

# MORRINSVILLE BRIDGE CLUB - CARD PLAY 101

A series of elementary card play tuition sessions at Morrinsville

## Safety Plays

*"Expecting the Unexpected"  
and minimising the grief it may cause*



### 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

## SAFETY PLAYS:

A safety play is **an insurance against bad luck**.

Bad luck usually means adverse distribution; such as one opponent having a “stack” in your long suit, or a shortage so he might trump your trick(s)

A safety play might result in an “unnecessary” loss of a trick when the distribution is favourable but ensuring your contract gains in the long run.

*An overtrick gains 20 or 30 points*

*Going down in a part-score loses at least 120 points*

*Going down in a game loses at least 450 points*

## WHAT IF YOUR SUIT BREAKS BADLY?

Reference books are full of examples!! *Try two:*

[a] **You have 9 cards including A K Q 10 and 9** (missing the Jack).

You can't afford to lose any tricks in the suit.

For example: West: ♣ A 9 3 2 East: ♣ K Q 10 5 4

**First win in the hand with two top cards** ⑨ (East here). If both follow suit there is no problem.

Otherwise you can see who has the jack when one opponent discards and you only need to beat the other opponents card to win the trick.

This is a good one to commit to memory because it **always works** and **never costs a trick**.

[b] **You have 9 cards including A Q 10** all in the same hand (missing the King and Jack).

You can afford **one** loser in the suit **but not two**.

For example: West: ♥ 7 3 2 East: ♥ A Q 10 6 5 4

**First win with the ♥A**. ⑦ If the ♥K or ♥J appears on this trick you have no problem.

Otherwise cross to the West hand and lead towards ♥Q 10.

That works unless ♥K J and another are sitting over your ♥Q 10 (in which case nothing works ☹)

But by playing safe you have slightly less chance of winning **all** the tricks in the suit..

## OPPONENTS THREATEN TO TRUMP YOUR TRICK(S)

[c] Try to protect an honour from being trumped

Your hand: ♠ 5 Dummy: ♠ A 7 4 3 ⑤

♠K is led from a hand which had opened 4♠. *Play low*; save your ♠A until trumps have been drawn.

[d] Avoid a risky finesse if it is likely the card led is a singleton. For example: ♣2 led and you have:

Your hand: ♣ 7 3 Dummy: ♣ A Q 6 5 ③

Play ♣A. (if ♣K is “on side” your ♣Q can win later)

[e] The threat of dummy being overtrumped can sometimes be countered by discarding a loser instead. For example (diamonds is trumps) ②

Your hand: ♠ 10 7 3 Dummy: ♠ J 9  
♥ K 8 4 ♥ A 6 2

LH opponent leads three rounds of spades. If dummy might be over-trumped, discard a heart instead. You can trump a **heart** in dummy later.

## TAKE THE “SURE TRICKS” OPTION . . . ① ⑧

[f]... noting how many tricks you need for your contract. For example:

♣ K Q J 6 5 with ♣ 4 3 2 is only **certain** of 2 tricks (but it could be 3 or 4)

but ♦ K Q J 10 with ♦ 4 3 2 is **certain** of 3 tricks (but never more than that)

## YOU MIGHT NEED TO SACRIFICE A TRICK . . .

[g]... to access a hand short of entries.

If you have ♣ 4 2 with ♣ A K Q 8 5 in dummy which has no other entry, if four tricks in the suit is all you need, **lose the first round**. ④

If you play AKQ first you will only make three tricks unless the suit is divided 3-3.

[h] If you have ♥ K with ♥ A J 10 9 8 3 in dummy which has **one** other entry, **overtake** ♥K with ♥A to knock out the ♥Q, then use the other entry to run the rest of the hearts. ⑥

Board 1 Dealer N Vul none  
**N** E S W  
 1♣ p 1♥ p  
 2NT p 3NT all pass

*Seek certain tricks to make sure of the contract*

With three AK combinations there are three more tricks needed to make 3NT.

