

1.

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

West	North	East	South
Pass	2♣	Pass	1♣
Pass	3NT	All Pass	2NT

2.

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

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

You lead the ♥4, covered by the ♥8, ♥J and ♥Q. At trick two, declarer leads the ♣3. What is your plan?

The immediate decision is whether to go up with the ♣K. Since you can reasonably hope that partner holds the ♣A and since your ♣K will hardly run away in a no-trump contract, you do not have to take it if you do not want to. Here, you want to save the ♣K as an entry for when the hearts are good, so play low. After partner takes the ♣A and returns a heart, you win with the ♥K and play a third round. Later you make the ♣K and two long hearts.

You lead the ♦2, headed by the ♦10 and ♦Q. Declarer cashes the ♠A-K, partner playing the ♠6 followed by the ♥10, and now leads the ♣3. What is your plan?

Again you must decide whether to grab a king. Who do you think has the ♣A? For two reasons you place partner with it. First, declarer could have crossed to the ♥A for a finesse. Secondly, the play to the first trick (reading the ♦10 as 'third hand high') and the trump play puts 17 other points on your right.

In case the ♣3 is a singleton, you want to duck the club to protect partner's ♣A from a ruffing finesse. In doing so it is best to play the ♣8 to signal an even number. After taking the ♣A, partner exits either with a low heart or with a diamond to defeat the contract.