

1

♠ 62
♥ AKQ108
♦ KQ852
♣ J

♠ AK8543
♥ 65
♦ 109
♣ A107

♠ 109
♥ 972
♦ 743
♣ Q9842

♠ QJ7
♥ J43
♦ AJ6
♣ K653

Dealer: North
Neither Vulnerable

West	North	East	South
	1 ♥	Pass	2 ♣
2 ♠	3 ♦	Pass	4 ♥
Pass	Pass	Pass	

Opening Lead: ♠ 10

Bidding: Over a 2♠ overcall, North should bid a 2nd suit, which should confirm 5+ hearts and a better-than-minimum hand.
Lead: Top of a doubleton in partner's suit.
Play: Declarer appears to have just 3 losers: 2♠ and 1♣. If West wins the first 2 spades, and returns a spade, declarer must either ruff high (anything except ♠8) or discard a club, or East can overruff.

	C	D	H	S	NT
	=	=	=	=	==
N	-	4	4	-	2
S	-	4	4	-	4
E	-	-	-	-	-
W	-	-	-	-	-

2

♠ 98
♥ 9752
♦ QJ87
♣ J76

♠ J62
♥ QJ63
♦ K92
♣ A53

♠ KQ10543
♥ A
♦ 1064
♣ KQ4

♠ A7
♥ K1084
♦ A53
♣ 10982

Dealer: East
N-S Vulnerable

West	North	East	South
		1 ♠	Pass
2 NT	Pass	4 ♠	Pass
Pass	Pass		

Opening Lead: ♣ 10

Bidding: West should bid 2NT, not 2♥: the bidding sequence 1♠:2♥ should show 5+ hearts.
Play: West's only losers are ♠A and up to 3 diamonds. Win ♠K, cash ♥A and start drawing trumps. When South wins ♠A he may be tempted to play ♥K (a mistake). East can make a trick with ♦K, but should first play hearts, trying to discard losers on ♥QJ.

	C	D	H	S	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	-	-	-	4	3
W	-	-	-	4	3

3

♠ KJ108
♥ 1085
♦ K103
♣ 1074

♠ Q7
♥ A742
♦ 76
♣ KJ863

♠ 65432
♥ 9
♦ 9852
♣ A95

♠ A9
♥ KQJ63
♦ AQJ4
♣ Q2

Dealer: South
E-W Vulnerable

West	North	East	South
			1 ♥
Pass	1 ♠	Pass	3 ♦
Pass	4 ♥	Pass	Pass
Pass			

Opening Lead: ♣ 6

Bidding: South's rebid shows about 19 points and promises 5+ hearts.
Lead: West has strong trumps, and leads ♣6
Play: The defence start off with 3 rounds of clubs, forcing declarer (who has no losers to discard) to ruff. When declarer draws trumps, West must duck twice, so when the ♥A wins, he can lead a 4th club, which cannot be ruffed in dummy. Declarer can ruff with his last trump, but West still has one.

	C	D	H	S	NT
	=	=	=	=	==
N	-	2	3	-	1
S	-	2	3	-	1
E	-	-	-	-	-
W	-	-	-	-	-

4

♠ 874
♥ 6
♦ A98
♣ KQJ1062

♠ KQ5
♥ AKQ54
♦ J52
♣ 87

♠ A32
♥ 109872
♦ Q63
♣ A9

♠ J1096
♥ J3
♦ K1074
♣ 543

Dealer: West
Both Vulnerable

West	North	East	South
1 ♥	2 ♣	3 ♥	Pass
4 ♥	Pass	Pass	Pass

Opening Lead: ♣ K

Bidding: East invites game, showing 10-12 points.
Play: Declarer has 1 club loser, and can make his contract if he makes at least 1 diamond. Win ♠A, draw trumps in 2 rounds, cash 3 spades. You have now finished stripping the hand, so play your last club. North will win, but now must play a club or a diamond. A club give you the chance to ruff in one hand and discard a loser from the other, while a diamond lead guarantees you a diamond trick. North has been 'end-played'.

