

Board 1

North Deals
None Vul

	♠ A										
	♥ A J 8 7 3										
	♦ J 10 9 5										
	♣ A K Q										
♠ K J 9 7 3	<table border="1"><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		♠ Q 6 5
	N										
W		E									
	S										
♥ K 9 6		♥ Q 10 5 2									
♦ 8 7 6		♦ 3 2									
♣ 6 5		♣ J 10 9 8									
	♠ 10 8 4 2										
	♥ 4										
	♦ A K Q 4										
	♣ 7 4 3 2										

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♥	Pass	1 ♠
Pass	3 ♦	Pass	4 ♦
Pass	4 NT	Pass	5 ♦
Pass	6 ♦	All pass	

CONTRACT: 6 ♦

DECLARER: NORTH

OPENING LEAD: J♣

Having avoided a trump opening lead, Declarer can aim to crossruff the major suits. Before starting, however, he cashes the K♣. This is important in case the opponents discard clubs during the crossruff, and can threaten to ruff the K♣ later.

At trick 3, North plunks down the A♠, the A♥ and ruffs a ♥ in dummy. Next comes a ♠ ruff in hand, followed by another ♥ ruff. Another ♠ is ruffed by declarer. (Remember in Cross Ruffing to always remember to ruff the longest side suit first.)

Now Declarer can ruff two ♥s in dummy and score two trump tricks in hand. He loses just one ♣ trick in the end.

REMEMBER to cash your outside winners BEFORE starting the cross-ruff!

Board 4

West Deals
Both Vul

♠ K J 10 9 2	♠ 7 4	♠ Q 8 3						
♥ K 9	♥ 8 4	♥ A J 7 3 2						
♦ A J 10	♦ K 8 6 5 3	♦ 9 7 2						
♣ J 9 2	♣ A Q 7 5	♣ 8 6						
<table style="border: 2px solid green; width: 60px; height: 60px; margin: auto; text-align: center; border-collapse: collapse;"><tr><td style="padding: 5px;">W</td><td style="padding: 5px;">N</td><td style="padding: 5px;">E</td></tr><tr><td style="padding: 5px;"></td><td style="padding: 5px;">S</td><td style="padding: 5px;"></td></tr></table>			W	N	E		S	
W	N	E						
	S							
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♠ A 6 5								
♥ Q 10 6 5								
♦ Q 4								
♣ K 10 4 3								
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>					
1 ♠	Pass	2 ♠	Pass					
Pass	2 NT	Pass	3 ♣					
Pass	Pass	Pass						

1. As North passed originally he could not have a strong hand, balanced or otherwise. North cannot double without tolerance for three suits, so he uses the unusual 2 NT to show both minors.

Thou shall not let the opponents play at the 2-level IF THEY FIT.

REMEMBER: IF THEY FIT, WE FIT!

2. The opening lead is the ♠ J. Declarer wins the lead and plays the Q♦ (high card from the short side). West takes the ♦ A won and plays two more ♠s, the third being ruffed in dummy.

3. Play the ♦ K and ruff a diamond with the 10♣. As the ♦ suit has been established, Declarer can draw 3 rounds of ♣s ending in the dummy, and makes 9 tricks.

4. East /West can make 8 tricks in ♥s, but not 9. If our 3♣ bid pushes them up, down they'll go.

Board 5
 North Deals
 N-S Vul

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♣	Pass	1 ♦
1 ♠	2 ♣	2 ♠	Pass
4 ♠	Pass	Pass	Pass

1. West bids a good 6-card ♠ suit. Advancer shows support and West goes to game.
2. The opening lead is the ♦ 4. (Holding 3 pieces, lead low. It does not necessarily promise an honor.) South plays the ♦ J. Many Declarer's would duck the first ♦ trick, to protect against a second round ruff. If this happens, South now has control. Before reflexively returning another ♦, look at dummy's ♥s. Remember, partner made the opening lead without seeing the dummy. South should shift to a ♥, leading through Declarer's strength.
3. But if South does return a ♦, and West wins the ♦ A, North realizes that the ♦ Q must be in partner's hand. So then when declarer plays a ♣, North should win the ♣ A and underlead the ♦ K to partner's known ♦ Q. This hopes partner will play the ♥ suit to defeat the contract. The defense will win the ♣ A, the ♦ Q, and 2 ♥s.

Do you see that if South does not play the "Lowest of Touching Equals" there is no way to know who has that missing ♦ Q?

(This hand by the esteemed Larry Cohen.)

Board 10
 East Deals
 Both Vul

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

1. With a "Self-Sufficient" suit, East bids game. TIP: when responder bids showing 6 or more HCP, expect 2 tricks from partner. East has a 5-loser hand, and counts on West having those 2 tricks :)

(And if East had 18/19 HCP they would jump shift in a new suit.)

2. The opening lead is the ♦ J. When ruffing the second ♦ trick, Declarer needs to look at the spot cards. You have ALL the high trumps... and you are longing to get over to that ♣ K later so you can pitch a losing ♥. So right now, ruff with a **high** trump. You need to save the ♠ 5 to lead to the ♠ 8 for your taxi to the Dummy!

3. The ♥'s are a "Frozen" suit. You can't be the one to start that suit, or you are guaranteed to lose all 3 tricks. Let them play that suit, when you exit the Dummy with a small ♣.

4. Order of play by tricks:

- (1) Lose to their ♦. (2) Ruff the ♦ return with the ♠ A (or anything 9 or above).
- (3) Play a high ♠ to draw round 1 of trumps. (4) Play the ♣ A, and (5) ♣ Q. Then
- (6) Play the ♠ 5 up to the ♠ 8, drawing the last trumps. (7) Play the ♣ K, pitching a losing ♥. *So far, they have 1 trick, and you have 6.*

Now exit a small ♣, and either pitch a losing ♥, and give up one more ♥ for 10 tricks, or ruff the ♣ and play trumps, hoping they'll somehow fall asleep and let you have a ♥. (Don't count on it!)