

The Master Plan

Board 1

North Deals

None Vul

	♠ K 6																																
	♥ A K Q J 9 7 2																																
	♦ 6																																
	♣ A 8 4																																
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	1♥	Pass	2♥																														
Pass	4♥	All pass																															

East leads ♦ Queen.

Step 1: We will designate North as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 2 Spade losers and 2 Club losers.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 1).

- A Spade towards our ♠King and 'Hope' that West holds the ♠Ace.
- A Club towards dummy's ♣Queen and 'Hope' that East holds the ♣King.
- Set up dummy's Diamond suit to discard one of our losers on dummy's 5th Diamond.

Step 4: We cannot use any of dummy's trumps to eliminate any of our losers.

Observations:

In order to set up dummy's 5th Diamond, we require 3 outside entries to dummy, which we have in the way of the ♥10, ♥8 and ♥3.

We must draw trumps slowly, utilising all 3 trump entries to ruff a Diamond.

Conclusion:

- Win the opening lead with ♦ Ace and ruff a Diamond with ♥ Ace.
- Play ♥ 9 to dummy's ♥ 10 and ruff dummy's third Diamond with the ♥ King.
- Play ♥ 7 to dummy's ♥ 8 and ruff dummy's fourth Diamond with the ♥ Queen.
- Play ♥ 2 to dummy's ♥ 3 and play dummy's fifth Diamond and discard our losing Club.

Preparation for a Throw In

Board 2

East Deals
N-S Vul

	♠ —																																
	♥ J 10 9																																
	♦ J 6 5 2																																
	♣ 9 8 6 5 4 2																																
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	♥ K 7 5 3	♥ 7	16																														
	♦ 7 3	♦ 15																															
	♣ A K J 10																																
West	North	East	South																														
4♠	All pass	1♠	1NT																														

South leads ♣King.

Step 1: We will designate East as the 'Master Hand' as it has the longer side suit.

Step 2: The 'Master Hand' potentially has 1 Spade loser, 2 Heart losers, 1 Diamond loser and 1 Club loser.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 2).

Our Diamond loser, if required can be ruffed.

A Heart towards our ♥Queen and 'Hope' that North holds the ♥King.

If the ♦Jack falls in 3 rounds, our ♦10 is a winner and we can discard a Heart from dummy and subsequently ruff a Heart loser.

We can lose the lead to South at an appropriate moment so that they are forced to lead into our ♥A Q or gives us a 'Ruff & Discard'.

Step 4: We have plenty of trumps, so we need to draw trumps.

Observations:

The 1NT overcall has informed us that the Heart finesse is 'Doomed'.

If we can make 4 natural Diamond tricks, we are 'Home and Dry' as we have avoided our Diamond loser and we can discard a Heart from dummy, reducing our Heart losers by 1.

We need to play our Diamonds in such a way, that when we do not have 4 natural Diamond tricks, South will find themselves on lead having to give us an extra trick.

Conclusion:

After 2 rounds of Clubs, we ruff the second round.

We play one round of trumps and observe that trumps are 3-0.

We must now cash 2 rounds of Diamonds, which is in preparation for our end game strategy.

We can now continue with the drawing of trumps.

We make sure that we are in dummy after the 3rd round of trumps.

We now play a Diamond and if North plays a small Diamond, we play our ♦10.

If the ♦10 wins, as it does on this occasion, we are home and dry as we can now discard a losing ♥ from dummy.

Even if our ♦10 loses to South's ♦Jack, South is now forced to either give us a 'Ruff & Discard' or lead into our ♥A Q. Our last Diamond will be used to discard a Heart from dummy.

If North does not follow to the third round of Diamonds, we are also ok, as we will win with our ♦Ace and play our ♦10, discarding a Heart from dummy.

Avoidance Play

Board 3

South Deals

E-W Vul

	♠ 3 2		
	♥ J 9 6 2		
	♦ K Q J 2		
	♣ A 8 4		
♠ A 8 7 6 4	<div style="border: 1px solid black; padding: 5px; display: inline-block; text-align: center;">N W ↓ E S</div>	♠ Q J 10 9	
♥ 5		♥ 4 3	
♦ 10 9 8 7		♦ A 5 4 3	
♣ 9 7 2		♣ K 5 3	
♠ K 5			
♥ A K Q 10 8 7			11
♦ 6			4 10
♣ Q J 10 6			15
West	North	East	South
			1♥
Pass	3♥	Pass	4♥
All pass			

West leads ♦ 10.

Step 1: We will designate South as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 2 Spade losers, 1 Diamond loser and 1 Club loser.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 1).

We can run the ♣ Queen and 'Hope' that West holds the ♣ King.
Once the ♦ Ace has been knocked out, we can discard 2 losing Spades on our established Diamonds.

Step 4: Trumps are not an issue.

Observations:

We can immediately declare that East is the 'Danger Hand'.
If East was to gain the lead, our ♠ King is looking very vulnerable.
How can we prevent East from getting the lead?

Conclusion:

We must play *low* at trick 1 from dummy; This will keep East off lead.
We can now draw trumps, ending in dummy and lead the ♦ King, when East plays their ♦ Ace, we can ruff, enter dummy to play off our ♦ Queen and ♦ Jack, discarding our 2 Spade losers.

Note that if East rises with their ♦ Ace, 'On Thin Air', at trick 1 and plays a Spade through, the defence take the first 3 tricks, however, we now have *three* discards from our established Diamond suit in dummy and having drawn trumps, we will discard 3 Clubs from our hand.

