

This hand won't be a problem to those who look ahead a little....

Contract 4Sp -

the lead is the Ace Diamonds ,followed by the K diamonds , followed by the Q diamonds.

{declarer}	{dummy}
AKQJ3	1087
AK	QJ109
52	876
A765	843

Well the contract is eminently makeable with :
1 diamond ruff; 4 top hrts ; 4spades ; 1Club.

You have to look ahead and realise that to enjoy the Hrts in the dummy you will need an entry ; that entry can only be the 10 sp.

So when the Q diamonds is led and you ruff you must ruff with a High spade. This sequence works well.

Play Jsp to ruff the Q diamonds .

Play Ace sp.

Play K sp. {unblock the A + K hrts }.

Play 3 sp to the 10 to i) draw the last trump + ii) gain access to the dummy to the Hrts.

In 3NT on a club lead you win the club leadwhere and how ?

{declarer}	{dummy}
AJ62	987
AQ843	76
A	QJ1098
AQ2	KJ3

and how do you propose to come to 9 tricks ?

The diamonds are the suit to establish.

We will need to play the Ace diamonds { unblock the Ace}

Go to dummy.

Play the Q diamonds { which will no doubt lose }.

Finally return to the dummy to play winning diamonds. 9 tricks are available.

The correct play is to 1)win with Ace clubs ! 2) play Ace diamonds

3)play Q clubs and overtake with the K! 4)play Q diamonds (loses)

you are now perfectly placed to return to the dummy with the J clbs to play diamonds.

You saw how we played the club suit ? Overtaking the Q with the K.

You might think that that needed a lot of forward planning and you might doubt your

abilities in that department. { I couldn't possibly comment}. However -it is *good practise*

to play in this fashion whether it is necessary or not. If one hand { say the dummy} has

much fewer entries than the other hand try to create entries as you go , in case you need them later.

