

No Trump Contracts

Set 9 (NT)	Extra tricks with a finesse
<p style="margin: 0;">♠ 932 ♥ QJ10 ♦ AKQ5 ♣ A42</p> <p style="margin: 0;">♠ J65 ♠ K87 ♥ A5 ♥ K9863 ♦ J1096 ♦ 872 ♣ KJ85 ♣ Q10</p> <p style="margin: 0;">♠ AQ104 ♥ 742 ♦ 43 ♣ 9763</p>	<p style="margin: 0;">Set9(NT) Board 1 : Dealer North</p> <p style="margin: 0; text-align: center;">North East South West</p> <p style="text-align: right; margin: 0;">16</p> <p style="margin: 0;">N/S have 22 points. E/W have 18 points. North plays the hand and chooses part score in no trumps. East leads a low heart from his best suit. West wins ♥A and returns ♥5. East wins ♥K and plays a third heart, which sets up two winners. North can see six top tricks (1♠, 1♥, 3♦, 1♣). Spades could provide an extra trick if East has either ♠K or ♠J. Play ♠2 and put on ♠10. It loses to ♠J. Win the next trick, play ♠3 and put on the ♠Q, which wins.</p>
<p style="margin: 0;">♠ J42 ♥ 97543 ♦ 92 ♣ A53</p> <p style="margin: 0;">♠ 76 ♠ AK3 ♥ KJ ♥ AQ6 ♦ 8754 ♦ AQ63 ♣ KJ1098 ♣ 642</p> <p style="margin: 0;">♠ Q10985 ♥ 1082 ♦ KJ10 ♣ Q7</p>	<p style="margin: 0;">Set9(NT) Board 2 : Dealer East</p> <p style="margin: 0; text-align: center;">North East South West</p> <p style="text-align: right; margin: 0;">5</p> <p style="margin: 0;">N/S have 13 points. E/W have 27 points. East plays the hand and chooses game in no trumps. South leads ♠10, top of an internal sequence. North can see six top tricks (2♠, 3♥, 1♦, 0♣). Clubs offer the best chance of extra tricks. If South has ♣Q, taking the club finesse sets up four club tricks. Win the spade, play ♣2 to ♣8. If it holds come back by overtaking ♥J with ♥Q and play another club, playing ♣9 if South plays low. When South's ♣Q appears, play the ♣K and lose one trick only to ♣A, for ten tricks.</p>
<p style="margin: 0;">♠ KQ5 ♥ 65 ♦ K732 ♣ QJ103</p> <p style="margin: 0;">♠ 1073 ♠ J42 ♥ A104 ♥ KQJ972 ♦ QJ1086 ♦ - ♣ 97 ♣ K865</p> <p style="margin: 0;">♠ A986 ♥ 83 ♦ A954 ♣ A42</p>	<p style="margin: 0;">Set9(NT) Board 3 : Dealer South</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 23 points. E/W have 17 points. South plays the hand and chooses part score in no trumps. West should lead ♦Q. East throws away. South can see six top tricks (3♠, 0♥, 2♦, 1♣). South has been lucky to escape a heart lead. Surely if the lead is lost opponents will switch to hearts. Clubs can provide the extra tricks. If East has ♣K these can be won without losing the lead. Cross to dummy and lead ♣Q. Play low from South unless East plays ♣K.</p>
<p style="margin: 0;">♠ Q10863 ♥ K106 ♦ 87 ♣ AQ4</p> <p style="margin: 0;">♠ AK7 ♠ 542 ♥ A742 ♥ Q83 ♦ AK6 ♦ Q54 ♣ 975 ♣ J862</p> <p style="margin: 0;">♠ J9 ♥ J95 ♦ J10932 ♣ K103</p>	<p style="margin: 0;">Set9(NT) 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 17 points. E/W have 23 points. West plays the hand, choosing part score in no trumps. North should lead a spade, a low one from his best suit. East can see six top tricks (2♠, 1♥, 3♦, 0♣). Hearts offer the best chance of an extra trick. Hope North has ♥K, lead a low heart towards the ♥Q. If North plays ♥K, play low from dummy. If North plays low, try the ♥Q from dummy. This is a sort of finesse too; we hope the key card will be well placed.</p>