Master Plan (Time Sensitive)

Board 4

West Deals
Both Vul

	♠ J 5											
	♥ 10											
	♦ 6 5 4 3 2											
	♣ K Q J 10 2											
♠ 6 2	♠ A K 8 4											
♥ K Q J 6 3 2	♥ A 5 4											
♦ 9 8 7	♦ K 10											
♣ 4 3	♣ A 7 6 5											
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	N											
W	←	E										
	S											
	♠ Q 10 9 7 3											
	♥ 9 8 7		7									
	♦ A Q J		6 18									
	♣ 9 8		9									
West	North	East	South									
2♥	Pass	4♥	All pass									

North leads ♣King.

Step 1: We will designate West as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 3 Diamond losers, and 1 Club loser.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 1).

A Diamond towards our ♦King and 'Hope' that North holds the ♦Ace.
We can ruff one of our losing Diamonds in dummy.

Step 4: The strategy of ruffing a Diamond in dummy is 'Time Sensitive' in that we must set about attempting to ruff our Diamond immediately without drawing any trumps.

Observations:

The strategy of leading towards dummy's ♦King is only a 50% play.

Playing for a Diamond ruff is a 100% play.

However, the ruffing strategy is 'Time Sensitive' as we need to do this without first drawing any trumps or letting the defenders draw too many of our trumps.

Conclusion:

Win the opening lead with dummy's ♣Ace and immediately play the ♦10.

Win the trump return, with the ♥King and play another Diamond.

When the defence continue with another trump, win this with the ♥Queen and ruff our last Diamond with the ♥Ace.

Play a Club and at some stage declarer can ruff a Club and draw the last trump.

Declarer just loses 2 Diamonds and a Club.

Blockage Identified At Trick 1

Board 5
North Deals
N-S Vul

♠ 10 9 7 4		♠ K J 2			
♥ 6 5 2		♥ A K 10 8 7			
♦ 10		♦ Q 9 7 6			
♣ 10 7 6 5 4		♣ J			
♠ 8 6 3	<table border="1" style="background-color: #800080; color: white; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W ↑ E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W ↑ E	S	♠ A Q 5
N					
W ↑ E					
S					
♥ Q J 9		♥ 4 3			
♦ A K 5 3 2		♦ J 8 4			
♣ Q 9		♣ A K 8 3 2			

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West	North	East	South
	Pass	1♥	2♣
2♦	Pass	3♦	Pass
4♥	All pass		

South leads ♣King.

Step 1: We will designate East as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 3 Spade losers and 1 Club loser.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 1).

We can discard one Spade loser on dummy's long Diamond suit.

We can play a Spade towards our ♠Jack and 'Hope' that North holds the ♠Queen.

We can play a Spade towards our ♠King and 'Hope' that North holds the ♠Ace.

Step 4: We will not be using our trumps to eliminate any of our losers, so trumps should be drawn immediately.

Observations:

Surely this hand looks too easy?

Do we not have 10 tricks in the red suits?

On further inspection of the Diamond suit, if the Diamond suit breaks 3-1, there appears to be a problem in trying to cash 5 Diamond tricks.

There appears to be a blockage.

Do we have to call a 'Plumber' or is there some other way of unblocking those Diamonds?

Conclusion:

After South cashes the ♣King at trick 1, they will try to cash the ♣Ace at trick 2.

All we must do is discard our ♦6 at trick 2.


The Diamonds are now unblocked.

Time to cancel the plumber.

The Throw In

Board 6

East Deals
E-W Vul

<p>♠ Q 8 2 ♥ 10 7 6 4 3 ♦ K Q 4 ♣ A Q</p>	<p>♠ K 10 7 ♥ Q J ♦ 6 5 3 ♣ K J 9 6 3</p>	<p>♠ J 6 4 ♥ A K 8 5 2 ♦ A 7 2 ♣ 4 2</p>	<p>♠ A 9 5 3 ♥ 9 ♦ J 10 9 8 ♣ 10 8 7 5</p>																									
																												
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S	2	-	-	-																								
E	-	1	4	-																								
W	-	2	4	1																								
West	North	East	South																									
2NT	Pass	1♥ 4♥	Pass All pass																									

South leads ♦ Jack.

Step 1: We will designate East as the 'Master Hand', but it doesn't matter as both declarer and dummy have the same distribution.

Step 2: The 'Master Hand' potentially has 3 Spade losers and 1 Club loser.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 1).

We can play a Club towards West's ♣ Queen and 'Hope' that South holds the ♣ King.
 We could get 'Lucky' in the Spade suit in that we guess who holds a doubleton honour in Spades, so that the defender's honour 'Falls on thin air'. e.g. If we think that South holds a doubleton honour in Spades, we play a Spade to West's ♠ Queen and then we play a small Spade from both hands and then luckily East's Jack of Spades becomes a winner.
 We can force the defenders to open up the Spade suit.
 We can force the defenders to give us a 'Ruff & Discard'.

Step 4: We will not be using our trumps to eliminate any of our losers, so trumps should be drawn immediately.

Observations: We must 'Hypnotise' the defenders into doing something they do not want to do.


Conclusion:

We draw trumps.
 We play all of our Diamonds.
 We play the ♣ Ace followed by the ♣ Queen.
 Whatever defender wins, they now have a choice of either playing a Club or a Diamond, both which gives us a 'Ruff & Discard', which reduces our losers by 1, alternatively they can play a Spade which opens up a 'Frozen Suit', which again reduces our losers by 1.

Preparation for a Throw In

Board 7

South Deals
Both Vul

	♠ 6 2																																
	♥ J 6 3 2																																
	♦ K Q J 10																																
	♣ K 10 8																																
♠ A Q 10 9 5		♠ K J 8 7																															
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	♥ Q 10 9 8	♥ A K 7 5	12 12																														
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<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																														
			Pass																														
1♠	Pass	2NT	Pass																														
4♠	All pass																																

North leads ♦ King.