	C	D	H	S	NT
N	2	-	-	-	-
S	2	-	-	-	-
E	-	-	4	-	3
W	-	-	4	-	3

5

♠ J542
♥ 63
♦ 108532
♣ 87

♠ KQ83 ♠ A976
♥ KQ10982 ♥ 54
♦ J7 ♦ AKQ64
♣ 10 ♣ A5

♠ 10
♥ AJ7
♦ 9
♣ KQJ96432

Dealer: North
N-S Vulnerable

West	North	East	South
	Pass	1 ♦	4 ♣
4 ♥	Pass	Pass	Pass

Opening Lead: ♣ 8

Bidding: After partner has passed, South should pre-empt at least 4♣, and probably 5♣. Over 4♦, West takes a stab at 4♥, and that will probably end the auction. If South does bid 5♣, East must double.
Play: Win ♣A and lead a low heart to ♥K. When that holds, cross your fingers and cross to ♦A in order to lead another trump. This hold your trump losers to 1, and you should make 12 tricks: 1♣, 3♦, 3♠, 5♥.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	2	-	-	-	-
S	2	-	-	-	-
E	-	5	6	6	3
W	-	5	6	6	3

6

♠ 10753
♥ A
♦ KJ9753
♣ 52

♠ 64 ♠ Q98
♥ 10973 ♥ K84
♦ AQ ♦ 642
♣ AKQ86 ♣ 9743

♠ AKJ2
♥ QJ652
♦ 108
♣ J10

Dealer: East
E-W Vulnerable

West	North	East	South
		Pass	1 ♥
2 ♣	Dbf	3 ♣	3 ♠
Pass	Pass	Pass	

Opening Lead: ♣ A

Bidding: If West overcalls 2♣, North should make a negative (Sputnik) double to show the unbid suits, especially 4 spades. Now even if East competes to 3♣, South should bid 3♠.
Play: After cashing 2 clubs, West might switch to a heart. Now declarer can successfully finesse in spades, and lead a diamond towards dummy. With ♦Q being well-situated as well as ♠Q, declarer can make 10 tricks.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	4	-	4	-
S	-	4	-	4	-
E	1	-	-	-	-
W	1	-	-	-	-

7

♠ J96
♥ J9
♦ QJ85
♣ 9862

♠ K84 ♠ A10753
♥ 7 ♥ AK8
♦ A1062 ♦ 943
♣ K10743 ♣ A5

♠ Q2
♥ Q1065432
♦ K7
♣ QJ

Dealer: South
Both Vulnerable

West	North	East	South
	Pass	1 ♠	Pass
Pass	Pass	3 NT	2 ♥
Dbf	Pass	Pass	Pass

Opening Lead: ♥ 5

Bidding: South has a borderline pass, but can overcall 2♥ over 1♠. West has a good hand for a negative double - here promising 10+ points and showing the minors. East might well choose 3NT.
Lead: The computer finds the best lead is a diamond or club.
Play: Suppose you duck the 1st heart, win the 2nd, and then try your spades, North winning the 3rd round. When you cash your clubs, the ♣QJ drop, so you will make 10 tricks: 4♠, 2♥, 1♦ and 3♣ at least. The computer has found that 6♠ can also be made.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
E	4	4	-	6	4
W	4	4	-	6	4

Best Opening Leads:

8

♠ Q9876
♥ J6
♦ 8764
♣ AQ

♠ J2 ♠ 104
♥ A1042 ♥ KQ753
♦ J53 ♦ KQ
♣ 9532 ♣ J1076

♠ AK53
♥ 98
♦ A1092
♣ K84

Dealer: West
Neither Vulnerable

West	North	East	South
Pass	Pass	1 ♥	Dbf
3 ♥	3 ♠	Pass	Pass
Pass			

Opening Lead: ♥ K

Bidding: If South makes a takeout double, West should bid 3♥, not the 2♥, he was planning. North might venture 3♠, but that should end the auction.
Play: After cashing 2 hearts, suppose East shifts to ♦K, won by South. It looks like declarer will now lose 2 diamonds, but there is a way to make 10 tricks, via an endplay. Cash ♠AQ, draw trumps, cash ♠K (discarding a diamond). You have now stripped the NS hands of clubs and hearts. When you now play a diamond, East wins ♦Q, but must now play a club or a heart, allowing you to discard a diamond from your hand, while you ruff in dummy.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==

