

West	North	East	South
Pass	Pass	Pass	4♠
Pass	Pass	Pass	

Hand 1

Love All, Dealer North

Here, South plays in 4♠ after opening with a four-level pre-empt in third seat. West leads the ♠K and East should realise that grabbing four fast tricks must be his priority. Note that some contracts should be defended quietly (letting declarer get on with it) and some you have to take your tricks before the rats get at them. This is one of the latter type. How can you tell? Well, the key is to **Look at the dummy, dummy**. Here East can see a rich vein of tricks that are certain to allow declarer to draw trumps and pitch losers. With Clubs an obvious "dumping ground" for any of South's low cards East needs to take his tricks as fast as he can. To this end he must overtake the ♠K with the ♠A and lead the ♦Q or the ♦10. Sure, I could have made this hand easier by giving you ♦Q J x as East...

♠ 9 6
♥ 2
♦ 7 6 5 2
♣ A K Q 10 9 2

♠ 5
♥ K Q 10 8 4 3
♦ A J 4
♣ J 8 4

N	
W	E
	S

♠ 8 4 2
♥ A J 9 5
♦ Q 10 8
♣ 7 6 5

♠ A K Q J 10 7 3
♥ 7 6
♦ K 9 3
♣ 3

West	North	East	South
Pass	3♠	1♦	Pass
Pass	Pass	4♥	Pass

Hand 2

North-South Game, Dealer East

North's 3♠ pre-empt over West's opening bid forces East to take a punt at 4♥; North leads the ♠K. How should South defend? Well, he can see that the Diamonds are badly placed for North and that declarer is going nowhere for tricks. North, though, will be worried about Diamonds being a dumping ground (compare this deal with Hand 1) and may hasten to grab some Club tricks. That would be fatal as the Club suit is **frozen**. If North-South lead Clubs 4♠ will make – if declarer has to broach the suit he will have three losers. It is South's responsibility here to overtake the ♠A and to **go passive**, either by leading a trump or (best) playing another Spade. Making declarer do his own dirty work results in one down, losing a Spade and three Clubs.

♠ K Q J 9 6 4 3
♥ 8
♦ 5 4
♣ A 10 7

♠ 8 5
♥ K Q 6 4 2
♦ 6 2
♣ J 8 4 2

N	
W	E
	S

♠ 10
♥ A J 10 7
♦ A K J 9 3
♣ Q 6 3

♠ A 7 2
♥ 9 5 3
♦ Q 10 8 7
♣ K 9 5

West	North	East	South
Pass	1♥	3♠	1♦
Pass	Pass	Pass	4♥

Hand 3

East-West Game, Dealer South

This hand provides a sharp contrast to Hand 2 (and has similarities with Hand 1). Here East leads the ♠K against 4♥ and West can see the dangers in Diamonds, regardless of who has the ♦Q. Declarer must have five Diamond tricks available any time he wants. This is not a hand to **go passive** – this is a deal where it is imperative for East-West to grab their tricks ASAP. With that in mind West should overtake the ♠K with the ♠A and must risk all with a low Club lead. *Mirabile dictu* East takes the ♠K and plays another Club, allowing East-West to cash three Clubs in quick order for one off. West leans across the table expecting to hear "Well defended" from East. Nope. "If you'd have bid 4♠ I'd have made that with seven Spades and three Clubs", says that horrible creature. Thanks a lot, partner.

♠ 8 5
♥ K Q 6 4 2
♦ Q 10
♣ 10 9 7 4

♠ A 7 2
♥ 9 5 3
♦ 7 6 5 2
♣ A J 2

N	
W	E
	S

♠ K Q J 9 6 4 3
♥ 8
♦ 8 4
♣ K 8 5

♠ 10
♥ A J 10 7
♦ A K J 9 3
♣ Q 6 3

West	North	East	South
1♠	2♣	2♥	Pass
4♥	Pass	Pass	Pass

Hand 4

Game All, Dealer West

East-West reach 4♥ after a 2♣ overcall by North. South dutifully leads a Club and North has to take stock. East must have five Hearts to respond 2♥; with only four he'd have Doubled 2♣. So, where are four defensive tricks coming from? If you **Look at the dummy, dummy** you will see that declarer is almost certain to be able to draw trumps and ditch any Diamond losers on the top Spades; Club losers are getting ruffed on table. Your only chance, therefore, is to play the ♦K at trick two and hope partner has the ♦A. If he doesn't, little is lost – the Diamonds were going on the long Spades in any case. Here the defence have four tricks very quickly – a Club, two top Diamonds and a Diamond ruff. When you see a *dump dummy* you must grab your tricks quickly.