The ♦KQJ10 will provide those with absolute certainty after losing a trick to the ♦A.

|          |         |             |           |
|----------|---------|-------------|-----------|
| <b>1</b> |         | ♠ AK        | Dir: N    |
|          |         | ♥ 62        | Vul: None |
|          |         | ♦ KJ53      |           |
|          |         | ♣ AKJ74     |           |
| ♠ J42    |         | ♠ Q97653    |           |
| ♥ Q1093  |         | ♥ 85        |           |
| ♦ A874   |         | ♦ 9         |           |
| ♣ 85     |         | ♣ Q1093     |           |
| 19       | ♠ 108   | ♣♦♥♠NT      |           |
| 7        | ♥ AKJ74 | N 4 5 3 - 3 |           |
| 10       | ♦ Q1062 | S 4 5 3 - 3 |           |
|          | ♣ 62    | E - - - 1 - |           |
|          |         | W - - - 1 - |           |

Board 2 Dealer E Vul NS  
 E S W **N**  
 2♠ p p 3♦  
 all pass

*Discard loser when being overtrumped threatens*

If East leads three rounds of spades the danger of West over-trumping dummy is clear as East must have six spades for the 2♠ opening.

Declarer should discard a heart from dummy on the third spade and he can later trump a heart in dummy.

|          |         |             |          |
|----------|---------|-------------|----------|
| <b>2</b> |         | ♠ 1073      | Dir: E   |
|          |         | ♥ K84       | Vul: N-S |
|          |         | ♦ AKQ1075   |          |
|          |         | ♣ 10        |          |
| ♠ J9     |         | ♠ AK8642    |          |
| ♥ 10973  |         | ♥ QJ5       |          |
| ♦ J9     |         | ♦ 86        |          |
| ♣ AKQ96  |         | ♣ 74        |          |
| 12       | ♠ Q5    | ♣♦♥♠NT      |          |
| 11       | ♥ A62   | N - 3 - - 1 |          |
| 7        | ♦ 432   | S - 3 - - 1 |          |
|          | ♣ J8532 | E 2 - 2 2 - |          |
|          |         | W 2 - 2 2 - |          |

Board 3 Dealer S Vul EW  
**S** W N E  
 2♣ p 2NT p  
 6♥ all pass

*Don't finesse if lead might be a singleton*

The ♣Q or a 3-3 diamond break will produce the 12<sup>th</sup> trick.

But don't risk a finesse of the ♣Q at trick 1 in case the lead is a singleton. If West has ♣K South can lead up to the ♣Q after trumps are drawn.

|          |          |             |          |
|----------|----------|-------------|----------|
| <b>3</b> |          | ♠ 742       | Dir: S   |
|          |          | ♥ 864       | Vul: E-W |
|          |          | ♦ Q83       |          |
|          |          | ♣ AQ65      |          |
| ♠ J98653 |          | ♠ KQ10      |          |
| ♥ 972    |          | ♥ 10        |          |
| ♦ J95    |          | ♦ 1072      |          |
| ♣ 2      |          | ♣ KJ10984   |          |
| 8        | ♠ A      | ♣♦♥♠NT      |          |
| 2        | ♥ AKQJ53 | N 2 6 6 1 6 |          |
| 9        | ♦ AK64   | S 2 6 6 - 6 |          |
| 21       | ♣ 73     | E - - - -   |          |
|          |          | W - - - -   |          |

Board 4 Dealer W Vul all  
**W** N E S  
**1NT** all pass

*Lose a trick to make the best chance for contract*

Declarer needs **four** club tricks not five to make 1NT.

If he ducks the first round he is assured of those four tricks unless one opponent has five clubs.

If NS had three clubs each ducking misses out on an overtrick but making the contract is more important.

|                                   |                                   |                                     |  |
|-----------------------------------|-----------------------------------|-------------------------------------|--|
| <b>4</b>                          |                                   | ♠ KQJ10<br>♥ KJ43<br>♦ J96<br>♣ 107 | Dir: W<br>Vul: Both  |
| ♠ A95<br>♥ A876<br>♦ A532<br>♣ 42 | ♠ 87<br>♥ 952<br>♦ 874<br>♣ AKQ85 | ♠ 6432<br>♥ Q10<br>♦ KQ10<br>♣ J963 | ♣♦♥♠NT<br>N - - - 2 -<br>S - - - 2 -<br>E 1 1 1 - 1<br>W 1 1 1 - 1 |
| 11                                |                                   |                                     |  |
| 12                                | 9                                 |                                     |  |
| 8                                 |                                   |                                     |  |

Board 5 Dealer N Vul NS  
**N** E S **W**  
**1♦** 4♠ 5♦ p

**6♦** all pass

*Duck to prevent honour being trumped*

Declarer must prevent his ♠A getting trumped by letting East's ♠K win the first trick.