Step 1: We will designate West, as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 2 Diamond losers and 4 Club losers.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 3).

We can discard one of our losing Diamonds on East's ♥ King.

If Clubs do not break 3-3, we can ruff our Club loser.

We can force the defenders to open up the Club suit.

We can force the defenders to give us a 'Ruff & Discard'.

Step 4: The 'Time Sensitive' aspect of this hand is the elimination of our Heart suit in preparation for a 'Throw-In'.

We cannot afford to draw a third round of trumps, so we must ruff one of our Hearts before we play a second round of trumps.

Observations:

Getting rid of 2 of our losers is easy (Discarding a Diamond on the ♥ King and potentially having to ruff our 4th Club), so we are only looking to eliminate one more of our losers.

We recognise our Club holdings as a 'Frozen Suit', so maybe we can eliminate the Hearts and throw a defender in?

Conclusion:

We win the first trick with our ♦ Ace.

Draw one round of trumps.

Play the ♥ Ace and ruff a Heart high.

Play a Spade to the East hand and cash the ♥ King, discarding the ♦ 3.

Ruff our last Heart and exit with a Diamond.

North has no choice but to either 'Open Up' the Club suit or to give us a 'Ruff & Discard', by leading a Diamond.

We make our contract by losing just 2 Clubs and 1 Diamond.

Master Plan (Time Sensitive)

Board 8

West Deals
None Vul

	♠ K J 8																																							
	♥ K 8 5																																							
	♦ Q J 10 9																																							
	♣ 9 6 2																																							
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West	North	East	South																																					
1♥	Pass	2♥	Pass																																					
3♦	Pass	4♥	All pass																																					

North leads ♦ Queen.

Step 1: We will designate West as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 2 Spade losers, 1 Heart loser, 1 Diamond loser and 1 Club loser.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 2).

We can ruff one of our Spade losers in dummy.

We can lead dummy's ♥ Queen and 'Hope' that South holds the ♥ King.

If North holds the ♠ King and we lead towards dummy's ♠ Queen, not only will this eliminate one of our Spade losers, it will also give us an opportunity to discard a Diamond from dummy on our ♠ Ace, which will then mean that we can ruff declarer's Diamond loser in dummy.

Step 4: The Spade strategy is 'Time Sensitive' as we need to action this strategy before the defenders knockout our other Diamond and subsequently cash their Diamond winner.

Observations:

We can take our Heart finesse at any stage of the hand, so there is no rush for that part of the 'Master Plan'. The Spade strategy of leading towards dummy's ♠ Queen takes preference.

Conclusion:

Win the opening lead in hand with our ♦ Ace and lead a Spade towards dummy's ♠ Queen.

Assuming that North pops up with their ♠ King and plays another Diamond, win that with dummy's ♦ King and cash dummy's ♠ Queen.

We now need to get to our hand, so that we can cash our ♠ Ace, discarding dummy's Diamond.

The only certain way to get to our hand, without the defence cashing their winning Diamond, is to play a Heart to our ♥ Ace.

We can now play our ♠ Ace, discarding dummy's Diamond.

We can draw trumps and in our own time, we can ruff our losing Diamond in dummy.

We end up losing just one Spade, one Heart and one Club.

Avoidance Play

Board 9
North Deals
E-W Vul

	♠ A K J 6 4		
	♥ 7 6		
	♦ K 9 3		
	♣ K J 2		
♠ Q 7 2	N	♠ 3	
♥ 10 9 8 5 3 2	W ↑ E	♥ K Q J	
♦ 8 6	S	♦ 5 4 2	
♣ 9 8		♣ A Q 10 7 6 5	
♣ ♦ ♥ ♠ N	♠ 10 9 8 5		
N - 5 - 5 5	♥ A 4	15	
S - 5 - 4 5	♦ A Q J 10 7	2 12	
E 2 - 2 - -	♣ 4 3	11	
W 2 - 2 - -			
West	North	East	South
	1♠	2♣	3♣
Pass	4♠	All pass	

East leads ♥ King.

Step 1: We will designate North as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 1 Spade loser, 1 Heart loser and 3 Club losers.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 2).

- We can play Ace, King of Spades and if the ♠Queen appears, we have 0 Spade losers.
- We can play a Spade towards our ♠Jack and 'Hope' that West holds the ♠Queen.
- We can play a Club towards our ♣K J 2 and 'Hope' that a ♣Honour is onside and we 'Guess' correctly.
- We can discard 2 Club losers on dummy's long Diamond suit.

Step 4: We have plenty of trumps, so we can draw trumps immediately.

Observations:

We appear to have lots of tricks in the way of at least 4 Spades, 5 Diamonds and the ♥Ace. However, our 'Master Plan Ritual' is warning us that we might have 2 too many losers, albeit our 3rd Club loser is never going to happen as we will always be able to ruff that in dummy or discard it on dummy's long Diamonds.

Conclusion:

This is going to take some explaining, so please see the next page.

Listen To The Bidding

Board 10

East Deals

Both Vul

	♠ 8 6																																
	♥ A K J 7 3 2																																
	♦ A J																																
	♣ A K 8																																
♠ —	<table border="1" style="margin: auto; text-align: center;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td>→</td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W	→	E		S		♠ K Q J 10 9 5																						
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W	→	E																															
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♦ K 10 7 6 3 2		♦ Q 9 4																															
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	♣	♦	♥	♠	N																												
N	1	-	4	1	4																												
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	♥ Q 8 5	6	8																														
	♦ 8 5	6																															
	♣ 7 6 2																																
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																														
Pass	4♥	2♠	Pass																														
		All pass																															

East leads ♠King.

