) Board 3 : Dealer South
♦ Q 10 9 8 5 ▼ 10 4 2	North East South West
• K 10 7 4 2	5
<b>4</b> -	N/S have 17 points. E/W have 23 points.
<b>♦</b> AJ642 <b>♦</b> 7	East plays the hand and chooses part score in clubs.
<b>♥</b> Q <b>♥</b> A963	South probably leads a trump, with no obvious lead.
◆Q9 ◆863	East can see 7 top tricks $(1 +, 1 +, 0 +, 5 +)$ .
*Q10762 *AKJ98	Extra tricks can come from making the E/W trumps
<b>♦</b> K3	separately. Win the trump lead, play $\forall A$ and ruff a heart.
▼KJ875	AA and ruff a spade. Ruff another heart, ruff a spade. Ruff
◆ AJ5 ♣ 543	the last heart. Now East can draw trumps and lose the
	last three diamonds for 10 tricks.
<b>↑</b> 7	Set 8(T) Board 4 : Dealer West
<b>√</b> A6532	North East South West
◆ 1098 ♣ A987	8
♣Q106 <b>♣</b> K954	N/S have 23 points. E/W have 17 points.
▼KQJ10 ▼987	South plays the hand and chooses part score in diamonds.
♦642 <b>♦</b> 753	West probably leads ♥K, though a trump is the best lead.
<b>♣</b> J65 <b>♣</b> KQ10	North can see 7 top tricks $(1 \spadesuit, 1 \blacktriangledown, 4 \spadesuit, 1 \clubsuit)$ but taking
<b>♠</b> AJ832	ruffs in dummy can make extra tricks. Win •A. Play a
<b>v</b> 4	spade to AA and ruff a spade. Cash AA and ruff a heart,
• AKQJ	ruff a spade, ruff a heart and ruff a spade with dummy's last trump. That comes to 10 tricks!
<b>*</b> 432	iast trump. That comes to 10 tricks: