

**Board 1**  
**North Deals**  
**None Vul**

♠ K 9 4  
 ♥ A K  
 ♦ 8 5 4 3 2  
 ♣ 9 8 3

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



♠ A J 7  
 ♥ Q 10 9 8 5  
 ♦ A K  
 ♣ A 10 7

♠ Q 10 6 5  
 ♥ 6 2  
 ♦ Q 7 6  
 ♣ J 6 5 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1 ♥ <sup>1</sup>	Pass
2 ♥ <sup>2</sup>	Pass	4 ♥ <sup>3</sup>	Pass
Pass	Pass		

1. 1H = 13 - 21 point
2. 2H = 6 - 10 points
3. 18 HCP + 1 length

**4 ♥ by East**

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. S	♠ 5	2	K	<u>A</u>
2. E	♥ 10	2	3	<u>K</u>
3. N	♠ 9	-	-	-

PPLCommentary: Third-hand must sacrifice his Spade King "third hand high" at trick one. This chivalrous play promotes partner's Spade Queen (and Ten, if Spades are continued from the proper defensive hand). When Third-hand continues Spades, he leads the Spade Nine, "top of a remaining doubleton". To give Partner the count in a suit, we lead "top-of-doubleton" and "wee-from-three". Declarer's Spade Jack is trapped - Partner takes his built Spade tricks.

We play third hand high hoping to promote Partner's honors. Remember and return Partner's lead.

**Board 2**  
**East Deals**  
**N-S Vul**

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

♠ 6 5 3  
 ♥ 10 9 2  
 ♦ 9 7 2  
 ♣ A 10 7 4



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

♠ A 9  
 ♥ K J 6 5 3  
 ♦ Q J 8  
 ♣ Q 9 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1 ♥ <sup>1</sup>
Pass	1 ♠ <sup>2</sup>	Pass	1 NT <sup>3</sup>
Pass	3 NT	Pass	Pass
Pass			

1. 13 HCP + 1 length
2. new 1 suit = 6 - +
3. 1NT = 13 - 15 bal

**3 NT by South**

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. W	<u>♣ 4</u>	2	-	-

PPLCommentary: Third-hand plays the Club King "third hand high". Easy, so far. (Notice what goes wrong if Third-hand plays the Club Jack at trick one - Declarer undeservedly wins the Club Queen.) Third-hand then returns the Club Jack, "top of doubleton". (Also, notice what could go wrong if Third-hand returns the Club Six at trick two - The Club suit would block if Declarer plays the Club Queen. Replay the deal to observe it!) Partner cashes some clubs. With four Club tricks in the bank, be sure to later grab the Heart Ace (setting trick).

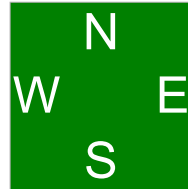
### Board 3

South Deals

E-W Vul

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

♠ Q J 8  
 ♥ K 9 8 4  
 ♦ A 10  
 ♣ A Q 10 4



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

♠ 7 6 4 3  
 ♥ J 10 6  
 ♦ K 9 8 3  
 ♣ 7 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			<b>Pass</b>
<b>1 NT<sup>1</sup></b>	<b>Pass</b>	<b>3 NT<sup>2</sup></b>	<b>Pass</b>
<b>Pass</b>	<b>Pass</b>		

1. 1NT = 15 - 17 bal

2. 10 HCP + 1 length

### 3 NT by West

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. N	♥ 5	2	10	<u>K</u>
2. W	♠ 8	2	<u>10</u>	3
3. E	<u>♣ 9</u>	6	4	-

PPLCommentary: Third-hand plays the "high enough" Heart Ten at trick one. When Declarer wins with the King, Opening-leader deduces that Declarer does not have the Heart Jack - Partner must hold this card. Later, when Opening-leader continues Hearts, he leads low (the Heart Three) to help Third-hand play "high card from the short side" - in this case, the Heart Jack. The suit unblocks nicely and the defenders collect four Heart tricks.

Third-hand "high enough" allows Opening-leader to determine the location of the Ace, King, Queen, Jack, and Ten.

**Board 4**

**West Deals**

**Both Vul**

♠ A K 10

♥ 8 5 4

♦ K Q J

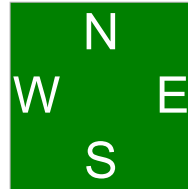
♣ K 9 4 3

♠ J 6 4

♥ A Q J 10

♦ 8 7 6 3

♣ 7 5



♠ Q 9 5 3 2

♥ 7 6 3 2

♦ 9 4

♣ A 8

♠ 8 7

♥ K 9

♦ A 10 5 2

♣ Q J 10 6 2

*West*

*North*

*East*

*South*

Pass

1 NT<sup>1</sup>

Pass

3 NT<sup>2</sup>

Pass

Pass

Pass

1. 1 NT = 15 - 17 bal

2. 10 HCP + 1 length

**3 NT by North**

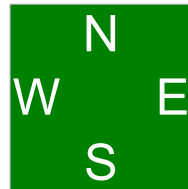
<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. E	♠ 3	7	J	<u>K</u>
2. N	<u>♣ K</u>	-	-	-

PPLCommentary: When Third-hand plays the Spade Jack, Opening-leader determines that Declarer started with the Spade Ten (in addition to the Ace and King). A reliable partner holding both the Spade Jack AND Ten would play the Ten (third-hand high enough). This makes a Spade continuation by Opening-leader, upon winning the Club Ace, futile and counterproductive. Opening-leader switches to Hearts. Partner is very pleased; declarer less so. Third-hand "high enough" allows Opening-leader to determine the location of the Ace, King, Queen, Jack, and Ten.

