

3.

♠ A Q 8 3			
♥ 9 7 6			
♦ K J 10 6			
♣ Q 2			
♠ 9 7 6	♠ 5 4 2		
♥ 10	♥ A 4 3		
♦ 8 7 5 4 2	♦ 9 3		
♣ 10 9 6 4	♣ K J 8 7 5		
	♠ K J 10		
	♥ K Q J 8 5 2		
	♦ A Q		
	♣ A 3		

West	North	East	South
			2♣
Pass	2♠	Pass	2♥
Pass	3♥	Pass	4NT
Pass	5♦	Pass	6♥

All Pass  
Near game force and relay

Partner leads the ♠10, covered all around. Declarer cashes the ♦A, overtakes the ♦Q with the ♦K and leads another diamond, partner playing upward. What is your plan?

Why is declarer playing diamonds before trumps? With a club loser exposed, declarer's plan is to discard a club on a diamond. Although declarer can surely overruff, you must ruff low, preventing the discard. Moreover if dummy regains the lead with a spade and leads a fourth diamond, you must ruff low again, for the same reason. Finally, if your opponent tries to cash a fourth round of spades, you do not ruff with the ♥A; instead you leave partner to ruff low.

4.

	♠ Q 8 7 6		
	♥ 8 6 5 3		
	♦ A J		
	♣ Q J 5		
♠ 10 4 2		♠ A 9 3	
♥ A 9 7		♥ Q J 4 2	
♦ K 10 8 2		♦ Q 6 5	
♣ 7 6 3		♣ 10 8 4	
	♠ K J 5		
	♥ K 10		
	♦ 9 7 4 3		
	♣ A K 9 2		

West	North	East	South
All Pass			1NT

Partner leads the ♦2. You capture the ♦J with the ♦Q and return the suit, partner playing the ♦8. Declarer leads the ♠K followed (if you duck) by the ♠J, partner playing the ♠2 and ♠10. What do you do?

While you could hold up the ♠A for a second time, declarer can surely force an entry to dummy in clubs, limiting the upside. Can you see a downside to ducking the second spade? If partner has the ♥A, point count tells you the clubs are running and you might not get the chance to take the ♠A until it is too late.

Indeed, if you read the ♠10 on the second round as a suit-preference signal, you do place partner with the ♥A. So take the ♠A and switch to the ♥Q.