♠ 9 7
♥ 8 3 2
♦ K 4
♣ A K J 10 9 8

♠ A K Q J 10
♥ Q 9 7 6
♦ Q 10 9
♣ 7

N	
W	E
	S

♠ 8 4
♥ A K J 10 5
♦ J 6 3
♣ Q 5 3

♠ 6 5 3 2
♥ 4
♦ A 8 7 5 2
♣ 6 4 2

West	North	East	South
Pass	1♥	Pass	3♥
Pass	4♥	Pass	Pass

Hand 5

North-South Game, Dealer North

East has a pretty disgusting choice of leads against 4♥ and settles on a low Spade (what would **you** choose?) Declarer calls for a low one from table and West has to plan the defence. With no obvious hurry (and with East known to have four Spades) West should content himself with the Ten. Declarer can draw rumps and may try a Club to the King, trying to sneak one through. Not today, José. East takes that with the Ace and leads the lethal ♠J through the exposed King. After East-West take two Spades the contract hinges on the Diamond finesse and declarer finds that he is out of luck today. After the initial defence of a Spade to the Ten East-West can always bag four defensive tricks.

♠ Q 6 4
♥ K Q J 6 3
♦ A J 10 5
♣ K

♠ A 10 5
♥ 8 4 2
♦ 9 2
♣ 10 9 6 4 2

N	
W	E
	S

♠ J 9 7 2
♥ 9
♦ K 8 4
♣ A J 8 5 3

♠ K 8 3
♥ A 10 7 5
♦ Q 7 6 3
♣ Q 7

West	North	East	South
Pass	2♣	Pass	1♥
Pass	4♥	Pass	2♥
Pass	Pass	Pass	Pass

Hand 6

East-West Game, Dealer East

Do you recognise the East cards? They bear some similarity to the West cards of Hand 5...! The defence on this deal starts in the same way to the defence on the previous hand: West leads the ♠2 against 4♥. How might you defend as East? Well, this is a very different dummy to the previous one and requires a very different approach. With declarer likely to be able to get discards on the Clubs it is imperative to grab the ♠A at trick one. Essentially, this is a **dump dummy**, so East-West need to take their tricks before the rats get at them. A hopeful Diamond switch works wonders; West cashes the ♦A Q and gives East a third-round ruff. One off.

♠ K 8 3
♥ K Q 10
♦ 10 4 3
♣ A Q J 5

♠ J 9 7 2
♥ 9
♦ A Q 8 7 5
♣ 8 7 3

N	
W	E
	S

♠ A 10 5
♥ 8 4 2
♦ 9 2
♣ 10 9 6 4 2

♠ Q 6 4
♥ A J 7 6 5 3
♦ K J 6
♣ K

West	North	East	South
1NT	Pass	2♥ ¹	Pass
2♠	Pass	3♥	Pass
4♥	Pass	4NT ²	Pass
5♦	Pass	6♥	All Pass

Hand 7

Game All, Dealer South

¹ Transfer.
² Blackwood.
The bidding may be something of a punt but that's no reason to allow a doomed slam to make. South leads the ♣J against 6♥ and that is covered (sneakily!) by dummy's Queen, North's King and won by declarer's Ace. East crosses to the ♠A and runs the ♥Q to the King. What now? It may look tempting to try to cash the ♣10 but that temptation must be resisted. The play so far does not compute. How could East have a Club loser? He is marked with a lot of major-suit cards, so why does he not pitch his Club loser on a winning Diamond? The answer can only be that he hasn't got the ♦A; in that case South must switch to the suit. East's play of the ♣Q at trick one may be clever (better than his bidding!) but the inferences are clear.

♠ 9 4 3
♥ 8 6
♦ A 9 8 4 2
♣ K 6 4

♠ A J
♥ Q 9 4 3
♦ K Q 10
♣ Q 8 5 3

N	
W	E
	S

♠ K Q 10 8 7 2
♥ A J 10 7 2
♦ J
♣ A

♠ 6 5
♥ K 5
♦ 7 6 5 3
♣ J 10 9 7 2

West	North	East	South
2♠ ¹	Pass	4♠	Pass
Pass	Pass	Pass	Pass

Hand 8

Love All, Dealer West

¹ Weak two. 5-9 points.
North leads the ♥Q against 4♠ and can place all the high cards almost immediately. How? Well, if West has six Spades partner must be void, so West's must be headed by the ♠A K Q. In that case, declarer can hardly have anything outside the trump suit. Taking the Heart on table, perforce, West draws trumps, ensuring he has an entry to hand, and leads a Club towards table. This is no time to recite slogans (**Second player plays low!** And all that jazz). North must take the ♣A and play the ♦K, setting up four defensive tricks. Should North duck the Club the contract should make. South may win the ♣K and play a low Diamond (miles better than the Queen). However, declarer can (and should) duck the ♦K, destroying the defensive link in Diamonds. Now West can come to hand and play another Club up to dummy, establishing his tenth trick in Clubs.

♠ 7 6 4
♥ Q J 10 7
♦ K 5
♣ A 8 5 3

♠ A K Q 9 5 2
♥ 6 4
♦ 10 7 3
♣ 7 4

N	
W	E
	S

♠ J 10 8 3
♥ A K
♦ A 8 6 4
♣ Q J 9

♠ None
♥ 9 8 5 3 2
♦ Q J 9 2
♣ K 10 6 2