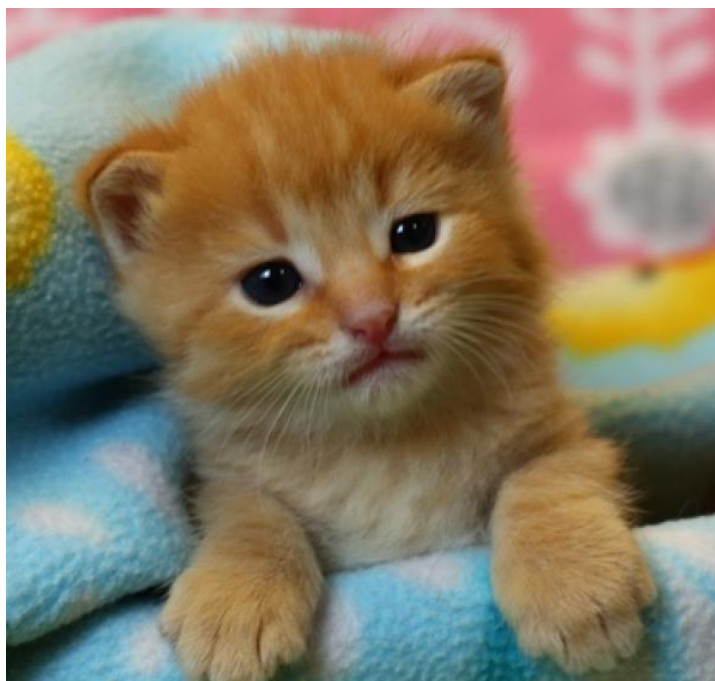


MORRINSVILLE BRIDGE CLUB - **CARD PLAY 101**

A series of elementary card play tuition sessions at Morrinsville

How to identify and counter.....

The Dangerous Opponent



How to minimise the impact of ONE dangerous opponent

Contents:

- Page 2: Notes to be handed out (and talked about) at the start of the session (red numbers refer to the board which demonstrates this point)
- Pages 3-5 Travellers to go with the boards (a set of 9).
Place these on top of the board with the bottom folded up so only the bidding can be seen.
Play the hand then open up the travellers and discuss the comments there
- Pages 6-8 Hand records with expanded comments to be handed out at the end

CARD PLAY 101 – THE DANGER HAND

WHEN ONE OPPONENT IS DANGEROUS:

The most common situations where (only) *one* opponent is **dangerous** are:

[a] (in notrumps) she has **too many winners** in a suit you don't have any cards in, ③ ⑤ ⑥ ⑧ or

[b] she can **lead through** a King + small card(s) where partner has or might have A Q ④ ⑨

[less common ones include] (in a trump suit) she can lead a suit for her **partner to trump**. ②

How to render one opponent safe:

In [a] to [c] North leads a heart in notrumps

[a] West: ♥ A 6 4 East: ♥ 9 2 ③

Duck the first two rounds. If North started with five hearts South will have none left and be safe

[b] West: ♥ K 6 4 East: ♥ Q 2 ⑥

Play ♥Q on the first lead (an important exception to the "second hand low" guideline).

One can be made safe depending on the outcome.

If ♥Q wins North will be safe.

If South plays ♥A, don't play ♥K until the third round and South will be safe as in [a] above.

[c] West: ♥ A J 5 East: ♥ 9 4 ①

With this holding you have a complete control.

You can render **North** safe by playing ♥A first

Or you can render **South** safe by holding up the ♥A until the third round.

One opponent might become dangerous later on:

An important situation is when an opponent is not dangerous **yet** but **will be later on**.

[d] West: ♠ 6 4 3 2 East: ♠ A K ⑤

If North has led from a 5-card spade suit she will be dangerous *after two rounds* but South will be safe.

If you need to risk losing the lead *twice* arrange to lose to North *before she becomes dangerous*.

