

3.

	♠ J 5 3	
	♥ Q 10 8 5	
	♦ J 4	
	♣ J 10 6 4	
♠ 10 7 6 2		♠ Q 9 4
♥ J 7		♥ K 9 2
♦ A Q 8 5		♦ 9 7 6 3 2
♣ 9 7 3		♣ K 5
	♠ A K 8	
	♥ A 6 4 3	
	♦ K 10	
	♣ A Q 8 2	

West	North	East	South
			2NT ¹
Pass	3♣ ²	Pass	3♥
Pass	4♥	All Pass	

¹20-22

²Stayman

You lead the ♠2 (or the ♠7 if you prefer), headed by the ♠9 and ♠A. Declarer leads the ♥A followed by a low heart. Partner wins with the ♥K and switches to the ♦7, covered by the ♦10. What is your plan?

You begin by winning with the ♦Q. You know that the ♦A will be the third defensive trick. The fourth will probably need to come from spades.

The snag is that you cannot safely continue the suit. Partner's ♣9 at trick one tells you that declarer has the ♣8. You also infer from partner's failure to continue the suit that declarer has the ♣K.

If you lead the ♠10, the ♠J, ♠Q and ♠K cover to leave the ♠8 high. If you lead low, declarer plays low from dummy and gobbles up the ♠Q with the ♠K. You should simply cash the ♦A after taking the ♦Q and exit passively in clubs.

4.

	♠ A 8 7	
	♥ A	
	♦ Q J 10 4	
	♣ Q J 9 4 2	
♠ Q 9 6 5 3		♠ J 4 2
♥ 10 4 2		♥ Q 9 7 6 3
♦ A 6		♦ 9 8 3
♣ A 7 6		♣ 8 5
	♠ K 10	
	♥ K J 8 5	
	♦ K 7 5 2	
	♣ K 10 3	

West	North	East	South
			1NT
Pass	3NT	All Pass	

You lead the ♠5, covered by the ♠7, ♠J and ♠K. At trick two comes the ♦2. What is your plan?

Partner's ♣J at trick one tells you that the ♠10 is on your right. If partner holds the ♦K, you would like to duck and let the next spade come through declarer.

However, if partner holds the ♦K, declarer would surely have attacked clubs rather than diamonds. You have only one real chance of beating the contract: hope the ♠10 is now bare. Hop up with the ♦A (you do not want declarer to switch to clubs) and continue with the ♠Q.

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