Declarer can trump a spade continuation in hand, then draw trumps and discard his ♣2 on the ♠A.

|                                |                                   |                                   |  |
|--------------------------------|-----------------------------------|-----------------------------------|--|
| <b>5</b>                       |                                   | ♠ 5<br>♥ A62<br>♦ AJ8742<br>♣ AK2 | Dir: N<br>Vul: N-S   |
| ♠ QJ10874<br>♥ 1065<br>♦ 10986 | ♠ KQJ109862<br>♥ 93<br>♦<br>♣ QJ7 | ♠ A743<br>♥ K5<br>♦ KQ93<br>♣ 543 | ♣♦♥♠NT<br>N 3 6 1 - 5<br>S 3 6 - - 5<br>E - - - 1 -<br>W - - - 1 - |
| 16                             |                                   |                                   |  |
| 3                              | 9                                 |                                   |  |
| 12                             |                                   |                                   |  |

Board 6 Dealer E Vul EW  
**E** S **W** N  
**2♥** p **3NT** all pass

*Overtake honour card to make sure of entry*

Declarer must create an extra entry by overtaking his ♥K with dummy's ♥A.

He then continues leading hearts to force out the ♥Q. After that he re-enters dummy with ♠Q to run the rest of the hearts.

|                                   |                                     |                                    |  |
|-----------------------------------|-------------------------------------|------------------------------------|--|
| <b>6</b>                          |                                     | ♠ J93<br>♥ 742<br>♦ AJ<br>♣ QJ1096 | Dir: E<br>Vul: E-W   |
| ♠ AK5<br>♥ K<br>♦ Q9753<br>♣ AK42 | ♠ Q42<br>♥ AJ10983<br>♦ 1062<br>♣ 5 | ♠ 10876<br>♥ Q65<br>♦ K84<br>♣ 873 | ♣♦♥♠NT<br>N - - - - -<br>S - - - - -<br>E 2 4 3 3 3<br>W 2 4 3 3 4 |
| 9                                 |                                     |                                    |  |
| 19                                | 7                                   |                                    |  |
| 5                                 |                                     |                                    |  |

Board 7 Dealer S Vul all  
**S W N E**  
**1NT p 2♥ all pass**

*With 9 cards including A Q 10 in the same hand play Ace first*

North can afford to lose one heart trick but not two so he should win with ♥A first.

If an honour falls on that trick he has no problem.

Otherwise he leads another heart from dummy up to his ♥Q10 and only loses one trick unless East still has ♥KJ.

|          |           |             |
|----------|-----------|-------------|
| <b>7</b> | ♠ J5      | Dir: S      |
|          | ♥ AQ10654 | Vul: Both   |
|          | ♦ 983     |             |
|          | ♣ 62      |             |
| ♠ A83    |           | ♠ 109742    |
| ♥ J98    |           | ♥ K         |
| ♦ Q72    |           | ♦ AK54      |
| ♣ J1098  |           | ♣ Q54       |
|          | ♠ KQ6     |             |
|          | ♥ 732     |             |
|          | ♦ J106    |             |
|          | ♣ AK73    |             |
|          |           | ♣♦♥♠NT      |
|          |           | N - - 3 - 2 |
|          |           | S - - 3 - 2 |
|          |           | E 1 1 - 1 - |
|          |           | W 1 1 - 1 - |

Board 8 Dealer W Vul none  
**W N E S**  
**1♠ p 2♣ p**  
**3NT p 6NT all pass**

*Seek certain tricks to make sure of the contract*

Declarer has 11 top tricks (every AKQ except ♣Q).

