

Board : 2

Dealer : E ♠ A 6 5
 Vuln : N-S ♥ A 4 3 2
 ♦ K 8 7
 ♣ 4 3 2

♠ Q 9 8 4		N		♠ K J 10
♥ K 8				♥ 7 6 5
♦ Q 10 5 2	W 2		E	♦ J 9 3
♣ 10 9 8		S		♣ Q 7 6 5

♠ 7 3 2
 ♥ Q J 10 9
 ♦ A 6 4
 ♣ A K J

The theme of the first hand is *finessing*. North-South have 26 points between them — the best contract is 3NT. The auction should go 1NT-2♣ (Stayman) - 2♥ - 4♥ with East-West passing throughout. This puts West on lead. The key to this hand is finessing both hearts AND clubs. If the lead is a spade, win it in dummy. Then play a club to the J♣ to finesse a club. Next, play the Q♥ to finesse a heart. If West plays low to the Q♥, play low from dummy. On the next round of hearts, West will be forced to play the K♥ and you can take it with the A♥. In the end, you should take 4 hearts, 2 diamonds, 3 clubs, and 1 spade for 10 tricks.

Board : 4

Dealer : W ♠ 5 4 2
 Vuln : Both ♥ K 5
 ♦ 6 5 4
 ♣ A K 7 6 5

♠ K Q 10 8 3		N		♠ J 9
♥ Q J 10 9				♥ 8 7 6 4
♦ 10 3	W 4		E	♦ Q J 9 2
♣ Q J		S		♣ 10 9 8

♠ A 7 6
 ♥ A 3 2
 ♦ A K 8 7
 ♣ 4 3 2

The theme of the second hand is *patience*. North-South have 25 points here, enough for game, the best game option being 3NT. The bidding will likely go with 1NT by South - 3NT by North. West will lead the K♠. South should be wary that West can take 4 spade tricks after the A♠ is gone. If South takes the A♠ in trick one and tries to set up clubs, then East can lead back a spade when he gets in. Therefore, South must *hold up* or not take the first spade trick. When South takes the second spade and then plays 3 clubs (A♣, K♣, then little) to set up the last two clubs, East can no longer return a spade. South can win whatever East returns and take 4 clubs, 2 diamonds, 2 hearts, and 1 spade for 9 tricks.