

Lead: ◆ Q (top of a sequence)

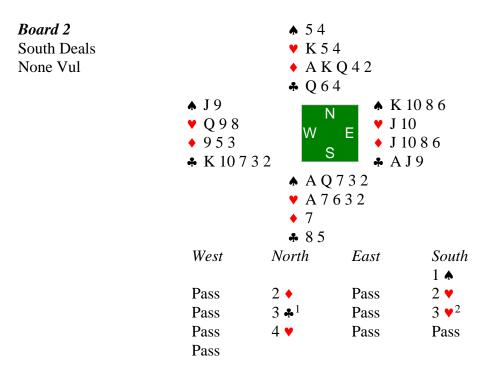
1:4SF

2. First priority is to raise partners first suit (hearts) with 3 card support.

Play:

West overtakes East's \bullet Q and leads back the \bullet Q (top of a sequence, best defence) which declarer wins in dummy. Declarer plans to ruff the \bullet 8 but can afford to draw two rounds of trumps so finesses her \forall J,losing to West. West leads back a spade which declarer wins in hand and now takes he diamond ruff and then finesses the \forall 10, which succeeds. Now declarer draws the last trump (\forall Q), takes her winning \bullet K and plays three rounds of clubs starting by leading \bullet Q. West wins the fourth round of clubs but then declarer wins the last two tricks with her remaining trumps. 11 tricks made.

Without 4SF South would probably have bid 3 NT with her ◆ K stopper but the contract would fail on a diamond lead, once the opponents get in with a heart winner and run the diamonds.

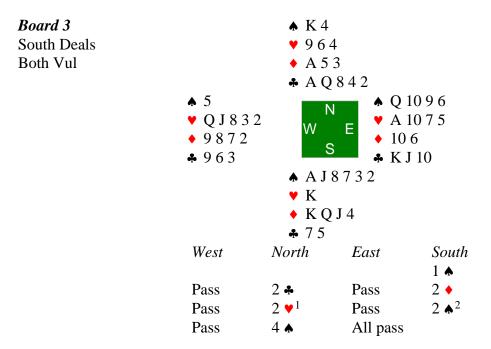


Lead: • 3 (4th highest in the 4th suit, best defence)

- 1: 4SF
- 2: Showing a fifth heart.

Play:

East wins with the \clubsuit J and leads back \clubsuit A and a third club, which declarer ruffs. Declarer then finesses the \spadesuit Q, which wins the trick. Declarer draws two rounds of trumps, relieved to see that trumps have split 3-2, and, leaving the master \blacktriangledown Q out, plays on diamonds. West will win her \blacktriangledown Q but then declarer can clean up with two more diamond tricks and two trump tricks.

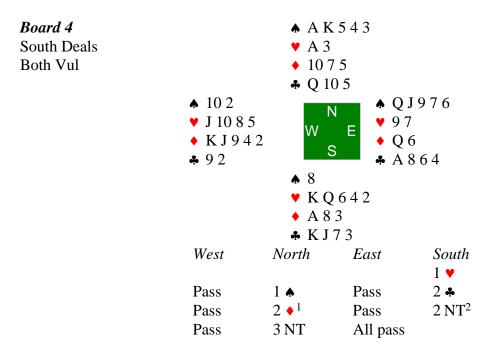


Lead: ♥ Q (Leading the 4th suit, top of a 2+ card sequence)

- 1: 4SFG
- 2. Prioritising showing a 6th spade

Play:

Est overtakes West's ♥ Q and returns a heart, expecting it to lose but it's a safe play, not giving anything away. Declarer ruffs and draws trumps by leading to the King, and then finessing the ♣ J. When West shows out declarer plays a third round of trumps. leaving the ♠ Q out. and plays on diamonds. East ruffs with the ♠ Q and leads back a heart (safe play) which declarer ruffs and continues with diamonds, leaving the ♣ Q finesse (for the overtrick) to the end. The finesse fails, but 10 tricks made.



Lead: ◆ 4 (Leading the 4th suit, 4th highest)

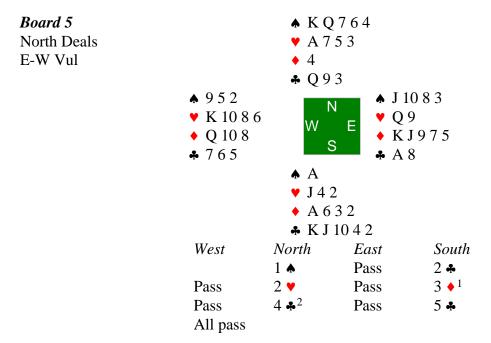
1: 4SFG

2. showing 12-15 HCP, a diamond stopper and no 3 card spade support. With 16+ HCP South would have jumped to 3 NT, which would alert a stronger North to a possible slam.

Play:

The diamond lead is a worry as declarer has only one stopper. Declarer can count 6 top tricks (2 spades, 3 hearts and 1 diamond. Thee are three more tricks available in clubs once the • A is driven out. If diamonds split 4-3 then the defence will take only three diamond tricks and the • A, but if they split 5-2 declarer will have to hope that East has the • A and will be out of diamonds by the time he gets in.