Set 10 (NT) Finessing into the safe hand	
<p> ♠ Q2 ♥ KJ1052 ♦ J986 ♣ 95 ♠ 65 ♠ A103 ♥ 987 ♥ AQ3 ♦ AQ3 ♦ 10542 ♣ K10732 ♣ AJ4 ♠ KJ9874 ♥ 64 ♦ K7 ♣ Q86 </p>	<p>Set10(NT) Board 1 : Dealer North</p> <p>North East South West</p> <p style="text-align: right;">7</p> <p>N/S have 16 points. E/W have 24 points. East plays the hand and chooses part score in no trumps. South leads a small spade. North plays ♠Q and returns a spade if ♠Q holds. West can see six top tricks (1♠, 1♥, 2♦, 2♣). The clubs will provide the extra trick needed. East should duck the ♠Q and win the third round of spades. Now play ♣A then ♣J, letting it run if South plays low. That way East actually makes five club tricks and will wish he had chosen game!</p>
<p> ♠ KQ7 ♥ 642 ♦ A10876 ♣ K10 ♠ J10652 ♠ A98 ♥ J103 ♥ Q975 ♦ Q93 ♦ 4 ♣ 98 ♣ QJ732 ♠ 43 ♥ AK8 ♦ KJ52 ♣ A654 </p>	<p>Set10(NT) Board 2 : Dealer East</p> <p>North East South West</p> <p style="text-align: right;">12</p> <p>N/S have 27 points. E/W have 13 points. South plays the hand and chooses game in no trumps. West leads a small spade from his long suit. ♠K is played from North. East wins ♠A and returns ♠9. South can see seven top tricks (1♠, 2♥, 2♦, 2♣). Diamonds will provide the extra tricks. A trick can be lost to ♦Q; there will still be four diamond winners. If West wins the diamond, he has spades to cash. Win the third spade, play ♦6 to ♦K and lead ♦J. If West plays low, play low from dummy. It's OK losing a trick to East.</p>
<p> ♠ KJ865 ♥ 954 ♦ K86 ♣ 54 ♠ A97 ♠ 42 ♥ KQ ♥ A86 ♦ AQJ102 ♦ 974 ♣ 963 ♣ AQJ102 ♠ Q103 ♥ J10732 ♦ 53 ♣ K87 </p>	<p>Set10(NT) Board 3 : Dealer South</p> <p>North East South West</p> <p style="text-align: right;">7</p> <p>N/S have 13 points. E/W have 27 points. West plays the hand and chooses game in no trumps. North leads a small spade from his best suit. South plays ♠Q and if that holds, plays back ♠10. West can see six top tricks (1♠, 3♥, 1♦, 1♣). Either diamonds or clubs can provide the three extra tricks needed. But as North has led spades, he will have winners to cash if he gets the lead. Hold up ♠A until the third round. Then lead ♣9 and run it if North plays low. South wins but hasn't got another spade to play.</p>
<p> ♠ AQ4 ♥ K43 ♦ AKQ7 ♣ 764 ♠ J106 ♠ K53 ♥ 10976 ♥ Q82 ♦ 9632 ♦ 54 ♣ J9 ♣ KQ852 ♠ 9872 ♥ AJ5 ♦ J108 ♣ A103 </p>	<p>Set10(NT) Board 4 : Dealer West</p> <p>North East South West</p> <p style="text-align: right;">18</p> <p>N/S have 28 points. E/W have 12 points. North plays the hand, choosing game in no trumps. East should lead a club, low from his best suit. North can see eight top tricks (1♠, 2♥, 4♦, 1♣). North should win the third club. The ninth trick can come from a successful finesse in spades or hearts. It is best to try hearts first as West is out of clubs. If that fails North must finesse the spade. If you remember the points announced you will know the heart must win!</p>

