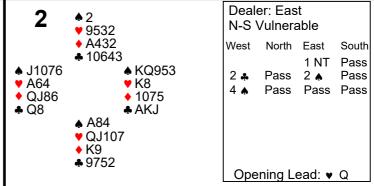
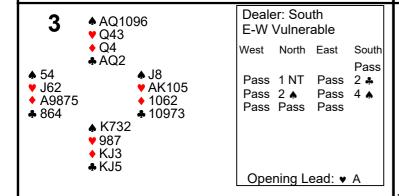


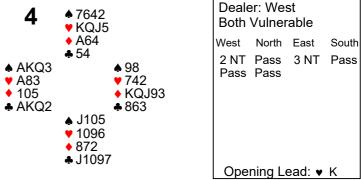
W should lead KH. E should realise W lead is from a H suit headed by KQ and also that unless the defence is dynamic, declarer will draw trumps and pitch his losers on dummys long D suit. E holds a singleton AD but if he plays it can he get his partner back in to give him a ruff? Yes. E should overtake Ws KH with his AH. Cash his AD and then return a H to Ws Q. W recognises E AD must be singleton and returns a D or a ruff.



You, South, lead QH. Declarer plays low from dummy and wins in hand with KH. He now leads KS. You duck this trick because you know from bidding N has only one trump and you will get a chance to see an informative discard on the second round of trumps. Declarer continues with a low trump and you hop up with your AS and watch for partner's card. He plays 2D. N is telling you he likes diamonds rather than a club. Looking at dummy, p surely has the AD. You play KD then 9D and N sends a D back for a ruff to defeat the contract.

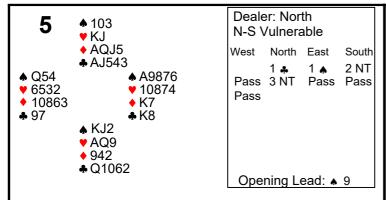


E should lead AH ... asking for attitude. W should play the 6 saying no p, I do not have a shortage and I do not hold the Q. E then switches to a trump to defeat the contract. How do you pick 6H as W's highest? A couple of clues: which ones can you see that are missing? why did declarer NOT play the 2? Tip for declarers - the 2 is a very telling card. You should think twice before showing that you have it.

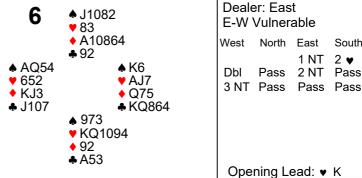


E may use Puppet Stayman. EW should end up in the same contract. N leads KH. S should see the Ds in dummy and see there is no other entry to the hand. It is therefore crucial to give count to p on his D holding so N can hold up the A correctly. W should duck the first H and S should play the 6H showing an odd number. When W wins the second H trick and leads the 10D, N should duck and S must play the 2 showing an odd number. N then knows the count and knows to play the A at trick 2.

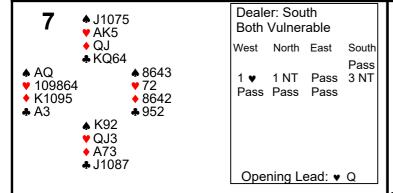
NP SA LSD Bidding Notes



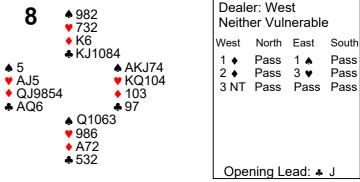
If you always play the highest in ps suit see what happens here. If you play the QS your p doesn't know where the J is. Best to lead low from the Q. Declarer is kept to 1 trick in spades instead of being gifted 2.



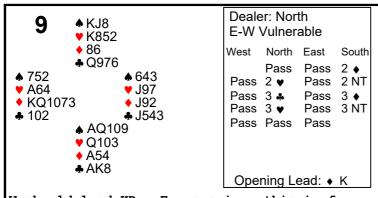
S leads KH which must be from KQJ or KQT... N can both discourage (as he does not hold the J if p has led from KQT) and show count by playing 8H. Play 8H to show an even number. Declarer should duck. S now knows to discontinue Hs and find the diamond switch (lead through strength) to ps hand to have the H led through. This is all about timing. A switch to any other suit gives declarer a tempo to set up the clubs and make his contract.



Lead ps suit unless you have something better. Play 7H ... doubleton. West should keep attacking Hs and try not to switch suits unless some better plan opens up.



N leads JC top of internal sequence. South should give count. When W develops Ds S must be alive to the auction and put up the A to protect the only possible entry for N to those clubs. Protect ps potential entry and fire back a club straight away.



W should lead KD. E recognises this is from KQ10. E jettisons the J on the first round to show W its whereabouts and prevent W switching suits.