A guaranteed 12<sup>th</sup> trick comes from ♠ 10 9.

Leading ♠9 and playing low will either win the trick or lose to the ♠J, and promote the ♠10 for the 12<sup>th</sup> trick.

|          |           |             |
|----------|-----------|-------------|
| <b>8</b> | ♠ 52      | Dir: W      |
|          | ♥ J109842 | Vul: None   |
|          | ♦ 10972   |             |
|          | ♣ 5       |             |
| ♠ AKQ104 |           | ♠ 9         |
| ♥ K5     |           | ♥ AQ6       |
| ♦ K64    |           | ♦ AQ53      |
| ♣ A83    |           | ♣ K7642     |
|          | ♠ J8763   |             |
|          | ♥ 73      |             |
|          | ♦ J8      |             |
|          | ♣ QJ109   |             |
|          |           | ♣♦♥♠NT      |
|          |           | N - - - - - |
|          |           | S - - - - - |
|          |           | E 5 6 3 6 7 |
|          |           | W 5 6 3 6 7 |

Board 9 Dealer N Vul EW  
**N E S W**  
**1NT p 3NT all pass**

*With 9 cards missing the Jack win the first trick in hand with two honours*

Declarer must win the first round of clubs in the South hand which has ♣K and ♣Q. He then retains a top club in each hand and can cover either opponent's ♣J, if he needs to, with ♣Q10 in one hand or ♣A9 in the other.

|          |          |             |
|----------|----------|-------------|
| <b>9</b> | ♠ K54    | Dir: N      |
|          | ♥ A3     | Vul: E-W    |
|          | ♦ Q762   |             |
|          | ♣ A932   |             |
| ♠ QJ109  |          | ♠ A82       |
| ♥ K954   |          | ♥ Q10862    |
| ♦ J      |          | ♦ 108543    |
| ♣ J876   |          | ♣           |
|          | ♠ 763    |             |
|          | ♥ J7     |             |
|          | ♦ AK9    |             |
|          | ♣ KQ1054 |             |
|          |          | ♣♦♥♠NT      |
|          |          | N 3 1 - - 4 |
|          |          | S 3 1 - - 4 |
|          |          | E - - 4 1 - |
|          |          | W - - 4 1 - |

|         |          |              |          |
|---------|----------|--------------|----------|
| Board 1 | Dealer N |              | Vul none |
| N       | E        | S            | W        |
| 1♣      | p        | 1♥           | p        |
| 2NT     | p        | 3NT all pass |          |

|          |          |   |        |
|----------|----------|---|--------|
| Board 2  | Dealer E |   | Vul NS |
| E        | S        | W | N      |
| 2♠       | p        | p | 3♦     |
| all pass |          |   |        |

|         |          |     |        |
|---------|----------|-----|--------|
| Board 3 | Dealer S |     | Vul EW |
| S       | W        | N   | E      |
| 2♣      | p        | 2NT | p      |
| 6♥      | all pass |     |        |

**Seek certain tricks to make sure of the contract**

With three AK combinations there are three more tricks needed to make 3NT. The ♦KQJ10 will provide those with **absolute certainty**. So set these up by losing a trick to the ♦A immediately.

There is a chance the club and/or heart combinations might produce more tricks but it is not worth the risk.

With the most favourable layout both suits will run without loss on a finesse but if you want to take that sort of gamble you should bid 6NT!

If you try a finesse in either suit you will go down in 3NT on this layout.

|         |          |             |
|---------|----------|-------------|
| 1       | ♠ AK     | Dir: N      |
|         | ♥ 62     | Vul: None   |
| ♦ KJ53  | ♣ AKJ74  |             |
| ♠ J42   | ♠ Q97653 |             |
| ♥ Q1093 | ♥ 85     |             |
| ♦ A874  | ♦ 9      |             |
| ♣ 85    | ♣ Q1093  |             |
| 19      | ♠ 108    | ♣♦♥♠NT      |
| 7       | ♥ AKJ74  | N 4 5 3 - 3 |
| 10      | ♦ Q1062  | S 4 5 3 - 3 |
|         | ♣ 62     | E - - - 1 - |
|         |          | W - - - 1 - |

**Discard loser when being overtrumped threatens**

If East leads three rounds of spades the danger of West over-trumping dummy is clear.

