

1) There are 4 losers -if we draw trumps straight away we lose the Ace S + K H + Q H + A C.

Postpone drawing trumps until a loser has been discarded.

Trick 1) Win Ace Hrts

Trick 2) K Di

Trick 3) Q Di

Trick 4) Ace Ddiscarding a Hrt

Now draw trumps.

2) There are 4 losers .

A loser can be discarded *after* drawing trumps.

Trick 1) Win Ace Hrts

Trick 2) Ace S

Trick 3) K sp

Trick 4) Ace C Trick 5) K C Trick 6) Q C TRick 7) J C discarding a diamond.

The difference between this hand and Q)1 is that trumps can be drawn without losing the lead

3) Coo these aren't that easy are they ?

A third variation.

There are 4 losers. A losing H can be thrown on a winning diamond.

Q) Is it safe to draw trumps straight away ?

A) No ! if we draw trumps we might lose a trick to the opponents K S.

Again therefore we must make discards prior to drawing trumps.

Trick 1) Win Ace Hrts

Trick 2) Ace D

Trick 3) K D

Trick 4) Q D ...discarding a H

Then draw trumps

4) 4 Losers again.

Will lose the lead if we draw trumps. So

Trick 1) Win Ace Hrts

Trick 2) Ace D

Trick 3) K C

Trick 4) K D throwing a H Trick 5) Q D throwing a H Trick 6) start drawing trumps

5) 4 Losers 2 x H + 1 x D + 1 x C

Can trump a losing H in the dummy.

If we draw trumps straight away there won't be any trumps left in the dummy to trump with !!

Trick 1) Win Ace Hrts

Trick 2) small H -the opponents win this H...BUT we have created a void in H in the dummy

Our intention is to trump the H in dummy and having done that , draw trumps.

6) 4 losers . These can be reduced to only 2 losers by trumping twice in the dummy.

Trick 1) Win Ace Hrts

Trick 2) K H

Trick 3) H trumped in dummy

Trick 4) Ace D Trick 5) K D Trick 6) D trumped in dummy

That will makes 11 tricks.

Had you drawn trumps at Trick 4 then you would make 10 tricks and your contract so that would have been ok too.

7) 4 losers.

Nothing to discard and nothing to trump in the dummy.

The only way to reduce losers in this type of case is therefore to finesse any losers { and hope the finesse wins and the losers are actually winners ! }

Trick 1) Win Ace Hrts

Trick 2) Finesse J sp ie play a low S towards the AKJ4 and insert the J

Assuming the finesse won , then draw trumps.

8) 4 losers

Only loser that we might be able to avoid is the potential trump loser.

To that end we must decide whether to finesse or play for the drop for the missing Q S.

Trick 1) Win Ace Hrts

Trick 2) A S

Trick 3) K S

ie Nine never !

9) Poor trumps !! Still must draw trumps.

Trick 1) Win Ace Hrts

Trick 2) 3 S to the K { wins }

Trick 3) 2 S back to the 4 !!! ie duck on the way back

You hope an opponent is forced to play their Ace S on your 2 because they only had two Spades.

10) 4 losers.

Two methods will work.

Method 1-trump in the dummy.

{ Perhaps win the Ace H -play a H back creating a void in H in dummy;

later do the same in C ie lay Ace C and another C creating a void in C in dummy.

May have to be careful when you draw trumps and how many trumps you draw BUT 11 tricks look likely}.

Method 2 -establish the long suit of diamonds in the dummy.

Trick 1) Win Ace Hrts

Trick 2) A S

Trick 3) K S

Trick 4) Ace D Trick 5) K D Trick 6) D trumped in hand

Trick 7) return to dummy with A C Trick 8) Play winning diamonds.

Will make 12 tricks if the diamonds break.

11) Again it is possible to trump losers in the dummy ie void the dummy of clubs and trump the clubs.

A neater solution is to establish the diamonds.

Trick 1) Win Ace Hrts

Trick 2) A S

Trick 3) Q S

Trick 4) finesse Q D Trick 5) A D Trick 6) D trumped in hand 7) return to dummy with a S 8) run winning D's.

12) Again (!) can trump a H in dummy having first voided the suit in dummy.

That will make 10 tricks.

To make 11 tricks a different approach is called for.

ie to establish the D's.

Trick 1) Win Ace Hrts

Trick 2) A S

Trick 3) K S

Trick 4) Ace D Trick 5) K D Trick 6) D trumped in hand Trick 7) return to dummy Continue to run winning D's.

13) 6 Top Tricks.

Need to play the Topless suit of Sp

Trick 1) Win Ace Hrts Trick 2) K S

as soon as the opponents take their Ace S we have 9 tricks.

14) I call this 6 Top Tricks A H + A D + A C + K C + Q C + last C

ie K765 -----AQ43 of clubs is for me 4 Top Tricks.

Need to play Topless suit again BUT before that ,,doesn't hurt to do a W.W.W.

Trick 1) low Hrt Trick 2) low H Trick 3) A H Trick 4) K S

as soon as the opponents take their Ace S we have 9 tricks.

15) 7 Top Tricks

Need to establish the D's.

Also need to do as W>W>W> in H.

Trick 1) low Hrt Trick 2) low H Trick 3) A D Trick 4) K d Trick 5) low D {loses}

When you next get the lead return to dummy and play winning D's.

16) 9 Top TRicks !!!

Just run for home NB anyone indulging in w.w.w. type plays could go down.

Trick 1) A Hrt Trick 2) A S Trick 3) K S Trick 4) 10 D to the Q etc etc

17) 8 Top Tricks

Need to establish the long suit NB the "long suit" is only 4 cards long

Trick 1) low Hrt Trick 2) low H Trick 3) A H Trick 4) A D Trick 5) K D

Trick 6) low D {loses}

When you next get the lead return to dummy and play winning D's.

18) 7 Top Tricks.

Establish the Topless suit of S

Trick 1) A Hrt Trick 2) Q S {loses} Trick 3) K H Trick 4) J S {loses} Trick 6) Q H
Play winning S's.

19) 6 Top Tricks

Establish the D's and do a W.w.w. in H

Trick 1)low Hrt Trick 2) low H Trick 3) A H Trick 5) finesse J d

NB whether the finesse works or fails doesnt really matter- 9 or 10 tricks are made

20) The gremlins got at this one !

The contract doesn't look certain to make at all.

Can try to establish D's {play A then K then lose a D} BUT that only gives us 8.

Seems we have to play S and so might as well play them from the start.

Trick 1)A Hrt Trick 2) low S to Q.....what happens next is in the
laps of the Gods.

Sorry this question wasnt set up right.

21) J H was an odd lead BUT still no need to be put off by that.

The trick is to see that this is NOT a w.w.w. situation and is actually a
S.W.S type.

Win the H lead straight away. and play K d's. The opponents H's are not strong enough
to beat us as we still have the 10 -----987

22)Hooray ! Its over but not with a bang but a whimper.

Again the question is a bit tame really giving the declarer little chance to show
their expertise.The best line is to assume that you have 9 tricks ready to take
and therefore win A H straight away. Now run for home taking 4 D tricks and 4 C tricks....
What's that you say ? We haven't got 4 C tricks ? Well err yes you are right BUT
maybe the C suit will break 3-3 anyway or maybe your less than expert opponents
will discard a C on the D's giving you the contract.