

Declarer Play at  
Trick One

♠ A 3 ~~2~~ Dummy

Lead: ♠ 4

♠ K or ♠ J

♠ Q 6 5 Declarer

♠ Q 3 ~~2~~      Dummy

Lead: ♠ 4      ♠ J

♠ ~~A~~ 10 5      Declarer

♠ Q 3 ~~2~~      Dummy

Lead: ♠ 4      ♠ J

♠ ~~A~~ 10 5      Declarer

Beat whatever your Right Hand Opponent plays,  
as this guarantees a 2<sup>nd</sup> trick

♠ K 3 ~~2~~      Dummy

Lead: ♠ 4      ♠ A or ♠ J

♠ Q 6      Declarer

♠ 10 2      Dummy

Lead: ♠ 4

♠ A J 3      Declarer

♠ ~~10~~ 2      Dummy

Lead: ♠ ~~4~~      ♠ ~~Q~~

♠ ~~A~~ J 3      Declarer

**Wrong!**

♠ 10 ~~2~~      Dummy

Lead: ♠ 4      ♠ Q

♠ A J ~~3~~      Declarer

**Wrong! You will probably only win one trick now**

♠ 10 ~~2~~

Dummy

Lead: ♠ 4

♠ Q

♠ ~~A~~ J 3

Declarer

Correct! Play 2<sup>nd</sup> hand low, then beat ♠ Q or ♠ K with ♠ A. This guarantees a 2<sup>nd</sup> trick.

♠ 10 2

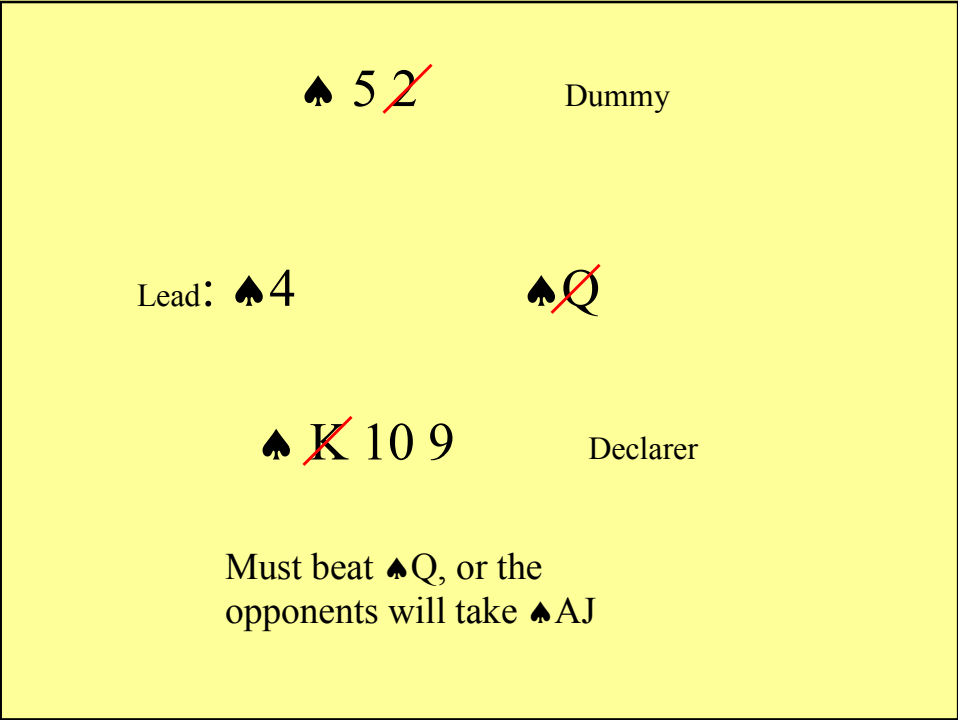
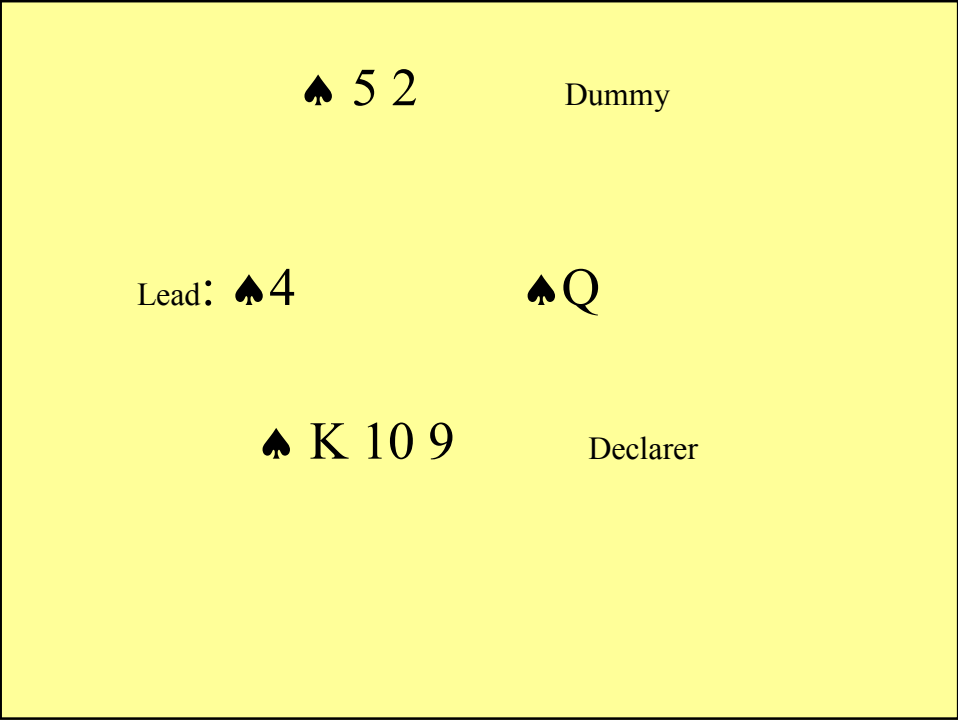
Dummy

Lead: ♠ 4

♠ A J 3

Declarer

**With equivalent honours in each hand (♠ J10) declarer should generally play 2<sup>nd</sup> hand low**



♠ 5 2      Dummy

Lead: ♠ K                      ♠ 6

♠ A 10 9 4      Declarer

♠ ~~5/2~~      Dummy

Lead: ♠ ~~K Q~~                      ♠ ~~6 4~~

♠ ~~A 10 9 4~~      Declarer

♠ ~~5~~/~~2~~

Dummy

Lead: ♠ ~~K~~ ~~Q~~

♠ ~~6~~/~~4~~

♠ ~~A~~ ~~10~~ ~~9~~/~~4~~

Declarer

Duck the king, the first time, but it is OK to beat the queen with the ace, as you have a certain second trick with ♠10 9