East must have six spades for the 2♠ opening which means West has only two, also confirmed by the fall of the ♠J.

Declarer should discard a **heart** from dummy on the third spade and he can later trump a heart in dummy.

And because the opponents have two trumps each North can draw those and trump a heart with no risk at all.

|           |          |             |
|-----------|----------|-------------|
| 2         | ♠ 1073   | Dir: E      |
|           | ♥ K84    | Vul: N-S    |
| ♦ AKQ1075 | ♣ 10     |             |
| ♠ J9      | ♠ AK8642 |             |
| ♥ 10973   | ♥ QJ5    |             |
| ♦ J9      | ♦ 86     |             |
| ♣ AKQ96   | ♣ 74     |             |
| 12        | ♠ Q5     | ♣♦♥♠NT      |
| 11        | ♥ A62    | N - 3 - - 1 |
| 7         | ♦ 432    | S - 3 - - 1 |
|           | ♣ J8532  | E 2 - 2 2 - |
|           |          | W 2 - 2 2 - |

**Don't finesse if lead might be a singleton**

Declarer has 11 top tricks and the ♣Q is **one** chance for the 12<sup>th</sup> trick.

But don't risk finessing the ♣Q at trick 1 in case the lead is a singleton. If the finesse is working it can always be postponed.

At the start South must win with ♣A and draw trumps. After that South can try leading up to the ♣Q.

If that doesn't work he will still make 12 tricks if the diamonds are divided 3-3 or the hearts are divided 2-2 (which will allow him to trump the fourth diamond in dummy).

|          |           |             |
|----------|-----------|-------------|
| 3        | ♠ 742     | Dir: S      |
|          | ♥ 864     | Vul: E-W    |
| ♦ Q83    | ♣ AQ65    |             |
| ♠ J98653 | ♠ KQ10    |             |
| ♥ 972    | ♥ 10      |             |
| ♦ J95    | ♦ 1072    |             |
| ♣ 2      | ♣ KJ10984 |             |
| 8        | ♠ A       | ♣♦♥♠NT      |
| 2        | ♥ AKQJ53  | N 2 6 6 1 6 |
| 21       | ♦ AK64    | S 2 6 6 - 6 |
|          | ♣ 73      | E - - - - - |
|          |           | W - - - - - |

Board 4 Dealer W Vul all  
 W N E S  
 1NT all pass

Board 5 Dealer N Vul NS  
 N E S W  
 1♦ 4♠ 5♦ p  
 6♦ all pass

Board 6 Dealer E Vul EW  
 E S W N  
 2♥ p 3NT all pass

**Lose a trick to make the best chance for contract**

If declarer runs the clubs from the top he will make five tricks if the opponents have three each.

But if one opponent has four clubs (which is more likely than 3 each) declarer will only get three club tricks as dummy has no entry.

Declarer only needs **four** club tricks not five to make 1NT.

So he doesn't need to depend on the opponents to have three clubs each.

By ducking the first round of clubs he is assured of four tricks if one opponent has four clubs. That misses out on an over-trick but making the contract is more important.

|          |   |         |           |             |
|----------|---|---------|-----------|-------------|
| <b>4</b> |   | ♠ KQJ10 | Dir: W    |             |
|          |   | ♥ KJ43  | Vul: Both |             |
|          |   | ♦ J96   |           |             |
|          |   | ♣ 107   |           |             |
| ♠ A95    |   |         | ♠ 87      |             |
| ♥ A876   |   |         | ♥ 952     |             |
| ♦ A532   |   |         | ♦ 874     |             |
| ♣ 42     |   |         | ♣ AKQ85   |             |
|          |   |         |           |             |
| 11       |   | ♠ 6432  |           |             |
|          |   | ♥ Q10   |           |             |
| 12       | 9 | ♦ KQ10  |           |             |
|          |   | ♣ J963  |           |             |
| 8        |   |         |           |             |
|          |   |         |           | ♣♦♥♠NT      |
|          |   |         |           | N - - - 2 - |
|          |   |         |           | S - - - 2 - |
|          |   |         |           | E 1 1 1 - 1 |
|          |   |         |           | W 1 1 1 - 1 |

**Duck to prevent honour being trumped**

East's 4♠ overcall is most likely based on an 8-card suit so dummy's ♠A is in danger of getting trumped at trick 1.