HOW YOU MIGHT BE ABLE TO AVOID LOSING TO DANGEROUS OPPONENT:

Finesse Options:

Often you can take a finesse which will set up the tricks you need even if it loses.

You may be able to plan so you lose (if at all) only to the safe opponent.

A two-way finesse: for example

West: ♦ K 9 8 2 East: ♦ A J 10 7 3 ⑦

If neither is dangerous playing ♦AK is usually best

but If North is dangerous finesse the ♦J

or If South is dangerous finesse the ♦9

A choice of finesses: for example

West: ♥ J 5 3 East: ♥ A K 10 2 ⑧
♦ A K 10 2 ♦ J 5 3

If North is dangerous finesse the ♥10

If South is dangerous finesse the ♦10

Deep loser(s) in the critical suit: for example

West: ♦ J 9 7 5 3 East: ♦ A 8 6 4 2 ⑥

Lead ♦3 and choose to lose either 1st or 2nd round

If North is dangerous:

If North plays ♦10, *duck!* South will have to take that trick off his partner

If North plays ♦K or ♦Q win with ♦A and lead another diamond and hope South wins that trick.

If South is dangerous:

If North plays ♦K, *duck it!* so South can never get the lead

Another example:

West: ♦ A 9 5 4 3 East: ♦ K 6 2 ④

Lead small (from either hand) and if the lowest card is played by the danger hand next, **or**, if the highest card is played from the safe hand, **duck**.

Otherwise win that trick and lead small again.

And if that brings no joy lead the third round and *pray* that the safe hand has the remaining card.

Board 1 Dealer N Vul none

N E S W

1NT p 3NT all pass

Choose which opponent to make safe

Recommended opening lead: ♥7

With ♥AJ5 North can win the heart lead at once making East safe **or** hold up twice making West safe.

As the diamond finesse will lose to East (if at all) North wins ♥A first and leads to ♣A and leads ♦Q for a finesse.

1	♠ K64	Dir: N					
	♥ AJ5	Vul: None					
	♦ AJT64						
	♣ 52						
♠ J975	♠ QT2						
♥ K62	♥ QT873						
♦ 82	♦ K9						
♣ J973	♣ QT8						
13	♠ A83						
5	♥ 94						
	♦ Q753						
13	♣ AK64						
		♣♦♥♠NT					
		N	2	4	1	2	3
		S	2	4	1	2	2
		E	-	-	-	-	-
		W	-	-	-	-	-

Board 2 Dealer E Vul NS

E S W N

1♠ p 4♠ p

6♠ all pass

One opponent might trump a trick of yours

Recommended opening lead: ♦2

The ♦2 lead is likely to be a singleton so East must not risk the trump finesse. That would have South trumping a diamond return. East must play ♠A and another spade.

2		♠ K6	Dir: E																
		♥ K8652	Vul: N-S																
		♦ T85																	
		♣ Q63																	
♠ A752		♠ QJT93																	
♥ QT4		♥ A																	
♦ KQ973		♦ AJ64																	
♣ 7		♣ AK5																	
8		♠ 84	<table><tr><td></td><td>♣♦♥♠NT</td><td></td></tr><tr><td>N</td><td>- - 1 - -</td><td></td></tr><tr><td>S</td><td>- - 1 - -</td><td></td></tr><tr><td>E</td><td>1 6 - 6 5</td><td></td></tr><tr><td>W</td><td>1 6 - 6 5</td><td></td></tr></table>			♣♦♥♠NT		N	- - 1 - -		S	- - 1 - -		E	1 6 - 6 5		W	1 6 - 6 5	
	♣♦♥♠NT																		
N	- - 1 - -																		
S	- - 1 - -																		
E	1 6 - 6 5																		
W	1 6 - 6 5																		
11	19	♥ J973																	
		♦ 2																	
2		♣ JT9842																	

Board 3 Dealer S Vul EW

S W N E

1NT p 3NT all pass

Hold up and choose finesse to safe opponent

Recommended opening lead: ♥7

South can set up nine tricks by losing one minor suit trick. But if West gets the lead she can make four heart tricks.