Trump Contracts

Set 9 (T) Making extra tricks in trump contracts	
<p style="margin: 0;">♠ AJ973 ♥ Q52 ♦ AQ3 ♣ AJ</p> <p style="margin: 0;">♠ Q52 ♠ 104 ♥ A9 ♥ KJ743 ♦ 1094 ♦ 65 ♣ K9876 ♣ Q1032</p> <p style="margin: 0;">♠ K86 ♥ 1086 ♦ KJ872 ♣ 54</p>	<p style="margin: 0;">Set 9(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 might try a low heart lead to set up tricks before the diamonds provide discards for the losers. West wins ♥A and returns ♥9. Having taken three hearts, East plays ♣2. North can see 8 top tricks (2♠, 0♥, 5♦, 1♣) but spades will provide enough tricks provided a trick is not lost to ♠Q. The finesse is the best play for no spade loser. Play ♠3 to ♠K and ♠6 to ♠J (if West plays low). Draw the last trump and cash the diamonds.</p>
<p style="margin: 0;">♠ AKQ6 ♥ 432 ♦ 842 ♣ 982</p> <p style="margin: 0;">♠ 875 ♠ 4 ♥ J5 ♥ KQ109 ♦ J1097 ♦ AKQ3 ♣ AKQ7 ♣ J1065</p> <p style="margin: 0;">♠ J10932 ♥ A876 ♦ 65 ♣ 43</p>	<p style="margin: 0;">Set 9(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 14 points. E/W have 26 points. East chooses game in diamonds or clubs. South leads ♠J. West ruffs the second spade. West can see 9 top tricks (0♠, 0♥, 4♦, 4♣ plus ♠ ruff). The extra tricks can come from hearts by driving out the ♥A. But if all the opponents' trumps are drawn, West will be out of trumps and the defence can cash a spade trick. So after two rounds of trumps, West drives out ♥A, keeping a trump to ruff another spade. Then he can cross to dummy to draw the last trump.</p>
<p style="margin: 0;">♠ 7432 ♥ 105 ♦ K94 ♣ AQ72</p> <p style="margin: 0;">♠ KJ10 ♠ Q95 ♥ KJ964 ♥ A83 ♦ 53 ♥ 872 ♣ KJ6 ♣ 10953</p> <p style="margin: 0;">♠ A86 ♥ Q72 ♦ AQJ106 ♣ 84</p>	<p style="margin: 0;">Set 9(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 22 points. E/W have 18 points. South plays the hand and chooses part score in diamonds. West might lead ♦3, trying not to give a trick away. South can see 7 top tricks (1♠, 0♥, 5♦, 1♣). No ruffs can be made with the short trumps if a trump is led, so South draws trumps and tries the club finesse for an extra trick. Play ♣4. If West plays low, play ♣Q from dummy. If West plays ♣K, win the ♣A and cash ♣Q. Without a trump lead South gives up two hearts and ruffs the third heart in dummy to make 9 tricks.</p>
<p style="margin: 0;">♠ J103 ♥ AKJ10 ♦ 8642 ♣ A10</p> <p style="margin: 0;">♠ KQ74 ♠ 986 ♥ Q2 ♥ 954 ♦ AK5 ♥ QJ10 ♣ 9865 ♣ KQ74</p> <p style="margin: 0;">♠ A52 ♥ 8763 ♦ 973 ♣ J32</p>	<p style="margin: 0;">Set 9(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;">13</p> <p style="margin: 0;">N/S have 18 points. E/W have 22 points. West plays the hand and chooses part score in clubs. North probably leads ♥A K J West can see 3 top tricks (0♠, 0♥, 3♦, 0♣) Extra tricks can come from clubs and spades. By leading towards a KQ holding West makes more tricks if the ace is well placed. Ruff the heart, lead a club. If North ducks, ♣K wins. Now lead a spade, playing ♠K if South plays low. Then another club, then another spade. Make 9 tricks!</p>

