

Explain how you would play the following side suit for maximum tricks, assuming no entry issues and unlimited trumps (different suit). Assume missing cards are well-placed and breaking evenly

West East

1. AKxxx xx _Cash AK, then ruff one; if suit 3-3 all good (if 4-2, ruff another one)_____
2. AQJxx xx _E leads low, play Jack; if wins, Back to E, low to Queen _____
3. KQxxx xxx _E leads low, play Q; if wins, back to E, low towards K_____
4. AQ10xx xxx _E leads low insert T; back to E, lead low, insert Q_____
5. Axxx Kxxx _Play A, K, lose 3rd one; if suit breaks 3-2, 4th one is good_____
6. Axxx Q10xx _Cash A, then low towards QT. If N plays low smoothly, try the T hoping N had the J_____
7. Axxx Q109x _Lead Q; if covered, playAce; if not covered let it ride. Repeat by leading T. _____
8. AKJxxx xx _E leads low, play J (slightly better play than AK hoping for doub Q_____
9. AKJxxx xxx _Cash A, K; with 9 total, trying to drop the Q is slightly better play_____
10. Axxxxx Qx _W leads low towards the Q, hoping K is with N_____
11. Axxxxx QJ _Lead Q, finesse_____
12. AQxx Jxxx _E leads low, insert Q. If it wins, cash A, hoping S has Kx_____
13. AQJxxx xxxxx _Very close between finessing and playing to drop stiff K_____
14. KJxx xxxx _E leads low, insert J, hoping S has the Q. If J wins, back to E, lead low towards K_____
15. QJxx xxxx _E leads low and plays J, losing to A or K. Back to E, lead low towards Q, creating winner if S has other high honour. If suit breaks 3-2, fourth card is winner _____
16. Q10xx xxxx _E leads low inserting the T, hoping S has J. Back to E, lead towards Q_____
17. KJ10x xxxx _E leads low, inserting T. If N wins A, back to E, lead low inserting J (S has Q)_____
18. AKxx Jxxx _Play A, K, then low from W towards remaining Jx. (hoping N has Q)_____
19. Axxx xxx _Play A, lose two ; if suit breaks 3-3, 4th one is good_____
20. A7xx KQ10x _Cash K, then A. If S shows out, finesse N for the J. Tip: Play for the bad break you can deal with_____
21. AQJ10 x Cash A, then lead Q. If covered, ruff, rest are good. If not covered, let it ride_____

Play the following with no outside entries to the West hand

22. AKxxx xx _Duck a small one on both sides. Then Cash A, K, hoping suit breaks 3-3. If it does, rest are good
23. Axxxx xxx _Duck two rounds, then play A. If suit breaks 3-2, rest are good_____
24. AQJxxx K _Lead K, overtake with A. Cash Q, J. If suit breaks 3-3, rest are good._____
25. AKJxxx xxx _Finesse J. Even if it loses, the rest are good unless a bad 4-0 split_____