So South wins the **third** heart and finesses clubs.

That can only lose to East who now has no hearts

3	♠ AQJ	Dir: S																														
	♥ 92	Vul: E-W																														
	♦ 984																															
	♣ AQJT3																															
♠ 973	♠ T8642																															
♥ KJ875	♥ QT3																															
♦ K6	♦ 752																															
♣ 752	♣ K6																															
14	♠ K5	<table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td>N</td><td>4</td><td>4</td><td>-</td><td>1</td><td>3</td></tr><tr><td>S</td><td>4</td><td>4</td><td>-</td><td>1</td><td>3</td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table>		♣	♦	♥	♠	NT	N	4	4	-	1	3	S	4	4	-	1	3	E	-	-	-	-	-	W	-	-	-	-	-
	♣		♦	♥	♠	NT																										
N	4		4	-	1	3																										
S	4		4	-	1	3																										
E	-		-	-	-	-																										
W	-	-	-	-	-																											
7	5	♥ A64																														
		♦ AQJT3																														
14		♣ 984																														

Board 4 Dealer W Vul all

W	N	E	S
1♥	p	p	2♦

all pass

Play trump suit to avoid lead through King

Recommended opening lead: ♣A

South must draw trumps without letting East lead a heart through ♥K82.

To do this lead ♦3 and duck if West plays ♦Q. Otherwise win ♦K; return ♦2 and duck if East plays the lowest one.

4		♠ QJ72	Dir: W																															
		♥ 753	Vul: Both																															
		♦ K62																																
		♣ JT5																																
♠ T864		♠ 93																																
♥ AQ64		♥ JT9																																
♦ JT		♦ Q87																																
♣ AKQ		♣ 98732																																
7	♠ AK5	<table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td>N</td><td>-</td><td>1</td><td>-</td><td>1</td><td>-</td></tr><tr><td>S</td><td>-</td><td>2</td><td>-</td><td>2</td><td>1</td></tr><tr><td>E</td><td>3</td><td>-</td><td>1</td><td>-</td><td>-</td></tr><tr><td>W</td><td>3</td><td>-</td><td>1</td><td>-</td><td>-</td></tr></table>				♣	♦	♥	♠	NT	N	-	1	-	1	-	S	-	2	-	2	1	E	3	-	1	-	-	W	3	-	1	-	-
	♣				♦	♥	♠	NT																										
N	-				1	-	1	-																										
S	-				2	-	2	1																										
E	3	-	1	-	-																													
W	3	-	1	-	-																													
	♥ K82																																	
18	♦ A9543																																	
14	♣ 64																																	

Board 5 Dealer N Vul NS

N	E	S	W
1NT	p	3NT	all pass

Lose first to opponent who will be dangerous later

Recommended opening lead: ♠Q

East will be dangerous but only after ♠AK are both gone.

North needs tricks in both red suits so finesses **hearts** first so as to lose to East before she becomes dangerous.

West can win a diamond only when he has no more spades.

5	♠ 6432	Dir: N																														
	♥ AJT5	Vul: N-S																														
	♦ Q93																															
	♣ AQ																															
♠ 87	♠ QJT95																															
♥ 862	♥ K74																															
♦ K764	♦ 82																															
♣ J832	♣ K75																															
13	♠ AK	<table><tr><td></td><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>NT</td></tr><tr><td>N</td><td>2</td><td>3</td><td>4</td><td>2</td><td>3</td></tr><tr><td>S</td><td>2</td><td>3</td><td>4</td><td>1</td><td>3</td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table>		♠	♦	♥	♣	NT	N	2	3	4	2	3	S	2	3	4	1	3	E	-	-	-	-	-	W	-	-	-	-	-
	♠		♦	♥	♣	NT																										
N	2		3	4	2	3																										
S	2		3	4	1	3																										
E	-		-	-	-	-																										
W	-	-	-	-	-																											
4	♥ Q93																															
14	♦ AJT5																															
	♣ T964																															

Board 6 Dealer E Vul EW

E	S	W	N
2♠	p	p	2NT

all pass

Hold up; lose to opponent with no long-suit winners

Recommended opening lead: ♠J

Who is dangerous depends on what happens to the ♠Q.

