

At trick 2 ...

- 1)... lead K diamonds. Plan is to play three rounds of diamonds chucking a Hrt -then draw trumps.
- 2)... lead a trump. Plan is to draw trumps then play 4 rounds of diamonds chucking 2 dHrts
- 3)... lead a Heart. Plan is to create a void in Hrts in dummy and trump a Hrt in due course.

NB important not to draw trumps first.

- 4)...lead A ce diamonds. Plan to play three rounds of diamonds throwing a club *then* draw trumps.
- 5) The plan is to establish the long diamond suit and on it throw losing Hrts.
 - 1) Ace Cl 2) A sp 3)K sp 4)K di 5)Ace Di 6) small di *trumped in hand*
 - 7) Ace Hrts 8) small di *trumped in hand* 9) small spade overtaken with 10 sp in dummy
 - 10) play winning small di , throwing a Heart 11) play winning small di , throwing a Hrt
 - 12)play small Hrt , trumping in hand 13) play small club losing this trick.

6) Play K sp -this will lose but then the Q is a winner and you have 9 tricks

7) Play di towards the Q { will probably lose }

Opps will lead a Hrt that you win.

Play di to J { will probably lose }.

Now the 10 Di is set up and you have 9 tricks.

8) Play the 9.

Reason ? Coz we know with rule of 11 that the 9 will win.!!!

NB 11 minus 7 = 4 cards higher than the 7 between the next three players AND we can see all four of those cards {the K , J, 9,8}. Try and keep up.

9) Should switch . To what will consider in a moment.

We *dont* continue with spades because we know declarer still has the K and J spades and leading a spade will give declarer a trick they cant get on their own.

What to switch to ? It is only a guess but a Hrts seems the least likely to help declarer.

ie if partner has the Ace hrts then GREAT but , even if the declarer has the Ace hRts then they will always make a trick out of it -it wont give them an extra trck.

Q)10 ;partner opened 3NT showing 7 solid cards in a minor suit and nothing else; you know the opponents cant take more than 3 tricks therefore ie A sp + Ace Hrt + Ace Di

