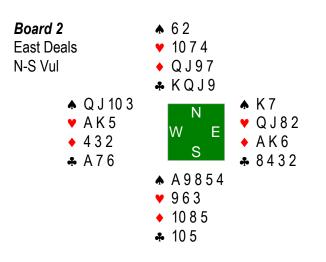


S 2N; N 1N; NS 2♣; NS 1♠; NS 1♥; NS 1♦; Par +120: S 1N+1

North is Declarer and plays in 1 NT.

East may lead \bigstar A, but when they look at dummy they can see that continuing \bigstar s will only set up tricks for Declarer. The recommended lead, or switch after \bigstar A, is the top of the sequence \checkmark J. This effectively surrounds the \checkmark Q as West can wait until when Declarer plays the \checkmark Q from dummy and play \checkmark K on it to prevent Declarer from getting more than one \checkmark trick.

Declarer plays on \clubsuit s to force out the Ace and establish four tricks in that suit. This will allow them to make the 7 tricks required for their contract.

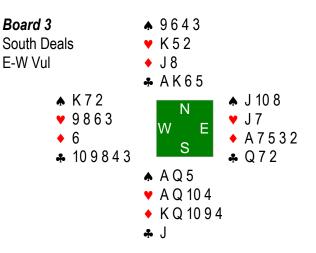


EW 4N; EW 4♥; EW 3♠; EW 2♣; EW 1♦; Par -430: EW 3N+1

West is Declarer in 3 NT.

North leads the top of their sequence \clubsuit K.

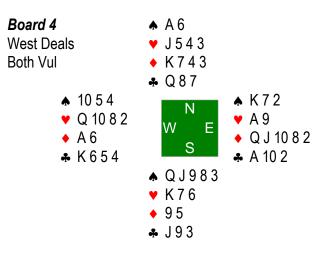
After winning the \clubsuit A, Declarer can see that they cannot make enough (i.e. 9) tricks for their contract without getting some tricks from the \blacklozenge suit. So they play on \blacklozenge , starting with a small \clubsuit to the K (*play honour in short hand 1st*) and, after South takes their \clubsuit A, Declarer will have enough extra tricks to make their contract.



NS 5N; NS 4♥; NS 5♦; NS 3♠; NS 2♣; Par +460: NS 3N+2 South is Declarer in 3 NT.

West leads **&** 10, top of a sequence.

Declarer should win the \clubsuit lead with the \clubsuit A or \clubsuit K in Dummy and play on \blacklozenge s to get extra tricks from that suit. Declarer should start with \blacklozenge J (honour in short hand 1st). After the opponent takes the \blacklozenge A, there will be 4 x \blacklozenge tricks as well as 2 x \clubsuit s, the \bigstar A and 3 x \blacklozenge tricks for 10 tricks for Declarer in total. When the \blacklozenge J falls on the second round - there is also an extra trick so that Declarer can make 11 tricks, which makes 2 overtricks in 3 NT.

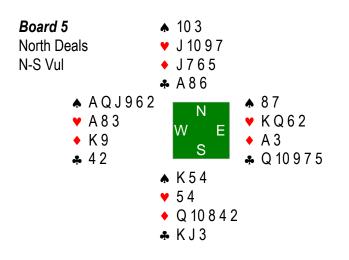




East is Declarer in 1 NT.

South leads \bigstar Q, top of a sequence. North takes \bigstar A and continues the \bigstar 6 to establish the tricks in that suit for their partner.

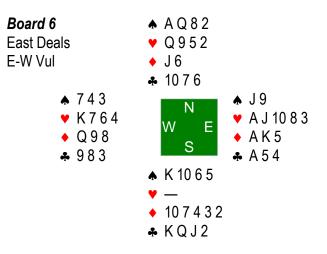
When Declarer wins the lead with the \bigstar K, they should play on \blacklozenge s, playing the \blacklozenge A and another to the \blacklozenge Q J 10 8. Once they lose to the \blacklozenge K they have established an extra 3 tricks in that suit to go with 2 top \clubsuit s the allow them to make 8 tricks for an overtrick in 1 NT.



EW 5♠; EW 4N; EW 4♥; EW 4♣; NS 1♦; Par -450: EW 4♠+1

4 ♠ by W. North leads ♥ J.

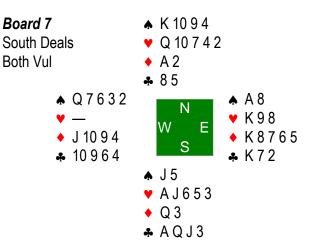
Declarer should win the ♥ lead in dummy, so that they can start leading trumps leading towards strength from there to try the finesse of the ♠ K. They can lead a small ♠ from dummy and insert the Q or J from hand, and with the fortunate position of the ♠ K, this successful finesse will win the trick. As Declarer now expects that South has the K of trumps, they can cross to dummy with the ◆ A to repeat the ♠ finesse and avoid losing any trump tricks. This allows Declarer to make 11 tricks for an overtrick in their contract.



EW 3N; NS 3♠; EW 3♥; NS 1♦; NS 1♣; Par −100: NS 4♠×−1

East is Declarer in 1 ♥. South leads ♣ K.

Once Declarer wins the first trick with the \clubsuit A, they should lead a small \checkmark to the \checkmark K in dummy. They should note that South shows out of \checkmark s, so they know that North has all the outstanding trumps, including the \checkmark Q. So they should lead a \checkmark back to their hand through North's \checkmark Q and win the trick cheaply with a lower \checkmark . This is a "marked finesse" of the \checkmark Q. After that they need to lead a small \diamond from hand to the \diamond Q in dummy to repeat the \checkmark finesse and avoid any trump losers. This allows Declarer to make 9 tricks.

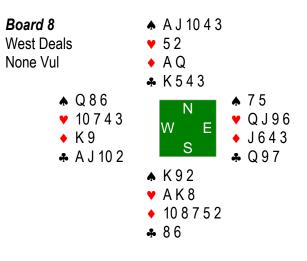


NS 6♥; N 5N; S 3N; N 2♠; NS 2♣; S 1♠; EW 1♦; Par +1430: NS 6♥=

With a good fit and distribution, South upgraded their side's 24 HCP to play in $4 \checkmark$.

West leads • J (top of a sequence).

Declarer should win the opening lead with the \blacklozenge A from dummy. Then they should try the trump finesse by leading the \checkmark Q or \checkmark 10, intending to run it to finesse the \checkmark K, unless it is covered. Later they can lead from dummy towards hand in \clubsuit s to finesse the \clubsuit K & lead \clubsuit J towards dummy to finesse the \blacklozenge Q. With all of these finesses working, Declarer can make an overtrick in their contract.



NS 6♠; NS 4N; NS 5♦; NS 2♥; NS 3♣; Par +980: NS 6♠=

With a suit fit and good distribution, North upgraded their side's 24 HCP to play in 4 \clubsuit .

East leads the top of their sequence **v** Q.

After winning the opening lead, Declarer should draw trumps attempting to avoid any losers by trying the finesse of the \blacklozenge Q by leading towards the \blacklozenge AJ1043 and inserting one of the intermediate \blacklozenge s. As the \blacklozenge finesse also works as well as leading towards the \clubsuit K, Declarer may make one or possibly 2 overtricks in their 4 \blacklozenge contract.