West plays ♠A so will be safe when North ducks twice.

North leads ♦3; and ducks East's ♦10; West must win.

T	6		♠ K53	Dir: E																															
			♥ AK5	Vul: E-W																															
			♦ J9753																																
			♣ A7																																
	♠ A72		♠ JT9864																																
	♥ QJ9		♥ T63																																
	♦ Q		♦ KT																																
	♣ JT9842		♣ K6																																
	15		♠ Q																																
	10		♥ 8742																																
8		♦ A8642																																	
		♣ Q53																																	
		<table><tr><td></td><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>NT</td></tr><tr><td>N</td><td>-</td><td>4</td><td>3</td><td>-</td><td>2</td></tr><tr><td>S</td><td>-</td><td>4</td><td>3</td><td>-</td><td>2</td></tr><tr><td>E</td><td>1</td><td>-</td><td>-</td><td>2</td><td>-</td></tr><tr><td>W</td><td>1</td><td>-</td><td>-</td><td>2</td><td>-</td></tr></table>					♠	♦	♥	♣	NT	N	-	4	3	-	2	S	-	4	3	-	2	E	1	-	-	2	-	W	1	-	-	2	-
	♠	♦	♥	♣	NT																														
N	-	4	3	-	2																														
S	-	4	3	-	2																														
E	1	-	-	2	-																														
W	1	-	-	2	-																														

Board 7 Dealer S Vul all

S	W	N	E
2♠	p	p	3♦
all pass			

Keep the opponent who can cash winners off lead

Recommended opening lead: ♠K

South is dangerous because she can cash two spades.

East must keep South off lead by finessing ♦9. After drawing trumps one of West's spades can be discarded on a top club and the third spade trumped.

7	♠ A	Dir: S
	♥ K8642	Vul: Both
	♦ 5	
	♣ T87532	
♠ 973	♠ 852	
♥ AQT7	♥ 93	
♦ K982	♦ AJT73	
♣ 96	♣ AKQ	
7	♠ KQJT64	
9	♥ J5	
14	♦ Q64	
10	♣ J4	

	♠	♦	♥	♣	NT
N	-	-	-	1	-
S	-	-	-	1	-
E	1	5	2	-	4
W	2	5	2	-	4

Board 8 Dealer W Vul none

W	N	E	S
1NT	p	2♣	p
2♦	p	3NT	all pass

Choice of finesses; take safe one

Recommended opening lead: ♠4

Declarer can get 9 tricks after losing to one red-suit Queen.

As North is dangerous after three rounds of spades West must finesse **hearts**. South wins but has no spade to lead

8	♠ K9642	Dir: W																														
	♥ 64	Vul: None																														
	♦ Q74																															
	♣ J82																															
♠ QT7	♠ J85																															
♥ J53	♥ AKT2																															
♦ AKT2	♦ J53																															
♣ A64	♣ KQ5																															
6	♠ A3	<table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>E</td><td>2</td><td>2</td><td>2</td><td>2</td><td>3</td></tr><tr><td>W</td><td>2</td><td>2</td><td>2</td><td>2</td><td>3</td></tr></table>		♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	2	2	2	2	3	W	2	2	2	2	3
	♣		♦	♥	♠	NT																										
N	-		-	-	-	-																										
S	-		-	-	-	-																										
E	2	2	2	2	3																											
W	2	2	2	2	3																											
14	♥ Q987																															
	♦ 986																															
6	♣ T973																															

Board 9 Dealer N Vul EW

N	E	S	W
2♦	2♠	3♦	all pass

Play trump suit to avoid lead through King

Recommended opening lead: ♥A

West is dangerous as she can lead through North's ♠K5.