**Board 5**  
**West Deals**  
**N-S Vul**

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

♠ Q 10 4 2  
 ♥ 10 5  
 ♦ A K Q J 3  
 ♣ 10 2



♠ A J 9 8 5  
 ♥ A 9 3  
 ♦ 10 9 2  
 ♣ K J

♠ K 3  
 ♥ K 7 6 4  
 ♦ 6 5 4  
 ♣ A Q 7 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♦	Pass	1 ♠ <sup>1</sup>	Pass
2 ♠ <sup>2</sup>	Pass	4 ♠ <sup>3</sup>	Pass
Pass	Pass		

1. 1S = 6 to + points
2. minimum w/ support
3. East is the Captain

**4 ♠ by East**

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. S	♥ 4	5	J	<u>A</u>
2. E	♦ 2	4	<u>J</u>	7
3. W	<u>♠ 10</u>	6	5	-

PPL Commentary: Third-hand plays the "high enough" Heart Jack to trick one. When Declarer wins with the Ace, Opening-leader deduces that Declarer does not have the Heart Queen - Partner holds this card. Later, Opening-leader puts Partner on lead (with another low Heart), hoping for a Club switch through declarer's Club King toward Opening-leader's Ace-Queen. Third-hand wins the Heart Queen and shifts to only suit with a future - Clubs.

Third-hand "high enough" allows Opening-leader to determine the location of the Ace, King, Queen, Jack, and Ten.

**Board 6**  
**East Deals**  
**E-W Vul**

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

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



♠ 5 3 2  
 ♥ 9 7  
 ♦ 7 5 4 2  
 ♣ A Q 3 2

♠ K J 8 4  
 ♥ K 5  
 ♦ K Q J 10 3  
 ♣ J 9

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1 ♦
Pass	1 ♥ <sup>1</sup>	Pass	1 ♠ <sup>2</sup>
Pass	4 ♠ <sup>3</sup>	Pass	Pass
Pass			

1. 1H = 6 to + points
2. 1S = 13 to 18 pts.
3. North isth Captain

**4 ♠ by South**

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. W	♣ 4	6	Q	-

PPLCommentary: The opening-lead is a Club; Declarer plays low from Dummy. Scrooge correctly wins with the Club Queen at trick one - The defense prevails (if the Club Ace does not get away. Pard should return a Club when he wins his first major-suit Ace.) His wastrel brother would have won the Club Ace at trick one - ruining the defense.

Advanced: Third-hand knows that Declarer was dealt at 2+ Clubs. Partner led the Club Four (fourth-best). Partner cannot hold five Clubs - you see the Club Three and Two in your hand. Ergo, Declarer has 2+ Clubs.

**Board 7**

**South Deals**

**Both Vul**

♠ 9 5 4 2

♥ —

♦ 8 7 2

♣ 9 7 6 5 4 3

♠ A

♥ J 10 9 8 5 4

♦ 6 5 3

♣ K Q J



♠ K J 8

♥ A K 7 3

♦ Q J 10

♣ 10 8 2

♠ Q 10 7 6 3

♥ Q 6 2

♦ A K 9 4

♣ A

*West*

*North*

*East*

*South*

2 ♥<sup>2</sup>

Pass

4 ♥<sup>3</sup>

1 ♠<sup>1</sup>

Pass

Pass

Pass

**1. Normal Opening Bid**

**2. Normal 2H Overcall**

**3. Enough for game!**

**4 ♥ by West**

***Trick***

***Lead***

***2nd***

***3rd***

***4th***

**1. N**

**♠ 2**

**8**

**-**

**-**

PPLCommentary: Third-hand has the Spade Queen and Ten. Declarer is known to hold the Spade Ace (Partner wouldnt underlead the Ace). The Spade Queen is to be played on Dummy's Spade Jack to keep the Jack from springing to life. Third-hand plays the Spade Ten (retaining the Queen) at trick one. Later, the defense collects 4 tricks (three minor suit tops and the trump Queen). If Dummy's Spade Jack were allowed to live, Declarer would shed TWO Diamond losers on the Spades King AND Jack. Against suit contracts, Opening-leader never underleads an Ace.

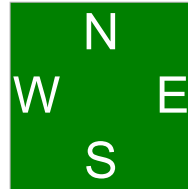
## Board 8

West Deals

None Vul

♠ 10 7  
♥ A K J  
♦ A Q 10 4  
♣ Q 10 8 4

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



♠ K 9 3 2  
♥ 9 7 2  
♦ 6 3 2  
♣ A 7 6

♠ Q 8 4  
♥ Q 6 3  
♦ K J 8 5  
♣ K J 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1 NT <sup>1</sup>	Pass	3 NT <sup>2</sup>
Pass	Pass	Pass	

1. Normal 1NT Opening

2. Normal Game Raise

### 3 NT by North

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. E	♠ 2	<u>4</u>	-	-

PPLCommentary: Third-hand has the Spade Ace and Jack. The Spade Ace is to be played on Dummy's Spade Queen to keep the Queen from springing to life. Third-hand plays the Spade Jack (retaining the Ace) at trick one. The Ace is preserved to guard against the Queen. Partner was leading from the King (reasonable, with an element of risk). By playing properly at trick one, Partner's lead is rewarded as the defense collects the first four tricks in Spades (and the Club Ace later).

If Declarer had been dealt the Spade King, the Jack at T1 is still best.