

3.

♠ AK1062	♠ J73	♠ 8
♥ Q102	♥ KJ85	♥ 9643
♦ 53	♦ 92	♦ QJ108
♣ J85	♣ K962	♣ AQ103

N
E  
W
S

	♠ Q954	
	♥ A7	
	♦ AK764	
	♣ 74	

West	North	East	South
1♣	Obl	Pass	1♦
All Pass			2♦

4.

♠ 87	♠ QJ102	♠ A65
♥ Q8	♥ A3	♥ J76542
♦ 87642	♦ KQ1095	♦ 3
♣ AKQ9	♣ 105	♣ 742

N
E  
W
S

	♠ K943	
	♥ K109	
	♦ AJ	
	♣ J863	

West	North	East	South
Pass	2♣	Pass	1NT
Pass	4♣	All Pass	2♣

You cash the ♠A-K. Partner follows once (with the ♠8) and then discards the ♣10. How do you continue?

While it might look attractive to play another spade to score a ruff, East must have a good reason to discard such an encouraging club – it would surely have been possible to discard a low club or low heart if wanting a ruff. You should trust your partner and switch to a club.

If you ignore the signal and blithely play a third spade, declarer can avoid losing two clubs either by taking the heart finesse or by cashing the ♥A and then endplaying your partner with the third round of trumps.

You lead the ♣A: ♣5, ♣2 and ♣3. How do you continue?

You might think to cash a second club lest it run away. Then again, seeing ten cards in diamonds and a no-trump bid on your right, partner must be short in the suit. In this case you want to keep an entry for giving him a ruff.

Since a ruff will be possible if partner has the singleton ♦A, a small singleton diamond and the ♠A or a void diamond, you should go for it.

Yes, you risk conceding 12 tricks if partner has a diamond and none of the ♠A, ♦A or ♥K – but the risk is surely worth taking.