

Board 1
East Deals
N-S Vul

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



♠ 10 9 8 6 3
♥ 9 5
♦ A 8 4
♣ 9 7 4

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

3 NT by East

Lead: ♠ 10

North's first discard is a low Heart showing disinterest in Hearts. When South wins the Diamond Ace, he considers the previous play and signalling from North. Dummy's Diamonds are established for many tricks - the Defense must hurry to beat the contract. Spades look hopeless. North has expressed disinterest in Hearts. North's strength must be in Clubs. South switches to a Club and North's Clubs are just good enough to beat 3NT.

You may "Replay the Deal" without the Club play.

A Club lead from South is required to beat the contract. Without it, Declarer enjoys five Diamond tricks and makes Five Notrump.

Board 3
West Deals
Both Vul

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



♠ 10 8 4
♥ A 9 7 6 4 2
♦ 10 9 8 7
♣ —

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

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>J</u>

North knows where the high Spades are and should not lead another Spade when he wins the Club Ace. This would needlessly make Declarer's Spade King good. It would be much better to have South lead a Spade THROUGH that King.

South has a chance to signal on Clubs. South discards the Heart Nine to show an entry in Hearts - North switches to the Heart Eight. (The Eight suggest that North's Hearts are not strong.) South wins the Heart Ace and returns a spade to defeat 3NT.

Sometimes Opening-leader cannot afford to continue his own suit.

Board 2
South Deals
Both Vul

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



♠ 5 3
♥ 10 6 4
♦ Q 9 3
♣ A J 10 7 3

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

4 ♠ by North

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. E	♥ 5	4	<u>K</u>	8
2. W	♥ A	Q	♦ 10!	-

West cashes Hearts and has to decide what to do next. two choices:
- Continue with a third Heart at trick three, hoping that East can productively over-ruff Declarer, OR

- switch to Diamonds, hoping to build a Diamond trick (before Declarer can use the scary-looking Club suit)

East discards a high Diamond at trick two to signal for a Diamond play. A Diamond lead at trick three is required to beat the contract. "Replay the Deal" without the trick three Diamond switch - Watch the Diamond winner disappear.

Board 4
North Deals
Both Vul

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



♠ K J 10 9 8 7
♥ A 4
♦ A Q
♣ 10 8 5

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


4 ♠ by South

Lead: ♥ K

West wins the Spade Ace and cashes any remaining high Heart winner. As West is now out of Hearts, he must switch. The fate of the contract hinges on whether West disastrously leads a Diamond from his King. As long as West avoids leading Diamonds, 4S should go down one. The contract will make if West leads a Diamond.

East helps his Partner. Having no Spades, East has a chance to discard a meaningful signal card - a LOW Diamond saying, "I have nothing in Diamonds". A Heart or Club discard will likely not be clear to West - "Replay the Deal" to see!

Board 5
East Deals
Both Vul

<p>♠ K Q 10 9 2 ♥ J 6 2 ♦ 9 7 5 ♣ 8 2</p>		<p>♠ A J 7 ♥ A 8 3 ♦ A K Q 2 ♣ J 10 4</p>	<p>♠ 3 ♥ Q 9 7 ♦ J 8 6 3 ♣ A 9 7 6 3</p>
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West	North	East	South
		1 ♦	Pass
1 ♠	Pass	2 NT	Pass
3 ♠	Pass	4 ♠	Pass
Pass	Pass		

4 ♠ by West


Lead: ♣ K

Diamonds don't split favorably for Declarer, but South might make a bad discard to give away the contract. East has four Diamonds and that little Diamond Two will become good if South discards a Diamond. Dummy has four Diamonds, so South must keep four Diamonds.

The Defenders must guard Dummy's (and, requiring more imagination, Declarer's) long suits.

When the long threat suit (here, Diamonds) is on view in Dummy, we generally keep the same length (often referred to as "parity") as Dummy's threat suit.

Board 7
West Deals
None Vul

<p>♠ 8 5 4 ♥ K 6 5 ♦ A Q J 7 ♣ K 6 3</p>		<p>♠ K 7 6 ♥ A Q 7 4 ♦ K 9 4 ♣ Q J 2</p>	<p>♠ A Q J 10 3 ♥ J 10 ♦ 10 8 6 3 ♣ A 8</p>
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West	North	East	South
1 ♦	Pass	1 ♥	1 ♠
Pass	Pass	3 NT	Pass
Pass	Pass		

3 NT by East


Lead: ♠ Q

South follows four times to Diamonds and, happily, does not have to discard. But poor North must find two safe discards on the Diamonds. Dummy has no other four-card suit to guard. But, Declarer might have four Clubs or four Hearts. In this layout, North must, indeed, protect Hearts.

How does North know this when the Heart suit is hidden in Declarer's hand. North REMEMBERS THE BIDDING. North bid "One Heart" and must have at least four of them. As long as North retains four Hearts, 3NT cannot make.

Good Defenders remember and use the bidding during the defense.

Board 6
South Deals
E-W Vul

<p>♠ Q 10 8 6 2 ♥ J 6 ♦ 10 6 4 ♣ 10 8 5</p>		<p>♠ A 9 4 ♥ 10 9 7 2 ♦ 9 3 2 ♣ A Q 3</p>	<p>♠ K J ♥ Q 4 3 ♦ A K 8 7 ♣ J 7 6 2</p>
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West	North	East	South
			1 ♦
Pass	1 ♥	Pass	1 NT
Pass	3 NT	Pass	Pass
Pass			

3 NT by South


Trick	Lead	2nd	3rd	4th
1. W	♠ 6	3	<u>A</u>	J

East has to make one discard on Diamonds. It had better not be a Heart or 3NT will make even though hearts didn't split 3-3. East should realize that he must hold all four Hearts because the dummy has four Hearts. East should maintain parity with the dummy.

The Defenders must guard Dummy's long suit. It is also often useful to keep a card in Partner's suit to access his winners.

Tip: When West leads the (fourth best) Spade Six and then next plays the Spade Two, East determines that West started with FIVE Spades.

Board 8
North Deals
E-W Vul

<p>♠ A 9 8 2 ♥ 6 5 3 2 ♦ 9 6 5 2 ♣ 5</p>		<p>♠ Q J 4 ♥ K Q 10 8 4 ♦ Q J 4 ♣ 6 3</p>	<p>♠ 10 6 5 ♥ J 9 ♦ 10 8 7 ♣ K 10 9 8 7</p>
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West	North	East	South
	2 ♣	Pass	2 ♦
Pass	2 NT	Pass	3 NT
Pass	Pass	Pass	

3 NT by North

Lead: ♥ K

Both Defenders will have to find several discards on the Clubs. East has a dilemma. He hopes to get the lead in time to run Hearts and wants to keep all of his Heart winners. But East cannot do that and also keep both Spades and Diamonds. East will need to abandon either Spades or Diamonds - West will need to help by guarding either Spades or Diamonds.

How will East determine the right discard? West should help and help early. West should tell his partner not to worry about spades by discarding a high Spade - the Spade Nine. East can safely abandon Spades, crucially guarding the Diamond suit.