

D 4	N North	WEST NOR EAST SOUT
	♠Q105 ♥KJ84 ♦AK ♣K643	P 1♦ P 1♥ P 2NT P 6NT P P
	W West	E East
	♠763 ♥1052 ♦853 ♣10987	♠9842 ♥973 ♦Q962 ♣QJ
6NT North NS: 0 EW: 0	S South	
	♠AKJ ♥AQ6 ♦J1074 ♣A52	

Board 4: South is the dealer (ignore the bidding shown) and starts with 1♦ and jumps to 2NT over partner's 1♥ response. This shows 18-19 points. North has 17 points and jumps to 6NT. Declarer has 11 top tricks. The clubs might break 3-3, but that is of low percentage. The contract is cold if declarer wins the first trick, unblocks the ♦AK and comes to hand, leading the ♦J, promoting the ♦10 for the 12th trick.

D 5	N North	WEST NOR EAST SOUT
	♠KQ7 ♥K52 ♦AKQ9 ♣AK8	2♣ P 2♦ P 3NT P 6NT P P
	W West	E East
	♠84 ♥Q87 ♦108532 ♣Q94	♠J9632 ♥A63 ♦76 ♣1063
6NT North NS: 0 EW: 0	S South	
	♠A105 ♥J1094 ♦J4 ♣J752	

Board 5: North, with 6 primary honors (aces and kings) promoted his hand to 25 points and rebid 3NT over partner's ♦D response to his 2♣ opening. South invited and slam and North accepted. East led the ♣3. West correctly inserted the ♣9 and the trick was won by the ♣A. Declarer has 9 top tricks and can get 3 more by finessing hearts. He went to the dummy with the ♦J and ran the ♥J. How does East defend? He sees that declarer needs two more entries to dummy; once to finesse against the ♥Q and then to play the last heart. East put declarer back in his hand with a diamond. When declarer led a low spade, East inserted the ♠J, killing the second spade entry. Now the contract fails. Declarer has only 3 spades, 2 hearts, 4 diamonds and 2 clubs.

D 6	N North	WEST NOR EAST SOUT
	♠AQ6 ♥K54 ♦K72 ♣J1094	P 3NT P 1NT P P
	W West	E East
	♠J9874 ♥QJ2 ♦853 ♣Q7	♠103 ♥A1097 ♦J1096 ♣652
3NT South NS: 0 EW: 0	S South	
	♠K52 ♥863 ♦AQ4 ♣AK83	

Board 6: West will lead the ♠7. Declarer has 8 top tricks: 3 spades, 3 diamonds and 2 clubs. The extra trick can come from clubs. With a winning finesse, he gets an overtrick. If he takes the finesse, though, West should shift to the ♥Q. Then defenders take 4 heart tricks and the ♣Q. Declarer should increase his chances of success by play the ♣AK. Here the ♣Q drops but if it didn't, East has a 50% chance of holding it. A heart lead by East is safe.

7	N North	WEST NOR EAST SOUTH
	♠Q1082 ♥K4 ♦10742 ♣AJ10	1♠ P 1♥ P 2♠ P 3NT P P P
W West		E East
♠A74 ♥632 ♦A ♣KQ8652		♠K653 ♥AJ87 ♦KQ5 ♣43
3NT East NS: 0 EW: 0	S South	
	♠J9 ♥Q1095 ♦J9863 ♣97	

Board 7: South leads the ♦6, his longest suit. Declarer has 6 top tricks and the extra tricks can come from clubs. There is a shortage of entries, however. If the defenders hold 2 top tricks in a suit declarer wants to develop, it's best to make them take them as soon as possible. Declarer should lead a low club from the dummy. Now declarer can later lead a low club from his hand toward the ♣KQ. North will win but declarer's ♠A will provide the entry to enjoy the clubs. If he leads the top club at trick two, he will fail if North ducks and allows declarer to win. Now there won't be enough entries to set up and enjoy the clubs.

8	N North	WEST NOR EAST SOUTH
	♠KJ2 ♥A862 ♦10962 ♣73	1NT P 3NT P P P
W West		E East
♠A843 ♥J9 ♦KQ8 ♣AQ106		♠Q107 ♥Q4 ♦AJ73 ♣KJ95
3NT West NS: 0 EW: 0	S South	
	♠965 ♥K10753 ♦54 ♣842	

Board 8: Declarer is in 3NT. North leads the ♥2. Declarer plays low from dummy. What should South play? Often, when dummy has the heart queen and South the king-ten over her, it is right for South to play his ten. But not here. That play would be correct if Declarer held the ♥Ax. If he did, he would have played the ♥Q from dummy, hoping that North started with the ♥K. South must put up the ♥K on the first trick and lead back the ♥5, the original 4th best. If he inserts the ♥10, declarer wins and runs the next 8 tricks.