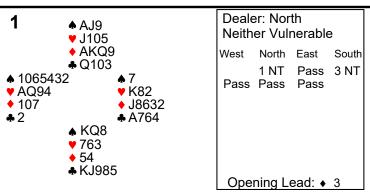
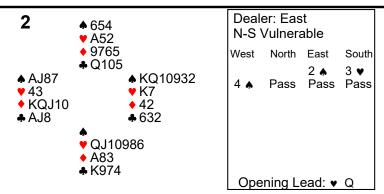
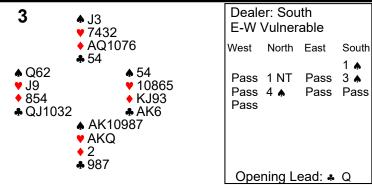
LC30 -- Defensive Strategy (Passive or Aggressive)



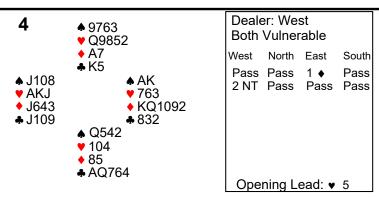
After the first trick goes to North's *A, East knows that North has *AKQ9. When he wins his *A (not on the first round), West throws a discouraging spade so East shifts to a low heart (showing "like"--BOSTON) and defeats the contract.



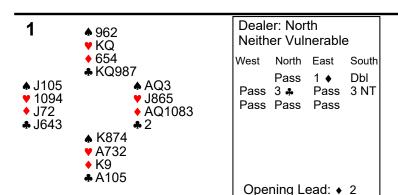
East opens 2♠, raised to 4♠ (after South's 3♥ overcall). North wins the heart lead and should shift to a low club--his only chance (dummy's diamonds are threatening). South plays third-hand high (♣K) and the defense takes 4 tricks to set the contract.



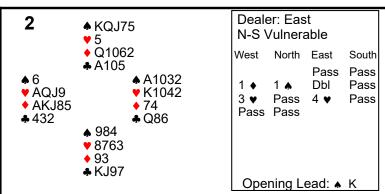
East has diamonds under control, so knows that declarer's only extra tricks might come from ruffing clubs in dummy. To prevent this, he wins the *K (cheaper of equals) and shifts to a trump. When in with the next club, he plays another trump to defeat the contract.



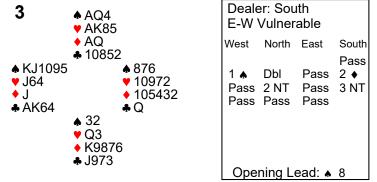
West's 2NT shows 11-12 balanced, no 4-card major. When West wins trick one with the \$J\$ (probably, he should falsecard), North knows declarer has \$AKJ\$. When diamonds are played, it is a good (the only) shot to switch to the \$K\$. Partner is marked with good clubs (West is a passed hand)--and it is the only chance--and it works!



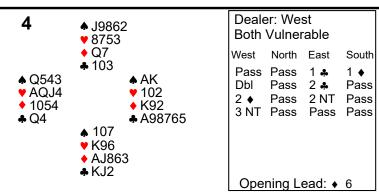
South makes a takeout double and chooses to try the NT game after North's invitational jump. Declarer has 9 tricks (3 hearts, 1 diamond and 5 clubs), but has to be careful with entries. Most notably, he should unblock his \$10 when the suit is played.



West has too much for only 2♥ so jumps invitationally to 3♥. East accepts. After the ♠K lead, declarer wins and plays the top diamonds. He trumps a diamond high, crosses in trump and ruffs another diamond high. His diamonds are good—so he draws trump and takes the first 10 tricks.

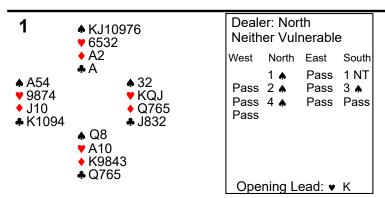


North's auction shows more than a 1NT overcall, so South raises to 3NT. After the spade lead, declarer plays the *A and then overtakes the *Q and knocks out the 10 to set up 9 tricks.

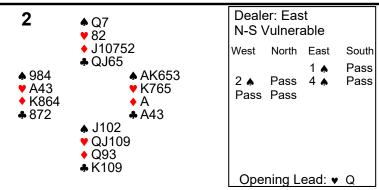


West's negative double shows 4-4 in the majors. East repeats the clubs and West can invite with 3♣ or "punt" with a 2♦ cuebid. Either way, East bids notrump, leading to 3NT. After a diamond lead, declarer plays the ♥10. South must cover. Declarer unblocks the ♠AK and takes his major suit winners. Eventually, he exits in diamonds and South must lead from his ♣K for the 9th trick.

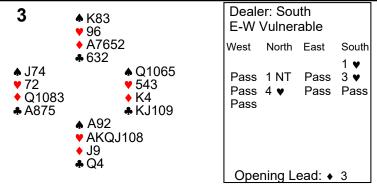
LC93 Paint into Corner (Suit)



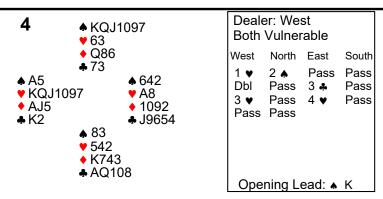
Declarer should duck the opening lead. Even with a trump shift (best) and another trump, declarer can draw trump and play A, A and throw a heart on the A9.



Declarer should duck the opening lead. Then he can win any return, cashing 2 top spades then unblocking the A and trumping the 4th heart in dummy.



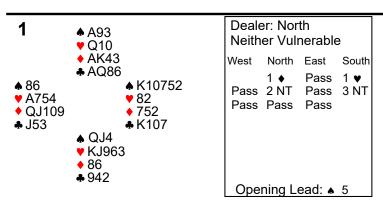
West's diamond lead is the only one to allow the contract to make. Declarer must duck in dummy and then use the major-suit entries to set up the long diamond.



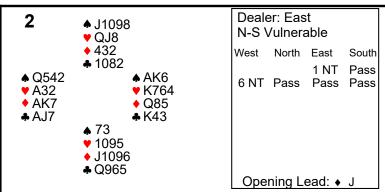
Declarer must use one heart entry to lead a LOW diamond to the jack. After it loses, he uses the other heart entry to run the \$10. When that holds, he can lead to the \$K.

LC94 -- Paint Corner NT

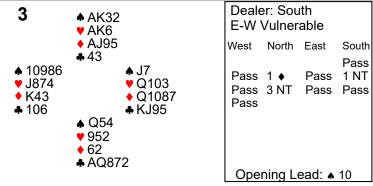
Printed by Dealmaster Pro



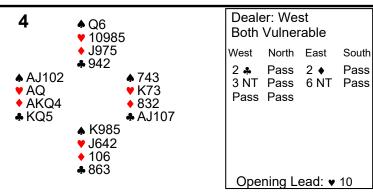
Declarer must keep a spade entry to dummy's hearts. He wins trick one with the ♠A and knocks out the ♥A (West wins the second round). Declarer takes 4 hearts, 2 spades and AK-A for 9 tricks.



West knows there are 33-35 HCP, so he should go directly to 6NT (no need for Gerber). Declarer wants to try both majors, so starts by ducking a heart. He then can try both majors and fall back on the club finesse if needed.



Declarer wins the spade in dummy and plays a club to his 7. This allows him to later set up the 5th club.



Declarer has 11 top tricks. Instead of relying on 3-3 diamonds, declarer should first take a spade finesse. Then, when diamonds don't split, take another spade finesse.