Declarer prevents this by playing low and letting East's ♠K win the first trick.

Declarer can trump a spade continuation in hand, then draw trumps and discard his ♣2 on the ♠A.

Note it costs nothing to duck the first trick. If declarer played ♠A and was fortunate to not have it trumped he would have a losing club trick. Ducking only changes a spade loser for a club loser.

|           |   |          |             |             |
|-----------|---|----------|-------------|-------------|
| <b>5</b>  |   | ♠ 5      | Dir: N      |             |
|           |   | ♥ A62    | Vul: N-S    |             |
|           |   | ♦ AJ8742 |             |             |
|           |   | ♣ AK2    |             |             |
| ♠         |   |          | ♠ KQJ109862 |             |
| ♥ QJ10874 |   |          | ♥ 93        |             |
| ♦ 1065    |   |          | ♦           |             |
| ♣ 10986   |   |          | ♣ QJ7       |             |
|           |   |          |             |             |
| 16        |   | ♠ A743   |             |             |
|           |   | ♥ K5     |             |             |
| 3         | 9 | ♦ KQ93   |             |             |
|           |   | ♣ 543    |             |             |
| 12        |   |          |             |             |
|           |   |          |             | ♣♦♥♠NT      |
|           |   |          |             | N 3 6 1 - 5 |
|           |   |          |             | S 3 6 - - 5 |
|           |   |          |             | E - - - 1 - |
|           |   |          |             | W - - - 1 - |

**Overtake honour card to make sure of entry**

Declarer has an almost certain heart loser so he needs two entries, one to set up the hearts by losing to the opponents' ♥Q and another to run the rest of suit afterwards.

The ♠Q is the obvious entry and he must create an extra entry by overtaking his ♥K with dummy's ♥A.

He then continues leading hearts to force out the ♥Q.

After that he re-enters dummy with ♠Q to run the rest of the hearts.

|          |   |          |           |             |
|----------|---|----------|-----------|-------------|
| <b>6</b> |   | ♠ J93    | Dir: E    |             |
|          |   | ♥ 742    | Vul: E-W  |             |
|          |   | ♦ AJ     |           |             |
|          |   | ♣ QJ1096 |           |             |
| ♠ AK5    |   |          | ♠ Q42     |             |
| ♥ K      |   |          | ♥ AJ10983 |             |
| ♦ Q9753  |   |          | ♦ 1062    |             |
| ♣ AK42   |   |          | ♣ 5       |             |
|          |   |          |           |             |
| 9        |   | ♠ 10876  |           |             |
|          |   | ♥ Q65    |           |             |
| 19       | 7 | ♦ K84    |           |             |
|          |   | ♣ 873    |           |             |
| 5        |   |          |           |             |
|          |   |          |           | ♣♦♥♠NT      |
|          |   |          |           | N - - - - - |
|          |   |          |           | S - - - - - |
|          |   |          |           | E 2 4 3 3 3 |
|          |   |          |           | W 2 4 3 3 4 |

Board 7 Dealer S Vul all  
 S W N E  
 1NT p 2♥ all pass

**With 9 cards including A Q 10 in the same hand play Ace first**

North can afford to lose one heart trick but not two so he should win with ♥A first.

If he takes a finesse of the ♥Q losing to ♥K (or the ♥10 losing to ♥J) he will need to guess whether to take a second finesse or play to drop the other honour.

If the ♥K or ♥J falls on the ♥A he has, at worst, only one loser.

If two small cards appear on the ♥A then he has to cross to dummy and lead a heart up to his ♥Q10.

