

1.

♠ Q108			
♥ KJ98			
♦ KJ83			
♣ 93			
♠ AK75	♠ J942		
♥ 73	♥ 10		
♦ Q965	♦ A10742		
♣ 872	♣ AQ4		
	♠ 63		
	♥ AQ6542		
	♦ Void		
	♣ KJ1065		

West	North	East	South
		1♣	1♥
Dbl	3♥	3♣	4♥
4♣	Pass	Pass	5♥
Dbl	All Pass		

You lead the ♠K, collecting the ♠8, ♠9 and ♠3.  
How do you continue?

In this situation, the ♠9 should be a count signal, signifying an even number – the bidding also suggests that partner has four spades. So you can cash the ♠A. While it is true that you will set up dummy's ♠Q, you can play a diamond at trick three, so declarer is unlikely to have anything useful to discard.

It is crucial that you play the second spade before leading diamonds because after a diamond goes to the jack, ace and a ruff, declarer would be able to discard any remaining spade on the ♦K

2.

♠ 8654			
♥ Q1054			
♦ A92			
♣ A4			
♠ AQ10	♠ KJ973		
♥ 7	♥ 6		
♦ 854	♦ KQ63		
♣ J87632	♣ Q105		
	♠ 2		
	♥ AKJ9832		
	♦ J107		
	♣ K9		

West	North	East	South
		1♣	2♥
2♣	4♥	4♣	5♥
All Pass			

You lead the ♠A, on which go the ♠4, ♠K and ♠2.  
How do you continue?

What do you make of the ♠K? Normally this would show the ♠Q – but you are looking at the ♠Q in your own hand. An unusual card should carry an unusual message.

What would you have done if partner had played a normal discouraging spade?

You probably would have switched to dummy's weaker minor, clubs. You thus switch to a diamond, leading the ♦8 to denote your weakness.

If you fail to switch to a diamond, declarer can make the contract, ruffing three spades in hand to eliminate the suit and later forcing partner to make a losing return