North leads to ♦A, then ♦J, playing low. Only East can win and in that case North's ♠K is safe from being led through.

Declarer can then draw all the trumps then run the clubs.

9	♠ K5	Dir: N																														
	♥ 64	Vul: E-W																														
	♦ KT8642																															
	♣ QJ5																															
♠ 832	♠ AQT964																															
♥ JT932	♥ AKQ																															
♦ Q95	♦ 73																															
♣ 96	♣ T4																															
9	♠ J7	<table><tr><td></td><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>NT</td></tr><tr><td>N</td><td>4</td><td>4</td><td>-</td><td>-</td><td>3</td></tr><tr><td>S</td><td>3</td><td>3</td><td>-</td><td>-</td><td>-</td></tr><tr><td>E</td><td>-</td><td>-</td><td>1</td><td>2</td><td>-</td></tr><tr><td>W</td><td>-</td><td>-</td><td>1</td><td>2</td><td>-</td></tr></table>		♠	♦	♥	♣	NT	N	4	4	-	-	3	S	3	3	-	-	-	E	-	-	1	2	-	W	-	-	1	2	-
	♠		♦	♥	♣	NT																										
N	4		4	-	-	3																										
S	3		3	-	-	-																										
E	-	-	1	2	-																											
W	-	-	1	2	-																											
3	♥ 875																															
	♦ AJ																															
13	♣ AK8732																															

Board 1 Dealer N Vul none

N E S W

1NT p 3NT all pass

Choose which opponent to make safe

Recommended opening lead: ♥7

With ♥AJ5 North can choose to render either opponent safe.

To win the heart lead at once makes East safe because North plays last with ♥J5 on a lead from East.

Alternatively to hold up until the third round makes West safe.

As the diamond finesse will lose to East (if at all) North takes the first option and leads to ♣A and leads ♦Q playing low if West plays low.

1		♠ K64 ♥ AJ5 ♦ AJT64 ♣ 52	Dir: N Vul: None
♠ J975 ♥ K62 ♦ 82 ♣ J973	♠ QT2 ♥ QT873 ♦ K9 ♣ QT8	♠ A83 ♥ 94 ♦ Q753 ♣ AK64	♠ ♣ ♥ ♦ NT N 2 4 1 2 3 S 2 4 1 2 2 E - - - - - W - - - - -
13 5 13	9		

Board 2 Dealer E Vul NS

E S W N

1♠ p 4♠ p

6♠ all pass

One opponent might trump a trick of yours

Recommended opening lead: ♦2

Declarer has so many diamonds the ♦2 lead is likely to be a singleton.

So North dangerous as she can return a diamond for South to trump.

East must avoid the trump finesse and play ♠A and another spade. The hand opposite ♠K won't have any trumps left after two rounds.

2		♠ K6 ♥ K8652 ♦ T85 ♣ Q63	Dir: E Vul: N-S
♠ A752 ♥ QT4 ♦ KQ973 ♣ 7	♠ QJT93 ♥ A ♦ AJ64 ♣ AK5	♠ 84 ♥ J973 ♦ 2 ♣ JT9842	♠ ♣ ♥ ♦ NT N - - 1 - - S - - 1 - - E 1 6 - 6 5 W 1 6 - 6 5
8 11 2	19		

Board 3 Dealer S Vul EW

S W N E

1NT p 3NT all pass

Hold up and choose finesse to safe opponent

Recommended opening lead: ♥7

South can set up nine tricks after losing one minor suit trick. But West might make four heart tricks first.

South prevents that by winning the **third** heart. East is now safe as he has no more hearts.

Declarer can finesse clubs which will lose (if at all) only to East.