Step 1: We will designate North as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 1 Spade loser, 1 Diamond loser and 1 Club loser.

Step 3: Strategies available: (We are not required to reduce our 'Master Hand' losers).

We cannot get rid of any of our losers; But we do not need to.

Step 4: We will not be using our trumps to eliminate any of our losers, so trumps should be drawn immediately.

Observations:

According to our 'Master Plan Ritual', we have only 3 losers.

Let's see how many winners we have.

We have 10 winners.

But sometimes winners can disappear in a 'Flash'.

Conclusion:

East has opened the bidding with a vulnerable weak 2 bid.

This almost certainly means that West is void in Spades.

If we play our ♠Ace at trick 1, it will be ruffed.

We must play small on the first 3 rounds of Spades.

We can only play our ♠Ace once we have drawn all the trumps.

Loser on Loser (Avoiding the Overruff)

Board 11

South Deals

None Vul

	♠ Q 10																																
	♥ Q 3 2																																
	♦ A 8 7 6 3 2																																
	♣ K 4																																
♠ K 8 5	N W ↓ E S	♠ J 9 7 6 4 2																															
♥ 6 5		♥ 8 7 4																															
♦ K Q J 5		♦ 10 9																															
♣ Q 10 9 7		♣ 6 3																															
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	♣	♦	♥	♠	N																												
N	4	3	5	2	3																												
S	5	4	5	2	4																												
E	-	-	-	-	-																												
W	-	-	-	-	-																												
	♥ A K J 10 9	11	1																														
	♦ 4	17																															
	♣ A J 8 5 2																																
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																														
			1♥																														
Pass	2♦	Pass	3♣																														
Pass	3♥	Pass	3♠																														
Pass	4♦	Pass	4NT																														
Pass	5♣	Pass	5♦																														
Pass	6♣	Pass	6♥																														
All pass																																	

West leads ♦ King.

Step 1: We will designate South as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 1 Spade loser and 3 Club losers.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 3).

We can set up dummy's Diamond suit to create 3 discards.

We can ruff some of our Club losers in dummy.

Step 4: We require dummy's trumps to ruff our Club losers, so we must not draw any.

Observations:

To set up dummy's Diamond suit, not only must trumps break 3-2, but Diamonds must break 3-3 and ominously East has played the ♦ 10 at trick 1.

Mind you, setting up the Club suit is not going to be a 'Walk in the Park' as there is a big danger that we could be overruffed by East.

If Clubs are splitting 3-3, we will not have a problem, but what happens when they are 4-2?

Conclusion:

Win the opening lead with the ♦ Ace.

Play the ♣ King followed by the ♣ Ace.

Ruff a Club with dummy's ♥ Queen.

Come to hand with the ♠ Ace.

Now play the 4th round of Clubs, which is a 'Loser' and Discard the ♠ Queen, which is a 'Loser'.

Our Clubs are now all set up and all we need to do now is ruff our ♠ 3.

Master Plan (Plan The Ruffs)

Board 12

West Deals
N-S Vul

	♠ K 9		
	♥ 8 7 6 3		
	♦ Q J 7 5 3 2		
	♣ 5		
♠ 2	♠ J 5 4 3		
♥ Q 9 5	♥ K J 10 4		
♦ 10 8	♦ K 9 6 4		
♣ Q J 10 9 8 7 6	♣ K		
	♠ A Q 10 8 7 6		
	♥ A 2	6	
	♦ A	5 11	
	♣ A 4 3 2	18	
West	North	East	South
3♣	Pass	Pass	4♠
All pass			

West leads ♣ Queen.

Step 1: We will designate South as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 1 Spade loser, 1 Heart loser and 3 Club losers.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 2).

We can ruff some of our losing Clubs in dummy.

Step 4: We must not draw any trumps or let the defenders draw any of our trumps.

Observations:

After the opening 3 Clubs bid, it is very likely that East's ♣ King is a singleton and there is a danger that if we ruff one of our losing Clubs with our ♠ 9, it will be overruffed with East's ♠ Jack and East can then draw our last trump and we have not reduced the number of losers that we have.

How can we guarantee that we can successfully ruff one of our Club losers?

Conclusion:

We need to utilise the fact that our trump suit is so strong. (We are only missing the ♠ Jack).

We win the opening lead with our ♣ Ace and ruff our ♣ 2 with the ♠ King.

Enter our hand with the ♦ Ace and now ruff another Club with the ♠ 9.

Even when our ♠ 9 is overruffed with East's ♠ Jack, we have been able to ruff two of our losing Clubs and manage to extract East's only trump trick.

We end up only losing 1 Heart, 1 Club and the ♠ Jack.

