

| West | North | East | South |
| :---: | :---: | :---: | :---: |
| - | $1 \checkmark$ | $P$ | $1 \downarrow$ |
| $P$ | $3 \vee$ | $P$ | $4 \vee$ |
| $P$ | $P$ | $P$ |  |

Lead: $\uparrow T$
It is nearly always better to combine two chances of making the contract rather than relying on just one.

Here the contract is $4 \checkmark$ against the opening lead of the $\mathbf{1 0}$.

The defenders score two Spade tricks and East shifts to a trump. We need to avoid losing more than just to the A. Take the Club finesse maybe? Well, we may be able to park our Club loser on the K .

After drawing trumps, we lead a Diamond towards dummy's $\star$ K, hoping West has the $\uparrow$ A. By playing Diamonds before Clubs, we are able to combine our chances in the minor suits.

As the cards lie, West could take his $\star$ A but the losing Club would get thrown on the winning $\star$ K. As it happens, West declines to play his Ace, so we don't lose a Diamond.

Heads we win, tails they lose.




One of the purposes of making a plan - for both No-trump and suit contracts - is to determine how many tricks you need from a particular suit.

If you need four Diamond tricks, for example, you may have to play that suit in a particular way. If instead you need only three Diamond tricks, a safety play may give you a better chance of making the contract (always the prime target).


A series of six declarer-play deals, intended for V-Blue Year 2. SA version. Updated spring 2016.

| Y2 VBlue \#13 David's Deals SA | Contract: 3N |
| :--- | :--- |
| Date: 03/07/2016 | By: South |
| Dealer: North | Board \#: 5 |
| Play this hand online! | Vulnerable: N / S |

North

- 972
- Q74
- 93
* $A 6542$

| West | N | East |
| :---: | :---: | :---: |
| - KT863 | , 00 | - QJ4 |
| - J982 | W E | - T653 |
| - T754 | S | - AQ8 |
| $\stackrel{1}{*}$ |  | * QT3 |
|  | South |  |
|  | - A5 |  |
|  | - $A K$ |  |
|  | - KJ62 |  |
|  | +KJ987 |  |

Sometimes a contract looks so straightforward that it is easy to play carelessly. Easy... yes, but expensive.

| West | North | East | South |
| :---: | :---: | :---: | :---: |
| - | $P$ | $P$ | $1 \%$ |
| $P$ | $2 w$ | $P$ | $3 N T$ |
| $P$ | $P$ | $P$ |  |

Lead: a 6
West leads the $\downarrow 6$ against our contract of 3NT.
We duck the first round and win the second round of Spades and see that we will need five Club tricks to bring the total to nine. We can pick up a 3-0 Club break only when East holds the three missing cards. It is therefore right to play to the on the first round, rather than cashing the $\approx \mathrm{K}$.

One other matter needs to be addressed. The \& A is our only entry to dummy. To score three Heart tricks, we must play the $\vee \mathrm{A}$ and $\vee \mathrm{K}$ from our hand (unblocking the suit) before crossing to the A. We can then score the $V Q$ and proceed with a Club finesse after West shows out on the first round.


It is always exciting to play a slam.

| West | North | East | South |
| :---: | :---: | :---: | :---: |
| - | - | $P$ | $1 \downarrow$ |
| $P$ | $2 ゅ$ | $P$ | $2 \downarrow$ |
| $P$ | $6 \downarrow$ | $P$ | $P$ |
| $P$ |  |  |  |
| Lead: $\& Q$ |  |  |  |

North bashes his way into a small slam in Hearts and West leads the $\downarrow$ Q.

We start by counting eleven winners together with a Diamond and a Club loser. After drawing trumps, we should lead a low card towards the $* Q$. If East holds the $\& K$ there is nothing he can do. If he plays it on the first round of Clubs, we'd have two Club winners and could discard our Diamond loser on the A.

East does better to play a low Club, really, just in case we have eQ 10 and would have to guess which card to play.

When East does go in with the $s \mathrm{~K}$, we win the Diamond return and cross to the $\&$. We then return to dummy with the $\Delta \mathrm{A}$ to discard a Diamond on the a.

Of course, it's even more exciting to make a slam!

Twelve tricks come from two Spades, six Hearts, two Diamonds and two Clubs.