3		♠ AQJ ♥ 92 ♦ 984 ♣ AQJT3	Dir: S Vul: E-W
♠ 973 ♥ KJ875 ♦ K6 ♣ 752	♠ T8642 ♥ QT3 ♦ 752 ♣ K6	♠ K5 ♥ A64 ♦ AQJT3 ♣ 984	♠ ♣ ♥ ♦ NT N 4 4 - 1 3 S 4 4 - 1 3 E - - - - - W - - - - -
14 7 14	5		

Card Play 101 - Danger hand

Board 4 Dealer W Vul all
W N E S
1♥ p p 2♦
all pass

Play trump suit to avoid lead through King

Recommended opening lead: ♣A

South must draw trumps without letting East lead a heart through ♥K82.

He leads ♦3 and if West (who is safe) plays ♦Q let him win that trick.

Otherwise win ♦K and return ♦2 and if East plays the lowest one duck that and West must overtake it.

Printed by DealMaster Pro

4	♠ QJ72	Dir: W			
	♥ 753	Vul: Both			
	♦ K62				
	♣ JT5				
♠ T864	♠ 93				
♥ AQ64	♥ JT9				
♦ JT	♦ Q87				
♣ AKQ	♣ 98732				
7	♠ AK5	♠	♥	♣	NT
16	♥ K82	N	- 1	- 1	-
14	♦ A9543	S	- 2	- 2	1
	♣ 64	E	3	- 1	-
		W	3	- 1	-

Board 5 Dealer N Vul NS
N E S W
1NT p 3NT all pass

Lose first to opponent who will be dangerous later

Recommended opening lead: ♠Q

East will be dangerous but only after ♠AK are both gone.

North needs tricks in both red suits so finesses **hearts** first so as to lose to East before she becomes dangerous.

After the second top spade has gone declarer can safely let West win with a diamond because he now has no more spades.

5	♠ 6432	Dir: N																														
	♥ AJT5	Vul: N-S																														
	♦ Q93																															
	♣ AQ																															
♠ 87	♠ QJT95																															
♥ 862	♥ K74																															
♦ K764	♦ 82																															
♣ J832	♣ K75																															
13	♠ AK	<table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td>N</td><td>2</td><td>3</td><td>4</td><td>2</td><td>3</td></tr><tr><td>S</td><td>2</td><td>3</td><td>4</td><td>1</td><td>3</td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table>		♣	♦	♥	♠	NT	N	2	3	4	2	3	S	2	3	4	1	3	E	-	-	-	-	-	W	-	-	-	-	-
	♣		♦	♥	♠	NT																										
N	2		3	4	2	3																										
S	2		3	4	1	3																										
E	-	-	-	-	-																											
W	-	-	-	-	-																											
4	♥ Q93																															
14	♦ AJT5																															
	♣ T964																															

Board 6 Dealer E Vul EW
E S W N
2♠ p p 2NT
all pass

Hold up; lose to opponent with no long-suit winners

Recommended opening lead: ♠J

Who is dangerous depends on what happens to the ♠Q.

Here West plays ♠A so he will be safe if North holds up his ♠Q twice.

North leads ♦3 and when East's ♦10 appears he ducks and West, the safe opponent, must win that trick.

T	6		♠ K53	Dir: E																															
			♥ AK5	Vul: E-W																															
			♦ J9753																																
			♣ A7																																
	♠ A72		♠ JT9864																																
	♥ QJ9		♥ T63																																
	♦ Q		♦ KT																																
	♣ JT9842		♣ K6																																
	15		♠ Q	<table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td>N</td><td>-</td><td>4</td><td>3</td><td>-</td><td>2</td></tr><tr><td>S</td><td>-</td><td>4</td><td>3</td><td>-</td><td>2</td></tr><tr><td>E</td><td>1</td><td>-</td><td>-</td><td>2</td><td>-</td></tr><tr><td>W</td><td>1</td><td>-</td><td>-</td><td>2</td><td>-</td></tr></table>			♣	♦	♥	♠	NT	N	-	4	3	-	2	S	-	4	3	-	2	E	1	-	-	2	-	W	1	-	-	2	-
		♣	♦			♥	♠	NT																											
N	-	4	3			-	2																												
S	-	4	3			-	2																												
E	1	-	-	2	-																														
W	1	-	-	2	-																														
10	7	♥ 8742																																	
		♦ A8642																																	
8		♣ Q53																																	

Board 7 Dealer S Vul all

S	W	N	E
2♠	p	p	3♦
all pass			

Keep the opponent who can cash winners off lead

Recommended opening lead: ♠K

The singleton ♠A blocks the suit but South becomes dangerous because she can cash two spades.