That will always limit the losers in the suit to one unless East started with ♥KJ and another one. If that were the case there would be no way to avoid two losers.

|         |        |             |           |  |
|---------|--------|-------------|-----------|--|
| 7       |        | ♠ J5        | Dir: S    |  |
|         |        | ♥ AQ10654   | Vul: Both |  |
|         | ♦ 983  |             |           |  |
|         | ♣ 62   |             |           |  |
| ♠ A83   |        | ♠ 109742    |           |  |
| ♥ J98   |        | ♥ K         |           |  |
| ♦ Q72   |        | ♦ AK54      |           |  |
| ♣ J1098 |        | ♣ Q54       |           |  |
| 7       | ♠ KQ6  |             |           |  |
| 8 12    | ♥ 732  |             |           |  |
| 13      | ♦ J106 |             |           |  |
|         | ♣ AK73 |             |           |  |
|         |        | ♣♦♥♠NT      |           |  |
|         |        | N - - 3 - 2 |           |  |
|         |        | S - - 3 - 2 |           |  |
|         |        | E 1 1 - 1 - |           |  |
|         |        | W 1 1 - 1 - |           |  |

Board 8 Dealer W Vul none  
 W N E S  
 1♠ p 2♣ p  
 3NT p 6NT all pass

**Seek certain tricks to make sure of the contract**

Declarer has 11 top tricks (every AKQ except ♣Q).

Although declarer has more clubs and diamonds than spades a **guaranteed** 12<sup>th</sup> trick comes from ♠ 10 9.

Leading ♠9 and playing low if South plays low will either win the trick or lose to the ♠J.

Either way the ♠10 will be promoted for the 12<sup>th</sup> trick, and a fair chance the fifth spade will be the 13<sup>th</sup> trick.

It does South no good to play ♠J on the ♠9 as that would just promote the ♠10 immediately.

|          |         |             |           |  |
|----------|---------|-------------|-----------|--|
| 8        |         | ♠ 52        | Dir: W    |  |
|          |         | ♥ J109842   | Vul: None |  |
|          | ♦ 10972 |             |           |  |
|          | ♣ 5     |             |           |  |
| ♠ AKQ104 |         | ♠ 9         |           |  |
| ♥ K5     |         | ♥ AQ6       |           |  |
| ♦ K64    |         | ♦ AQ53      |           |  |
| ♣ A83    |         | ♣ K7642     |           |  |
| 1        | ♠ J8763 |             |           |  |
| 19 15    | ♥ 73    |             |           |  |
| 5        | ♦ J8    |             |           |  |
|          | ♣ QJ109 |             |           |  |
|          |         | ♣♦♥♠NT      |           |  |
|          |         | N - - - - - |           |  |
|          |         | S - - - - - |           |  |
|          |         | E 5 6 3 6 7 |           |  |
|          |         | W 5 6 3 6 7 |           |  |

Board 9 Dealer N Vul EW  
 N E S W  
 1NT p 3NT all pass

**With 9 cards missing the Jack win the first trick in hand with two honours**

Declarer must win the first round of clubs in the South hand which has ♣K and ♣Q.

If both opponents follow suit on the first round the next two top clubs will drop the ♣J.

By winning with the ♣Q (or ♣K) he then retains a top club in each hand and can cover either opponent's ♣J, if he needs to, with ♣K10 in one hand or ♣A9 in the other.

*This is an important play to remember because it always works and never costs a trick.*

|         |          |             |          |  |
|---------|----------|-------------|----------|--|
| 9       |          | ♠ K54       | Dir: N   |  |
|         |          | ♥ A3        | Vul: E-W |  |
|         | ♦ Q762   |             |          |  |
|         | ♣ A932   |             |          |  |
| ♠ QJ109 |          | ♠ A82       |          |  |
| ♥ K954  |          | ♥ Q10862    |          |  |
| ♦ J     |          | ♦ 108543    |          |  |
| ♣ J876  |          | ♣           |          |  |
| 13      | ♠ 763    |             |          |  |
| 8 6     | ♥ J7     |             |          |  |
| 13      | ♦ AK9    |             |          |  |
|         | ♣ KQ1054 |             |          |  |
|         |          | ♣♦♥♠NT      |          |  |
|         |          | N 3 1 - - 4 |          |  |
|         |          | S 3 1 - - 4 |          |  |
|         |          | E - - 4 1 - |          |  |
|         |          | W - - 4 1 - |          |  |