

3.			
	♠ KJ		
	♥ K7		
	♦ K97		
	♣ A97652		
♠ 76542		♠ A1098	
♥ Q4	♠ N	♥ J10532	
♦ Q53	W	♦ J1082	
♣ Q104	E	♣ Void	
	S		
	♠ Q3		
	♥ A986		
	♦ A64		
	♣ KJ83		
West	North	East	South
Pass	3NT	All Pass	1NT

Partner leads the ♠6 (second and fourth). You win with the ♠A and return the ♠8, on which go the ♠Q, ♠4 and ♠K. Now comes the ♣A. What is your plan?

The play in the spade suit has been revealing. Your opponent must have a doubleton in each hand to crash the king and queen. You have two spade winners, which would enable you to stop any overtricks if you gain the lead.

A better idea is to try to help partner, who is the one with the entry, to make three spade tricks. You enable this to happen by discarding one spade on the first round of clubs and another spade on the second round of clubs.

4.			
	♠ QJ		
	♥ K97		
	♦ Q872		
	♣ QJ75		
♠ K10762		♠ A54	
♥ 1064	♠ N	♥ AQJ3	
♦ J6	W	♦ 1093	
♣ 932	E	♣ 1084	
	S		
	♠ 983		
	♥ 852		
	♦ AK54		
	♣ AK6		
West	North	East	South
All Pass			1NT

Partner leads the ♠6: ♠J, ♠A and ♠3. You return the ♠5: ♠8, ♠K and ♠Q. Partner cashes the ♠10: ♦2, ♠4 and ♠9. On the fourth spade lead dummy discards a second diamond. What do you do?

You can be sure of getting a heart switch after the fifth spade if you discard the ♥Q. You do not want to signal with a winner if you can help it, especially at match-points where some pairs will be higher than 1NT (some will not downgrade the bare Q-J). You should discard the ♦3 and then the ♣8, or maybe the ♣4 and then the ♦9. This way you discourage the first suit as well as clarifying that you could have encouraged the other suit if you had wanted to.

If you get partner to switch to the ♥10, you collect 300.