Set 10 (T) Taking a ruffing finesse	
<p>♠ 97532 ♥ K82 ♦ 87 ♣ AK10</p> <p>♠ - ♠ KQJ10 ♥ Q64 ♥ A753 ♦ KJ92 ♦ AQ ♣ J98642 ♣ 753</p> <p>♠ A864 ♥ J109 ♦ 106543 ♣ Q</p>	<p>Set 10(T) Board 1 : Dealer North North East South West</p> <p style="text-align: right;">10</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 ♥J East can see 5 top tricks (0♠, 1♥, 4♦, 0♣) but tricks come from clubs, and three spades can be set up. East tries ♥Q, North plays ♥K. East wins and it costs nothing to play ♠K, discarding a heart if South plays low. If South plays ♠A, ruff. Come to hand with ♦A and play winning spades throwing hearts. Then start on trumps and make 10 tricks.</p>
<p>♠ A84 ♥ 2 ♦ AQJ865 ♣ 975</p> <p>♠ KQ109 ♠ J32 ♥ K864 ♥ 9753 ♦ 73 ♦ K4 ♣ 432 ♣ Q1086</p> <p>♠ 765 ♥ AQJ10 ♦ 1092 ♣ AKJ</p>	<p>Set 10(T) Board 2 : Dealer East North East South West</p> <p style="text-align: right;">11</p> <p>N/S have 26 points. E/W have 14 points. South plays the hand and risks game in diamonds. West leads ♠K, the lead South didn't want! South can see 5 top tricks (1♠, 1♥, 1♦, 2♣). Diamonds make at least 4 more but the ♦K may have to be lost. Win ♠A, play heart to ♥A. Lead ♥Q. If West plays low throw a spade from dummy. If West plays ♥K, ruff. Come to hand with ♣A and play hearts throwing spades. Now try the diamond finesse and club finesse for extra tricks.</p>
<p>♠ 63 ♥ 9752 ♦ KQJ10 ♣ K98</p> <p>♠ AKJ1082 ♠ Q94 ♥ 3 ♥ AQJ10 ♦ A63 ♦ 754 ♣ Q64 ♣ A73</p> <p>♠ 75 ♥ K864 ♦ 982 ♣ J1052</p>	<p>Set 10(T) Board 3 : Dealer South North East South West</p> <p style="text-align: right;">9</p> <p>N/S have 13 points. E/W have 27 points. West plays the hand and chooses game in spades. North leads ♦K (top of a sequence) West has 9 top tricks (6♠, 1♥, 1♦, 1♣). Play the ruffing heart finesse. Draw trumps in two rounds. Play a heart to ♥A and lead ♥Q. If South plays low, throw a losing diamond. If South plays ♥K, ruff. Go back to dummy and throw two diamonds on the hearts. You can try leading towards the club queen for an extra trick.</p>
<p>♠ KQJ10 ♥ QJ1065 ♦ 8 ♣ A96</p> <p>♠ A5432 ♠ 9876 ♥ 3 ♥ 72 ♦ J963 ♦ KQ104 ♣ K105 ♣ Q82</p> <p>♠ - ♥ AK984 ♦ A752 ♣ J743</p>	<p>Set 10(T) Board 4 : Dealer West North East South West</p> <p style="text-align: right;">13</p> <p>N/S have 25 points. E/W have 15 points. North should choose game in hearts. East probably leads ♦K. North can see 7 top tricks (0♠, 5♥, 1♦, 1♣) but extra tricks can come from making trumps separately. If a trick is lost to ♠A, three spade winners are set up. Win ♦A. Play ♥A and heart to ♥Q. lead ♠K. When East plays low, throw a club from dummy. This time the ruffing finesse loses, but it sets up three winners to discard all of South's clubs and 12 tricks can be made by ruffing clubs in South and diamonds in North.</p>