

3.

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

West	North	East	South
1♣	1♦	1♣	1NT
2♣	Obl	Pass	3♥
All Pass			

4.

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

West	North	East	South
Pass	1♦	Pass	1♥
Pass	3♥	Pass	4♥
All Pass			

You lead the ♦10. Partner captures the ♦J with the ♦K and returns the ♣6. What is your plan?

South, who has suggested some sort of club cover with the 1NT bid, is quite likely to have started with four clubs. Adding in that the ♣6 is a lowly card, you have high hopes that it is a singleton.

This being the case you aim to give partner two club ruffs, one after you take the ♣A and another after getting back in with the ♠A.

Since partner might be unsure whether to give you a ruff (if the ♦10 was a singleton), you should continue with the ♣4 or even the ♣Q as a suit-preference signal for spades.

You lead the ♠8. Partner puts up the ♠A, felling the ♠K, and switches to the ♦3. What do you do on this trick and the next?

This trick is easy: you ruff. Do you then play partner for the ♣A or for a singleton spade?

While declarer might decide to drop the ♠K from K-Q-x as a falsecard or to maintain fluid entries, this is unlikely here. A hand that passed as dealer will not have the ♠K-Q, the ♣A and a red king.

Furthermore, you might read the ♦3 (led round to a tenace) as a suit-preference signal for clubs. Switch to a club and then receive a second diamond ruff.