Declarer ducks the first two rounds of diamonds and wins the third round. Declarer then plays on clubs. East wins but has no diamonds left so has to give the lead back to declarer, who can now take her club winners. 10 tricks made.



Lead: • 5

West has been listening to the bidding (see below) and realises that North has a singleton or void in diamonds and will want to ruff diamonds.

Auction:

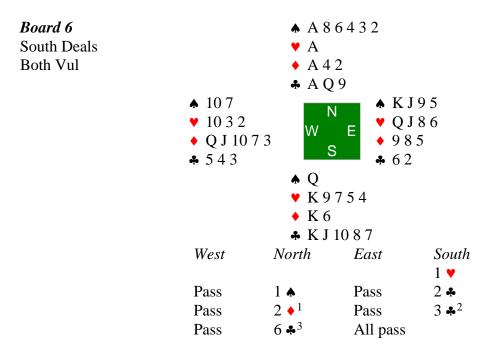
- 1: 4SFG
- 2. No diamond stoppers for No Trumps, and showing 5 spades, 4 hearts and 3 clubs

Play:

East wins the club at trick 1 and leads back a second club to cut down declarer's ruffing opportunities. Declarer can count 4 top clubs, 3 top spades, the ♥ A and ♦ A, and will get a 10th trick from a diamond ruff. the only possibility for the 11th trick is by establishing a 4th spade trick by ruffing spades, provided the missing spades split 4-3.

Declarer wins the second trick with dummy's \clubsuit 4 and leads low to the \spadesuit A. Declarer plays her \spadesuit A and then ruffs a diamond with the \clubsuit Q. Declarer then ruffs a spade and draws the last trump before crossing to dummy with the \heartsuit A and leading the \spadesuit K, hoping that the missing spades split 2-1. When they do dummy's last spade is the 10th winner. The defence will make just one more heart trick.

Note that 3 NT will fail on a diamond lead.

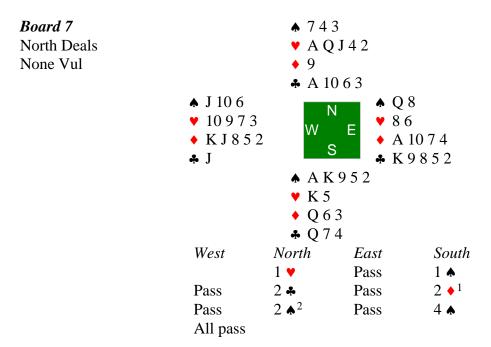


Lead: ◆ Q (the fourth suit, top of a sequence.

- 1: 4SFG
- 2. South must not make the mistake of leaping to 3 NT just because of her diamond stopper. She should bid out her shape she can always bid No Trumps later. South's 2 & bid showed 5 hearts and 4 clubs, and now she can show her 5th club.
- 3. If North had no ambitions above game she would bid 3 NT rather than 5 ♣, but with 18 HCP opposite an opening hand, an 8 card club fit, four aces, a singleton ♥ A and a golden ♣ Q in partner's suit, North is going for a slam. North bids 6 ♣!!

Play:

East wins the lead and can win all 13 tricks by cross ruffing in spades and hearts, thanks to having all eight top clubs, which will win separately. A further 5 tricks will come from top diamonds (2), hearts (2) and spades (1)

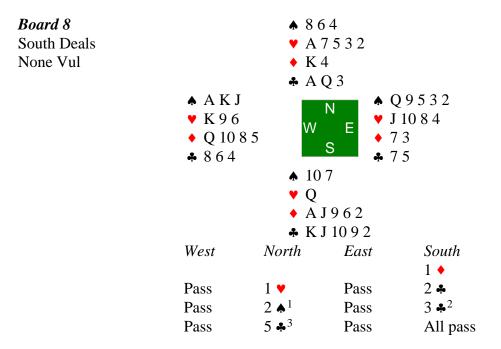


Lead: 4 J (singleton)

- 1: 4SFG
- 2. the No 1 priority, 3 card support for partner's first suit

Play:

The club lead looks suspiciously like a singleton (it's not top of a sequence since declarer has the • Q) so declarer wins with her • A and draws two rounds of trumps, leaving the master • J out. Declarer runs the hearts, happy for the defence to ruff, and can then lose a diamond, ruff a diamond in dummy, take the remaining heart winners and her three remaining trumps in hand. 11 tricks made (5 tricks in spades, 5 in hearts including a ruff, and the • A.)



Lead: ♠ A (A from AK is the best lead of all)

- 1: 4SFG
- 2: A 5th club
- 3: Now North knows that there is an 8 card fit in clubs and South has only 3 cards (at most) in the majors so 3 NT looks a tall order. Unfashionable as it is, North bids 5 ...

Play:

The defence take the first two spade tricks and play a third round of spades, which declarer ruffs. Declarer needs all the remaining tricks. She can count four more top clubs, one top heart trick and two top diamond tricks, that's eight tricks and they will all have to come from diamonds. Provided that diamonds split no worse than 4-2 and clubs split 3-2, declarer can win with the ◆ A and ◆ K, and then ruff diamonds twice, establishing declarer's fifth diamon as a winner.