Safety Play

Board 13
North Deals
Both Vul

<p>♠ 6 5 ♥ K 10 7 6 4 3 2 ♦ 5 4 3 ♣ 8</p> <table border="1" style="margin-left: auto; margin-right: auto; text-align: center; border-collapse: collapse;"> <tr> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>N</td> </tr> <tr> <td>N</td> <td>6</td> <td>5</td> <td>2</td> <td>6</td> <td>6</td> </tr> <tr> <td>S</td> <td>6</td> <td>5</td> <td>2</td> <td>6</td> <td>6</td> </tr> <tr> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </table> <p style="text-align: center;">West</p>		♣	♦	♥	♠	N	N	6	5	2	6	6	S	6	5	2	6	6	E	-	-	-	-	-	W	-	-	-	-	-	<p>♠ A Q 4 2 ♥ A Q ♦ K Q 6 ♣ K J 5 3</p> <div style="text-align: center; margin: 10px 0;"> <table border="1" style="width: 40px; height: 40px; margin: 0 auto; border-collapse: collapse;"> <tr> <td style="text-align: center;">N</td> <td></td> <td style="text-align: center;">E</td> </tr> <tr> <td style="text-align: center;">W</td> <td style="text-align: center;">↑</td> <td style="text-align: center;">S</td> </tr> </table> </div> <p>♠ K J 7 3 ♥ 9 5 ♦ A J 2 ♣ A 9 6 4</p> <p style="text-align: center;">North</p>	N		E	W	↑	S	<p>♠ 10 9 8 ♥ J 8 ♦ 10 9 8 7 ♣ Q 10 7 2</p> <p style="text-align: center;">East</p>	<p>♠ 10 9 8 ♥ J 8 ♦ 10 9 8 7 ♣ Q 10 7 2</p> <p style="text-align: center;">South</p>
	♣	♦	♥	♠	N																																		
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E	-	-	-	-	-																																		
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N		E																																					
W	↑	S																																					
	2NT	Pass	3♣																																				
Pass	3♠	Pass	6♠																																				
All pass																																							

East leads ♦ 10.

Step 1: We will designate North as the 'Master Hand', but it doesn't matter as both declarer and dummy have the same distribution.

Step 2: The 'Master Hand' potentially has 1 Heart loser and 2 Club losers.

Step 3: Strategies available: (We need to get rid of 2 of our losers).

We can play a Heart towards our ♥Queen and 'Hope' that West holds the ♥King.
We can play a Club towards our ♣J and 'Hope' that West holds the ♣Queen.

Step 4: We will not be using our trumps to eliminate any of our losers, so trumps should be drawn immediately.

Observations:

We recognise the Club layout.
Should we play the safety play in Clubs or not?

Conclusion:

We draw trumps.
We play a Heart towards our ♥Queen.
When it holds, we know that we can afford the 'Safety Play' in the Club suit.
We can afford to lose 1 Club trick, so we play a Club to the King and then a Club towards our 9.
If East plays low, we insert the ♣9.

Loser on Loser (Avoidance Play)

Board 14

East Deals

None Vul

	♠ 9 5																																
	♥ A 9 8 2																																
	♦ K Q J 5																																
	♣ 9 4 2																																
♠ A K Q 7 6 3 ♥ K 7 5 ♦ 4 ♣ A 8 5	<div style="border: 2px solid purple; padding: 5px; width: 40px; margin: 0 auto;"> N W → E S </div>	♠ J 8 4 ♥ 6 4 3 ♦ A 3 2 ♣ K 7 6 3																															
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		Pass	Pass																														
1♠	Pass	2♠	Pass																														
4♠	All pass																																

North leads ♦ King.

Step 1: We will designate West as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 3 Heart losers and 1 Club loser.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 1).

We can lead a Heart towards our ♥King and 'Hope' that South holds the ♥Ace.
 We can set up dummy's 4th Club, which will provide us with a discard.

Step 4: Trumps are not an issue.

Observations:

At first glance, it appears that our only hope is to play towards our ♥King.
 The only other hope is that Clubs are 3-3 and we can set up our 4th Club in dummy and by some 'Miracle', South does not get on lead to lead a Heart through us.
 Maybe there is another way to set up the Club suit ensuring that South does not get on lead?

Conclusion:

On the opening lead of the ♦ King lead, we play dummy's ♦ 2, which is a 'Loser' and we play our ♦ 4, which is a 'Loser'.
 When we get the lead, we will draw 2 rounds of trumps.
 We now cash our ♣ Ace and ♣ King.
 We now play dummy's ♦ Ace, discarding our ♣ 8.
 We can now ruff high dummy's 3rd Club.
 We can get back to dummy with our ♠ Jack to cash dummy's 4th Club, discarding our losing ♥.

Throw In Preparation

Board 15

South Deals
N-S Vul

	♠ Q 9 8 6																																
	♥ 8 7 6																																
	♦ K Q 2																																
	♣ A Q 8																																
♠ 4	<table border="1" style="margin: auto; text-align: center;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td>↓</td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W	↓	E		S		♠ 5 2																						
	N																																
W	↓	E																															
	S																																
♥ K Q J 10		♥ 9 5 4 3 2																															
♦ 9 7 6 4		♦ 10 8 5 3																															
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Pass	5♣	Pass	5NT																														
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All pass																																	

West leads ♥ King.

Step 1: We will designate South as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 3 Club losers.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 2).

We can discard one Club loser on dummy's ♦ King.

We can play a Club towards dummy's ♣ Queen and 'Hope' that West holds the ♣ King.

We can lose to the East hand at an appropriate moment where they are forced to concede a 'Ruff & Discard'.

Step 4: We will not be using our trumps to eliminate any of our losers, so trumps should be drawn immediately.

Observations:

The A Q 8 holding in dummy's Club suit is not quite strong enough to be able to create a situation where we can force East to be on lead and lead back into our A Q holding.

So, it looks like that it is all down to 'Hoping' that West holds the ♣ King.

But maybe we can increase our chances by just a fraction?

Conclusion:

We win the opening lead with our ♥ Ace.

We draw trumps, finishing in dummy, so that we can ruff a Heart.

We play 3 rounds of Diamonds, finishing in dummy, discarding a Club from our hand.

We can now ruff dummy's last Heart.

We play a Club towards dummy's ♣ A Q 8 and if West plays a card less than our ♣ 8, we will play our ♣ 8 and East will be forced to win with their ♣ King.

However, if West plays the ♣ 9, we win with the ♣ Ace and return to our hand with a trump and play a Club towards our ♣ Queen.

If West holds the ♣ King, we are home and dry.