9

♠ 1086
♥ K1092
♦ 64
♣ KJ42

♠ AK543
♥ J643
♦ K75
♣ A

♠ QJ7
♥ Q7
♦ AJ932
♣ 653

♠ 92
♥ A85
♦ Q108
♣ Q10987

Dealer: North
E-W Vulnerable

West	North	East	South
	Pass	Pass	Pass
1 ♠	Pass	2 ♦	Pass
2 ♥	Pass	3 ♠	Pass
4 ♠	Pass	Pass	Pass

Opening Lead: ♣ 2

Bidding: East has enough to bid 2♦, and can support West, when the bidding shows 5 spades in the West hand.

Play: The contract should make with a bit of care: declarer can lead a low diamond towards ♦J. The finesse loses, but declarer now takes 4 diamonds - losing only 1 diamond and 2 hearts. It is probably best to set up the diamonds, before drawing all the trumps - so that you can ruff a heart in dummy if you lose a diamond.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	1	-	-	-	-
S	1	-	-	-	-
E	-	4	-	4	2
W	-	4	-	4	2

10

♠ 10865
♥ KJ872
♦ QJ2
♣ J

♠ K94
♥ Q10
♦ A10943
♣ 1086

♠ QJ32
♥ A96
♦ K
♣ AKQ94

♠ A7
♥ 543
♦ 8765
♣ 7532

Dealer: East
Both Vulnerable

West	North	East	South
		1 ♣	Pass
1 ♦	Pass	2 ♠	Pass
3 ♣	Pass	3 NT	Pass
Pass	Pass		

Opening Lead: ♥ 4

Bidding: East must make a jump rebid to show 19+ points, and East should end in 3NT.

Lead: The unbid suit (MUD).

Play: If you play ♥Q at trick 1, you should beat ♥K with ♥A, as this sets up a 2nd trick (with ♥10 and ♥9). Declarer should manage 11 tricks - defence taking just ♥J and ♠A.

After winning ♥A, it is good idea to play ♦K right away to avoid getting blocked.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	5	-	-	4	5
W	6	-	-	4	5

Best Opening Leads:
vs East 5N: Any Card

11

♠ AK10
♥ 9654
♦ AJ8
♣ Q102

♠ 743
♥ Q10
♦ Q10765
♣ 754

♠ Q62
♥ AK83
♦ 942
♣ KJ6

♠ J985
♥ J72
♦ K3
♣ A983

Dealer: South
Neither Vulnerable

West	North	East	South
			Pass
Pass	1 NT	Pass	Pass
Pass			

Opening Lead: ♥ 3

Bidding: 1NT should get passed out.

Play: Suppose declarer plays low from dummy, West can win ♥10 and play ♥Q, and East cannot afford to overtake as this promotes declarer's ♥9. Suppose West now plays a diamond. Nor declarer has 3 diamonds, 1 club and 2 spades at least.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	2	-	2	2	2
S	2	-	1	2	2
E	-	1	-	-	-
W	-	1	-	-	-

Best Opening Leads:
vs North 2N: H-83 D-942 C-K6
vs South 2N: S-743 D-Q10765 C-754
vs North 2S: H-AK83

12

♠ KQ764
♥ J92
♦ A9
♣ 954

♠ 9832
♥ AK873
♦
♣ A1032

♠ A105
♥ 10
♦ K876543
♣ 87

♠ J
♥ Q654
♦ QJ102
♣ KQJ6

Dealer: West
N-S Vulnerable

West	North	East	South
1 ♥	1 ♠	Pass	1 NT
Pass	Pass	Pass	

Opening Lead: ♥ 7

Bidding: South has no really attractive response to North's overcall, but 1NT is probably best showing 9-12 points and a heart stopper.