East must keep South off lead by drawing trumps finessing ♦9 on the second round.

After that one of West's spades can be discarded on a top club and the third spade trumped in dummy.

7	♠ A	Dir: S																														
	♥ K8642	Vul: Both																														
	♦ 5																															
	♣ T87532																															
♠ 973	♠ 852																															
♥ AQT7	♥ 93																															
♦ K982	♦ AJT73																															
♣ 96	♣ AKQ																															
7	♠ KQJT64	<table><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>E</td><td>1</td><td>5</td><td>2</td><td>-</td><td>4</td></tr><tr><td>W</td><td>2</td><td>5</td><td>2</td><td>-</td><td>4</td></tr></table>		♣	♦	♥	♠	NT	N	-	-	-	1	-	S	-	-	-	1	-	E	1	5	2	-	4	W	2	5	2	-	4
	♣		♦	♥	♠	NT																										
N	-		-	-	1	-																										
S	-		-	-	1	-																										
E	1	5	2	-	4																											
W	2	5	2	-	4																											
9	♥ J5																															
14	♦ Q64																															
10	♣ J4																															

Board 8 Dealer W Vul none

W	N	E	S
1NT	p	2♣	p
2♦	p	3NT	all pass

Choice of finesses; take safe one

Recommended opening lead: ♠4

Declarer has 8 sure tricks (including the spade) and either red-suit J 10 combination will provide the ninth.

As North is dangerous after three rounds of spades West must finesse **hearts**.

South wins but has no spade to lead

8	♠ K9642	Dir: W																														
	♥ 64	Vul: None																														
	♦ Q74																															
	♣ J82																															
♠ QT7	♠ J85																															
♥ J53	♥ AKT2																															
♦ AKT2	♦ J53																															
♣ A64	♣ KQ5																															
6	♠ A3	<table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>E</td><td>2</td><td>2</td><td>2</td><td>2</td><td>3</td></tr><tr><td>W</td><td>2</td><td>2</td><td>2</td><td>2</td><td>3</td></tr></table>		♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	2	2	2	2	3	W	2	2	2	2	3
	♣		♦	♥	♠	NT																										
N	-		-	-	-	-																										
S	-		-	-	-	-																										
E	2	2	2	2	3																											
W	2	2	2	2	3																											
14	♥ Q987																															
	♦ 986																															
6	♣ T973																															

Board 9 Dealer N Vul EW

N	E	S	W
2♦	2♠	3♦	all pass

Play trump suit to avoid lead through King

Recommended opening lead: ♥A

West is the dangerous opponent as she can lead through North's ♠K5.

North must play the trumps in a way which keeps West off lead.

That means leads ♦A, then ♦J, playing low unless West plays ♦Q. Only East can win that trick in which case the ♠K is guarded.

Declarer can then draw all the trumps then run the clubs.

9	♠ K5	Dir: N
	♥ 64	Vul: E-W
	♦ KT8642	
	♣ QJ5	
♠ 832	♠ AQT964	
♥ JT932	♥ AKQ	
♦ Q95	♦ 73	
♣ 96	♣ T4	
	♠ J7	
9	♥ 875	
3	♦ AJ	
13	♣ AK8732	

	♠	♦	♥	♣	NT
N	4	4	-	-	3
S	3	3	-	-	-
E	-	-	1	2	-
W	-	-	1	2	-