If West plays low, we play our ♣ Queen and if East holds the ♣ King, there is a chance that they started with the doubleton ♣ King.

If they did, they must now give us a 'Ruff & Discard'.

A Q 9 Endplay

Board 16
West Deals
E-W Vul

	♠ 5 2																																
	♥ 9 7 6 5																																
	♦ K 10 6																																
	♣ K Q J 10																																
♠ K 10 9 8 7	<table border="1" style="margin: auto; text-align: center;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td>←</td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W	←	E		S		♠ A Q J 6 3																						
	N																																
W	←	E																															
	S																																
♥ K J		♥ A 4 3 2																															
♦ A Q 9 4		♦ 5 3 2																															
♣ A 5		♣ 7																															
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	♣	♦	♥	♠	N																												
N	-	-	-	-	-																												
S	1	-	-	-	-																												
E	-	4	3	5	5																												
W	-	4	4	6	5																												
	♣ 9 8 6 4 3 2																																
West	North	East	South																														
1♠	Pass	4♣	Pass																														
4♦	Pass	4♥	Pass																														
4NT	Pass	5♠	Pass																														
5NT	Pass	6♠	All pass																														

North leads ♣ King.

Step 1: We will designate East as the 'Master Hand' as its 2nd side suit is longer.

Step 2: The 'Master Hand' potentially has 2 Heart losers and 2 Diamond losers.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 3).

We can ruff 2 of our Heart losers.

We can play a Diamond towards our ♦ Queen and 'Hope' that South holds the ♦ King.

We can arrange to lose the lead to North at the end and force them to either give us a 'Ruff & Discard' or lead into our ♦ A Q.

Step 4: We have plenty of trumps, however we must be mindful that we are required to ruff 2 rounds of Hearts, also that we can only afford to play 2 rounds of trumps.

Observations:

For our 'Preparation', not only do we need to ruff 2 rounds of Hearts and one round of Clubs, but we must make sure that we are in the East hand to make our 'Strategy Play' of leading towards our A Q 9 holding in Diamonds.

Conclusion:

We win the opening trick with our ♣ Ace.

We draw 1 round of trumps.

We cash our ♥ King and play to our ♥ Ace.

We ruff a Heart.

Draw the second round of trumps ending in the East hand, so that we can ruff our last Heart.

We now ruff our Club.

All the suits have now been eliminated.

We play a Diamond towards our ♦ A Q 9.

Whatever card South plays, we play a card just to beat it.

North will win and will have the choice of either giving us a 'Ruff & Discard' or leading back into our Heart holding.

Once In A Lifetime

Board 17
North Deals
None Vul

	♠ A 4 3																																
	♥ A K Q J 10 9 5 4																																
	♦ —																																
	♣ A K																																
♠ K 10 8 7	<table border="1" style="background-color: #800080; color: white; width: 40px; height: 40px; text-align: center; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td>↑</td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W	↑	E		S		♠ J 9																						
	N																																
W	↑	E																															
	S																																
♥ 2		♥ 8 3																															
♦ Q 10 8 5 3		♦ J 9 7 6																															
♣ 8 7 6		♣ Q J 10 9 2																															
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N	-	-	5	4	5																												
S	-	-	6	4	6																												
E	1	-	-	-	-																												
W	1	1	-	-	-																												
	♥ 7 6	5	5																														
	♦ A K 4 2	9																															
	♣ 5 4 3																																
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																														
	2♣	Pass	2♦																														
Pass	3♥	Pass	4♦																														
Pass	4NT	Pass	5♣																														
Pass	5NT	Pass	6♦																														
Pass	6♥	All pass																															

East leads ♣Queen.

Step 1: We will designate North as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 2 Spade losers.

Step 3: Strategies available: (We need to get rid of 1 of our losers).

We can play a Spade towards our ♠Queen and 'Hope' that East holds the ♠King.

Step 4: Trumps are not an issue.

Observations:

We have 2 winning Diamonds in dummy, which we could use to discard our 2 losing Spades. If only we could get to them?

Conclusion:

Win the opening lead with the ♣Ace.

Lead our ♥4.

If East wins that with their ♥8, our ♥7 is now an entry to dummy's ♦Ace and ♦King.

We draw the last trump by leading our ♥5 to dummy's ♥7.

We can now cash the ♦Ace and ♦King, discarding our 2 losing Spades.

Loser on Loser (Avoidance Play)

Board 18

East Deals

N-S Vul

	♠ —		
	♥ 10 9 8 7 6 4		
	♦ Q 8 7		
	♣ J 10 5 2		
♠ A K 3	N	♠ Q J 10 9 8 6 4	
♥ Q J	W → E	♥ 5	
♦ A K J 6 5	S	♦ 4 3 2	
♣ 8 7 6		♣ K 9	
♣ ♦ ♥ ♠ N	♠ 7 5 2	3	
N 5 - 5 - -	♥ A K 3 2	18 6	
S 5 - 5 - -	♦ 10 9	13	
E - 1 - 3 -	♣ A Q 4 3		
W - 1 - 3 -			
West	North	East	South
		3♠	Pass
4♠	All pass		

South leads ♥ Ace.

Step 1: We will designate East as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 1 Heart loser, 1 Diamond loser and 2 Club losers.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 1).

We can lead a Diamond towards our ♦ Jack and 'Hope' that South holds the ♦ Queen.

We can lead a Club towards our ♣ King and 'Hope' that North holds the ♣ Ace.

We can set up dummy's Diamond suit which will provide us with some discards.

Step 4: Trumps are not an issue.

Observations:

We can identify North as the 'Danger Hand', because if North was to win a trick, we could very quickly lose 2 additional Club tricks.

In the ideal world, we would like to set up dummy's Diamond suit without letting North win a trick.