Play: It works out best if declarer plays ♥J at trick one, and then perhaps start on spades. When East wins ♠A, he will probably switch to a diamond. Declarer should manage 2 spades, 1 heart, 3 diamond and 2 clubs - a typically difficult 1NT struggle.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	-	-	-	2
S	-	-	1	-	2
E	1	2	-	2	-
W	1	2	-	2	-

13

♠ Q764
♥ AQJ94
♦ KQJ5
♣ KQJ5

♠ 853
♥ 107
♦ KJ104
♣ 7643

♠ 102
♥ 82
♦ 98653
♣ A1092

♠ AKJ9
♥ K653
♦ AQ72
♣ 8

Dealer: North
Both Vulnerable

West	North	East	South
	1 ♥	Pass	1 ♠
Pass	4 ♠	Pass	4 NT
Pass	5 ♦	Pass	6 ♠
Pass	Pass	Pass	

Opening Lead: ♣ 6

Bidding: Rather than support hearts at first, South does better to 'mark time' with a 1♠ bid. North has 15 points + a void (worth 5 dummy points) and jumps to game. Now South should bid a slam: 6♠ or 6♥ once a missing ace has been found.

Lead: Leading a diamond is risky - perhaps a club - 2nd highest in a worthless suit.
Play: Declarer should manage 12 tricks: 4♠, 5♥, 1♦ and 2♣ - or you could ruff some diamonds in dummy - but will still lose ♣A.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	-	6	6	4
S	-	-	6	6	6
E	-	-	-	-	-

14

♠ AK7
♥ AJ8
♦ AKQ1064
♣ K

♠ Q104
♥ 6
♦ 73
♣ AQ98762

♠ 9632
♥ K10742
♦ 52
♣ 43

♠ J85
♥ Q953
♦ J98
♣ J105

Dealer: East
Neither Vulnerable

West	North	East	South
		Pass	Pass
3 ♣	Dbf	Pass	3 ♥
Pass	5 ♦	Pass	Pass
Pass			

Opening Lead: ♣ 4

Bidding: For a pre-empt of 3♣, West should really have 6 tricks, so is perhaps a bit light. This puts maximum pressure on NS. Without a real club stopper, North might jump to 5♦. If West does not pre-empt, NS might find 3NT.

Play: If West wins ♣A and plays ♣K, North can ruff, and this sets up ♠J for a spade discard. On this defence you can make 11 tricks - losing 1♣ and 1♥.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	5	4	-	4
S	-	5	4	-	4
E	-	-	-	-	-
W	-	-	-	-	-

Best Opening Leads:

15

♠ 87
♥ Q96
♦ A1098
♣ KJ109

♠ AJ102
♥ J10852
♦ 543
♣ 6

♠ 94
♥ K743
♦ K6
♣ AQ754

♠ KQ653
♥ A
♦ QJ72
♣ 832

Dealer: South
N-S Vulnerable

West	North	East	South
			1 ♠
Pass	2 ♣	Pass	2 ♦
Pass	3 ♦	Pass	Pass
Pass			

Opening Lead: ♣ 6

Bidding: South can bid 2♦ over 2♣, even with a minimum. North might think about 2NT, but the heart stopper is poor.

Lead: ♥J or ♣6. A singleton in the opponents suit is risky. It is better if dummy, rather than declarer has bid the suit.

Play: After a club lead, suppose declarer plays ♣9, West winning ♣Q. West can now cash ♣A and give his partner a ruff. The defence should collect: 2♣, a club ruff, ♦K and ♠A - down 1.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	2	-	-	-
S	-	2	-	-	-
E	-	-	3	-	1
W	-	-	3	-	1

16

♠ 87
♥ KJ72
♦ AK84
♣ 754

♠ AKQ64
♥ A108
♦ 32
♣ 962

♠ J52
♥ Q63
♦ J95
♣ AKQJ

♠ 1093
♥ 954
♦ Q1076
♣ 1083

Dealer: West
E-W Vulnerable

West	North	East	South
1 ♠	Pass	2 ♣	Pass
2 ♠	Pass	4 ♠	Pass
Pass	Pass		

Opening Lead: ♦ A

Bidding: After West shows 5+ spades, East should jump to 4♠, though 3NT may seem attractive also.

Play: South should encourage a 3rd round of diamonds, ruffed by West. After drawing trumps, the 4th club will provide a heart discard - 10 tricks.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	5	-	-	4	3
W	5	-	-	4	3

Best Opening Leads:

vs East 3N: D-Q1076
vs West 3N: D-AK84
vs East 4S: D-Q1076