



In all questions below, West is the declarer and East is dummy.

1. How do you play the spade suit for the number of tricks indicated? You have entries in other suits to both hands.

(a)		(b)		(c)					
West	East	West	East	West	East				
♠ KQ	7 🔺 432	🛧 AQ	◆ 74	♠ 753	♠ AQJ				
2	tricks	2 tricks		3 tr	ricks				
(a)	(a) Lead towards the spade honours twice, hoping South has the Ace								
(b)	(b) Lead towards the ♠Q (finesse) hoping South has the ♠K								
(c)	(c) Take the spade finesse twice hoping North has the ♠K								

2. You are playing in 3NT. North leads ♥Q. You have to win the opening lead. What is your plan to make 9 tricks and which card do you play at trick two?

	West		East	Bidding	West	East			
٠	QJ85	٠	KT4		1♦	3♦			
¥	AK	¥	762		3NT	All pass			
٠	A843	•	К752						
*	K72	*	A54						
	Count your winners. Before taking your aces and kings, you need to drive out the A								
Т	To win three tricks in spades. If you do not play spades at trick 2, you are very unlikely								
to make 9 tricks.									

3. How do you play the spade suit for the number of tricks indicated ?

(a)			(b)		(c)				
Wes	st	East	West	East	West	East			
♠ A8	3752	🛧 QJT6	♠ AJ72	♠ K843	♠ 8763	♠ KJT2			
	5 tricks		4 tricks		3 ti	ricks			
(a)	a) Finesse South for the ♠K, by leading the ♠Q first								
(b)	Cash the ♠K first, then finesse the ♠Q								
(c)) Lead towards the <10. If it wins, return to hand and repeat the finesse								



4. You are in 1NT. North leads the ♦Q. You win the first trick. What is your plan and which card do you play to trick two?

	West		East	Bidding	West	East				
٠	762	٠	84		1NT	All pass				
۷	J754	•	1032							
•	AK53	•	972							
+	A7	*	KQJ63							
Ρ	Play your longest suit first by playing A first. This is so you do not cut communications									
with Dummy										
V	Why did East not bid 2.4. ? 2.4 is Stayman !									

5. You are declarer in 3NT. At trick one, North leads ♠5 and South plays ♠Q. What is your plan ? Which suit are you going to develop ?

	West		East	Bidding	West	East		
٠	АК	٠	72		2 & (1)	2 (2))	
۷	AJ43	¥	952		2NT	3NT		
٠	A83	٠	K7642		All pass			
*	AK52	÷	863		(1) 23	8+HCP	(2) 0-6 HCP	
Diamonds are your best chance, so lose a diamond early.								
Lead the A, then duck a round of diamonds. You do not have an outside entry to Dummy								
so ducking should give you an entry with the diamonds.								