

## Planning the Play-Practice Set 1

<p style="text-align: center;">♠-AK1086 ♥-Axxx ♦-x ♣-xxx</p> <p>♠-xxx                      ♠- ♥-KQx                     ♥-Jxxxx ♦-KJ10                    ♦-Qxxxx ♣-xxxx                    ♣-AKQ</p> <p style="text-align: center;">♠-QJ975 ♥-x ♦-Axxx ♣-J109</p>	<p>1. North is declarer in a spade contract. East should lead the ace of clubs, followed by the king and queen. North should win the next trick and mentally consider his potential losers. His 3 small hearts are losers. Then he should consider if they can be eliminated. The answer is yes, by ruffing them in dummy. North notes that all his trumps are high (so he can't be over-ruffed). North could pull 2 rounds of trumps and then begin cross-ruffing in hearts and diamonds to win 10 tricks. It would be a mistake to pull 3 rounds of trump, since then only 2 heart losers and 2 diamond losers could be ruffed.</p>
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<p style="text-align: center;">♠-xxxx ♥-Axx ♦-Qxxx ♣-xx</p> <p>♠-Kxx                      ♠-Axx ♥-1087x                  ♥-J9xx ♦-Axx                      ♦-Kxx ♣-Kxx                      ♣-Axx</p> <p style="text-align: center;">♠-QJ10 ♥-KQ ♦-Jx ♣-QJ109x</p>	<p>2. East is declarer in a NT contract. South should lead the queen of clubs and continue leading clubs whenever possible. East should count his winners. There are 2 winners each in spades, diamonds and clubs, but no hope of another trick in those suits. In hearts, declarer can knock out the ace, king and queen of hearts to set up a trick in hearts. He should begin this immediately while he still has stops in the other suits. When South wins the second heart, he can cash 3 club winners, but declarer will still be able to take 7 tricks.</p>
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<p style="text-align: center;">♠-xx ♥-Ax ♦-AQxxxx ♣-xxx</p> <p>♠-KQJ10x                  ♠-xxxx ♥-QJ10x                  ♥-xxxxx ♦-x                          ♦-Kxx ♣-Axx                      ♣-x</p> <p style="text-align: center;">♠-Ax</p>	<p>3. South is declarer and must take 9 tricks in NT. West leads the king of spades. Declarer should count his winners. Declarer has 1 winner in spades and diamonds and 2 in hearts. Declarer has 5 potential winners in clubs and 5 more potential winners in diamonds (if the king of diamonds is onside. Declarer should recognize that the opponents will cash enough spade winners to set the contract if they can get</p>
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<p>♥-Kx ♦-J109 ♣-KQJ10xx</p>	<p>on lead. Thus declarer should forget about trying clubs and take the diamond finesse.</p>
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<p>♠-xxx ♥-AK ♦-Q10xx ♣-xxxx</p> <p>♠-AKQJ10      ♠-xxx ♥-xx              ♥-xxxxx ♦-Axx             ♦-xx ♣-Kxx             ♣-AQJ</p> <p>♠-xx ♥-QJ10x ♦-KJxx ♣-xxx</p>	<p>4. West is playing a spade contract. North should cash two heart winners and lead a diamond. Declarer should count his losers. In addition to the 2 heart losers, declarer has 2 diamond losers. Declarer should consider whether they can be eliminated. One is unavoidable, but the third diamond can be ruffed in the dummy. Declarer should win the first diamond and immediately give up the second diamond. When he regains the lead, he should pull 2 rounds of trump, ruff the diamond in dummy, return to his hand with the king of clubs, pull trumps and claim, taking 10 tricks.</p>
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