

Stayman with Game-Going Hand

Board 8
West Deals
None Vul

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 NT	Pass	2 ♣	Pass
2 ♥	Pass	3 NT	Pass
4 ♠	All pass		

Contract: 4 ♠ by West

Opening Lead: Q♦ (top of a series of touching honors)

Planning the Play: In a suit contract, Declarer starts by counting losers:

1 ♦ loser, 1 ♣ loser -- and it's zero ♥ losers because you're planning to ruff 2 ♥s in Dummy!

Since your trumps are all high, you can afford to do the ♥ ruffing right away. You have to delay pulling trumps so that the Dummy can do that job first. If you pull all the trump tricks first, Dummy will only have 1 piece of trump left. So, the plan is to win A♦, win A♥, win K♥, ruff a ♥ in the Dummy (since they can't overruff your 8♠), play a trump to your hand and ruff another ♥ in Dummy. You will need to pull the remaining trumps, then play your ♣s.

Stayman with Game-Going Hand

Board 11
 South Deals
 None Vul

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

Contract 4 ♠ by South

Opening lead by West: K♦ (top of a series of touching honors)

Planning the Play: In a suit contract, Declarer starts by counting losers:

1 ♥ loser, 1 ♦ loser, 1 ♣ loser... so long as the trump suit is distributed 3 - 2, as we'd expect it to be.

There is a treasure of riches in the ♣ suit. If we didn't get a ♦ lead, we could plan on discarding a ♦ loser later on those terrific long ♣s. But we know that as soon as we get that A♣ out, a defense that's paying attention will shoot back a ♦, (opening lead suit), and there goes that plan.

We will win the A♦ on opening lead, then pull trumps. Thankfully both defenders follow suit to the first 2 trump tricks, so we're home free. Pull the last trump and force out the A♣. They can take their ♦ trick and their ♥ trick, but the contract is not in jeopardy. In fact, if they fail to win their ♦ trick it will "go away" on the "long club" in the Dummy. (*Hey, East could be asleep at the switch and forget about returning a ♦ after they win their two Aces. It could happen!*)