Is there anyway that we can do that?

Conclusion:

Assuming that South continues at trick 2 with their ♥ King, we play our ♥ Queen from the dummy, which is a 'Loser' and we play our ♦ 2 from our hand which is also a 'Loser'.

Whatever South now does, our plan is to play the ♦ Ace, followed by the ♦ King and ruff a Diamond high.

Draw trumps, finishing in dummy.

We now run our established Diamonds, discarding our losing Clubs.

The best the defence can do is take 2 Hearts and the Ace of Clubs.

Blockage

Board 19
 South Deals
 E-W Vul

	♠ Q 9 7 2																															
	♥ 5 4 3																															
	♦ 8 7 4																															
	♣ A K Q																															
♠ A 4 3	<table border="1" style="margin: auto; text-align: center;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td>↓</td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W	↓	E		S		♠ 10 8 6 5																					
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♣	♦	♥	♠	N																												
N	5	-	4	1	1																											
S	5	-	4	1	1																											
E	-	2	-	-	-																											
W	-	2	-	-	-																											
	♥ A K Q J 9	10	4																													
	♦ 3	15																														
	♣ J 10 9 8 4																															
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																													
			1♥																													
Pass	1♠	Pass	2♣																													
Pass	3♥	Pass	4♥																													
All pass																																

West leads ♦ King.

Step 1: We will designate South as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 1 Spade loser and 1 Diamond loser.

Step 3: Strategies available: (We do not require to reduce our 'Master Hand' losers).

Step 4: Trumps are not an issue.

Observations:

Our 'Master Plan Ritual' is telling us that we have only 2 losers.

The slight problem is that after having ruffed a Diamond at trick 2 and trumps are 4-1, how can we get back to our hand to run all our Club tricks?

Conclusion:

Ruff the second round of Diamonds with our ♥9.

Play a couple of rounds of trumps.

Play a couple of rounds of Clubs.

Play to our ♥Ace.

Cash all of our trumps, discarding dummy's ♣Queen.

Master Plan (Trump Suit)

Board 20
West Deals
Both Vul

	♠ Q 9 7 6		
	♥ K J 10 3		
	♦ 4		
	♣ 9 5 3 2		
♠ 10 4 3	♠ A K		
♥ A 7 4 2	♥ 9 8 6 5		
♦ A K J 7 2	♦ Q 10 9		
♣ 8	♣ A 7 6 4		
	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W ← E S </div>		
♣ ♦ ♥ ♠ N	♠ J 8 5 2		
N - - - -	♥ Q	6	
S - - - -	♦ 8 6 5 3	12 13	
E - 4 4 1 3	♣ K Q J 10	9	
W - 4 4 1 3			
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	Pass	1♥	Pass
2♥	Pass	3NT	Pass
4♥	All pass		

South leads ♣King.

Step 1: We will designate West as the 'Master Hand' as it has the longer side suit.

Step 2: Forgetting about the trump suit for the moment, the 'Master Hand' has only one Spade loser.

Step 3: Strategies available:

The losing Spade in the West hand can be ruffed.

Step 4: The key to this hand is how we handle the trump suit.

Observations:

With no side suit losers, the only potential losers we have are in the trump suit.

We can therefore afford to lose 3 trump tricks.

If we play our ♥Ace, the defenders will only have 3 Hearts left between them.

Conclusion:

Win trick 1 with ♣Ace and play the ♥Ace.

Do not play anymore Hearts.

Lead out ♠Ace and ♠King.

Diamond to the ♦Ace and ruff our last Spade.

We just now continue playing our top Diamonds.

At some stage the defenders will win 3 tricks with their 3 trumps, but they will be the only 3 tricks that they will win.

Preparation For a Throw In

Board 21

North Deals
N-S Vul

	♠ A K Q 10 6		
	♥ A 5 3		
	♦ K J 6		
	♣ K 2		
♠ 9 8	♠ 3		
♥ Q 8 7 4	♥ 9 6 2		
♦ 8 5 2	♦ Q 10 9 7		
♣ 8 7 6 5	♣ Q J 10 9 4		
	<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> N W ↑ E S </div>		
♠ J 7 5 4 2	♠ 20		
♥ K J 10	2 5		
♦ A 4 3	13		
♣ A 3			

West	North	East	South
	2NT	Pass	3♥
Pass	4♠	Pass	6♠
All pass			

East leads ♣Queen.

Step 1: We will designate North as the 'Master Hand', but it doesn't matter as both declarer and dummy have the same distribution.

Step 2: The 'Master Hand' potentially has 1 Heart loser and 1 Diamond loser.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 1).

- We can lead a Diamond towards our ♦Jack and 'Hope' that West holds the ♦Queen.
- We can lead a Heart towards our ♥Jack and 'Hope' that East holds the ♥Queen.
- We can run our ♥Jack and 'Hope' that West holds the ♥Queen.
- We can force the defenders to open up the Heart suit.
- We can force the defenders to give us a 'Ruff & Discard'.

Step 4: We will not be using our trumps to eliminate any of our losers, so we should draw trumps immediately.

Observations:

It may be tempting to take two finesses on the basis that hopefully one of them will win, but there would *not* be a guess, if we could 'Persuade' one of the defenders to lead a Heart.

Conclusion:

- We must win the first trick.
- We draw trumps.
- We cash our final Club.
- We now play our ♦Ace, followed by our ♦King, followed by our ♦Jack.
- Whoever wins this trick, will have the choice of either playing a Club or a Diamond, which will give us a 'Ruff & Discard' and hence eliminating one of our losers, alternatively they can play a Heart, which removes any guesswork in the Heart suit and eliminates our potential Heart loser.

