

**Board 1**  
**East Deals**  
**None Vul**

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

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



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

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

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

**4 ♥ by North**

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

Third-hand discourages with the Club Three. Opening-leader switches to a Spade.

Opening-leader leads the Club Ace. Partner follows with a low club (no Club Queen, no useful Club doubleton). Opening-leader switches to a Spade (Diamonds look too scary); and (if partner switches back to Clubs!) soon collects the Club King and Jack.

**Board 2**  
**South Deals**  
**None Vul**

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

♠ A K J 9 6  
 ♥ A 6  
 ♦ A 9 6 2  
 ♣ J 5



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

♠ 5  
 ♥ K J 10 7 4  
 ♦ 5 4 3  
 ♣ 10 7 6 3

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

**4 ♠ by West**

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

Key Play: Third-hand discourages with the Club Three. Opening-leader switches to a Heart.

Opening-leader leads the Club Ace. Partner discourages. A Heart is the only other trick source. Opening-leader switches to a Heart. This builds a Heart trick in time (before the Club Queen becomes a trick for Declarer).

**Board 3**  
**East Deals**  
**None Vul**

♠ K 6 4 3  
 ♥ Q J 10  
 ♦ Q 10 5  
 ♣ K 7 3

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



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

♠ A Q J 8 2  
 ♥ A K 9 2  
 ♦ 8  
 ♣ 8 4 2

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

**4 ♠ by South**

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. W	♦ A	5	2	8
2. W	♣ 10	3	5	-

Key Play: Third-hand discourages with the Diamond Two. Opening-leader switches to the Club Ten. A Club is the only other potential trick source. Opening-leader switches to a top-of-sequence Club Ten (the Club Six would not trap Dummy's Club King). This collects Club tricks in time (before Declarer discards a Club).

**Board 4**  
**North Deals**  
**None Vul**

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

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



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

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

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

**4 ♥ by East**

Lead: ♦ A  
 Key Play: Third-hand encourages with the Diamond Nine. Opening-leader continues the suit.

If the defenders do not cash three Diamond tricks quickly, declarer will discard a Diamond loser on a high Spade.

**Board 5**  
**West Deals**  
**None Vul**

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

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



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

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

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

**4 ♥ by North**

**Lead: ♦ A**

Key Play: Third-hand encourages with the Diamond Nine. Opening-continues the suit. Third-hand trumps the third round.

Sometimes the defenders have to think very carefully to decide whether to encourage or discourage. Against a suit contract, when the opening lead is from Ace-King, Third-hand encourages with a doubleton if he wants to trump the third round.

**Board 6**  
**North Deals**  
**None Vul**

♠ A K 7 3  
 ♥ 6  
 ♦ Q 10 9 3  
 ♣ 9 7 4 3

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



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

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♥	Pass	1 ♣	Pass
Pass	Pass	4 ♥	Pass

**4 ♥ by West**

**Lead: ♠ A**

Key Play: Third-hand discourages with the Spade Four. Opening-leader switches to a Diamond.

Third-hand does have a doubleton spade but should NOT ask partner to continue spades for a ruff. It is usually non-productive to trump with a natural trump winner holding (such as Q-T-5).

If Opening-leader does not find the Diamond switch at trick two, Declarer could build a Spade trick in time to discard a Diamond.

**Board 7**  
**West Deals**  
**None Vul**

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

♠ 8 5  
 ♥ Q 9 5 3  
 ♦ 8 4  
 ♣ A K 9 7 3



♠ J 4  
 ♥ J 8 7 2  
 ♦ K 10 6 5 2  
 ♣ 10 2

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

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

**4 ♠ by South**

**Lead: ♣ A**

Key Play: Third-hand encourages with the Club Ten. Opening-leader continues the suit.

Third-hand wants partner to continue leading clubs because he can overtrump dummy and should encourage.

**Board 8**  
**North Deals**  
**None Vul**

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

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



♠ A Q J 10 9 3  
 ♥ Q J 10 5  
 ♦ K J  
 ♣ 6

♠ K 2  
 ♥ A K 7 6 2  
 ♦ 9 8 7  
 ♣ 8 7 2

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

**4 ♠ by East**

**Lead: ♥ A**

Key Play: Third-hand discourages with the Heart Three. Opening-leader switches to a Diamond.

Third-hand must discourage the heart lead. Yes, he does have a doubleton but he cannot overtrump even dummy's lowest spade. If Opening-leader does not find the Diamond switch at trick two, Declarer could use Club tricks to discard two Diamonds.