Safety Play

Board 22
East Deals
E-W Vul

	♠ 6 5																																
	♥ 10 8 7 6 4 3 2																																
	♦ 5 4 3																																
	♣ Q																																
♠ K J 7 3	<table border="1" style="margin: auto; text-align: center; width: 40px; height: 40px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td>→</td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W	→	E		S		♠ A Q 4 2																						
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	S																																
♥ 9 5		♥ A Q																															
♦ A J 2		♦ K Q 6																															
♣ A 9 6 4		♣ K J 5 3																															
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	♣	♦	♥	♠	N																												
N	-	-	-	-	-																												
S	-	-	-	-	-																												
E	6	6	1	6	6																												
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		2NT	Pass																														
3♣	Pass	3♠	Pass																														
6♠	All pass																																

South leads ♦10.

Step 1: We will designate East as the 'Master Hand', but it doesn't matter as both declarer and dummy have the same distribution.

Step 2: The 'Master Hand' potentially has 1 Heart loser and 2 Club losers.

Step 3: Strategies available: (We need to get rid of 2 of our losers).

We can play a Heart towards our ♥Queen and 'Hope' that North holds the ♥King.
We can play a Club towards our ♣J and 'Hope' that North holds the ♣Queen.

Step 4: We will not be using our trumps to eliminate any of our losers, so trumps should be drawn immediately.

Observations:

We recognise the Club layout.
Should we play the safety play in Clubs or not?

Conclusion:

We draw trumps.
We play a Heart towards our ♥Queen.
When it loses, we know that we are required to make all 4 Club tricks.
We lead a Club towards our ♣Jack and when the Queen appears, we win the trick with our ♣King.
We continue with our ♣Jack and when North shows out, we can play a Club to dummy's ♣9 as we know that South holds the ♣10.

Preparation for a Throw In

Board 23

South Deals
Both Vul

	♠ A 10 6 2																																
	♥ K Q J 4																																
	♦ 5 4 3																																
	♣ 6 3																																
♠ 5 4	♠ K Q 9 8																																
♥ 8 2	♥ 6 3																																
♦ Q 7 6 2	♦ 10 9 8																																
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S																																	
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	♥ A 10 9 7 5	10																															
	♦ A K J	5 9																															
	♣ K 2	16																															
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E	1	-	-	-	-																												
W	1	-	-	-	-																												
West	North	East	South																														
			1♥																														
Pass	3♥	Pass	4♥																														
All pass																																	

West leads ♣ Queen.

Step 1: We will designate South, as the 'Master Hand' as it has the more trumps.

Step 2: After the ♣ Queen lead, the 'Master Hand' potentially has 2 Spade losers, 1 Diamond loser and 1 Club loser.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 1).

- We can lead a Diamond towards our ♦ Jack and 'Hope' that East holds the ♦ Queen.
- We can lead a Spade towards our ♠ 10 and subsequently play the ♠ Ace and 'Hope' that West holds a doubleton Spade honour.
- We can play on the Spade suit to try and set up dummy's 4th Spade.
- We can force the defenders to open up the Spade suit.
- We can force the defenders to give us a 'Ruff & Discard'.

Step 4: We will not be using our trumps to eliminate any of our losers, so we should draw trumps immediately.

Observations:

Our Spade holding is a 'Frozen Suit', so if we can 'Persuade' the defenders to lead a Spade, we can eliminate one of our losers.

Conclusion:

We draw trumps and if we have not already done so, play our ♣ King.

We have now done our preparation.

Play our ♦ Ace, ♦ King and ♦ Jack.

Whoever is now on lead will either have to give us a 'Ruff & Discard' in the Club or Diamond suits, alternatively, 'Open Up' the 'Frozen' Spade suit, which eliminates one of our Spade losers.

Loser on Loser

Board 24
West Deals
None Vul

	♠ 9 8 3																																
	♥ K Q J 9																																
	♦ 9 4																																
	♣ Q 10 7 6																																
♠ K Q J 10 7 4	<table border="1" style="margin: auto; text-align: center; width: 40px; height: 40px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td>←</td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W	←	E		S		♠ A 6 5																						
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♦ A 3		♦ K J 10 2																															
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		♣ 9 8 3	2																														
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																														
1♠	Pass	2♦	Pass																														
3♠	Pass	4♠	Pass																														
4NT	Pass	5♣	Pass																														
6♠	All pass																																

North leads ♥King.

Step 1: We will designate West as the 'Master Hand' as it has the more trumps.

Step 2: The 'Master Hand' potentially has 1 Heart loser and 1 Club loser.

Step 3: Strategies available: (We must reduce our 'Master Hand' losers by 1).

- We can lead a Club towards our ♣Jack and 'Hope' that South holds the ♣Queen.
- We can lead a Diamond towards our ♦Jack and 'Hope' that North holds the ♦Queen.
- We can play 3 rounds of Diamonds, ruffing the 3rd round and 'Hope' that the ♦Queen drops.
- Cash the ♦Ace and ♦King and take the 'Ruffing Finesse'.

Step 4: We will not be using our trumps to eliminate any of our losers, so trumps should be drawn immediately.

Observations:

So many options to get rid of one of our losers.
Are we feeling 'Lucky' tonight with our finessing, or is there a 100% line?

Conclusion:

Win the opening lead with our ♥Ace.
Draw trumps.
Play the ♦Ace, followed by the ♦King and now play the ♦Jack.
If South plays the ♦Queen, ruff it and utilise the now promoted ♦10 to discard our losing Heart.
If the ♦Queen does not appear, discard our ♥6; we may well lose this trick, but now we have zero Heart losers and our Club loser can be discarded on our now promoted ♦10.