

**1**

♠ AQ  
♥ KQ5  
♦ K954  
♣ J852

♠ K10942  
♥ 4  
♦ AJ1073  
♣ 64

♠ J8765  
♥ 972  
♦ 8  
♣ KQ103

♠ 3  
♥ AJ10863  
♦ Q62  
♣ A97

Dealer: North  
Neither Vulnerable

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

Opening Lead: ♥ K

Bidding: West can make a 1♠ overall. North shows a balanced 15-16 points, with a spade stopper, but East should compete to 3♠ or 4♠. North might well decide to double 4♠. Play: Ruff the 2nd heart and then draw trumps. Even after 2 rounds, you still have 3 trump in dummy, so cross-ruff the remainder - losing 2 trumps, a heart and a club - down 1. The computer finds that 4♥ by South can be made, though it might go down if you lose 2 diamonds and 2 clubs. 4♥ can be made by finessing ♠Q.

<-Makeable contracts->

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

**2**

♠ AQ8765  
♥ J2  
♦ 432  
♣ J2

♠ J2  
♥ 8643  
♦ Q98  
♣ 10987

♠ K1093  
♥ 75  
♦ K765  
♣ 653

♠ 4  
♥ AKQ109  
♦ AJ10  
♣ AKQ4

Dealer: East  
N-S Vulnerable

West	North	East	South
		Pass	2 ♣
Pass	2 ♠	Pass	3 ♥
Pass	3 ♠	Pass	4 NT
Pass	5 ♦	Pass	5 NT
Pass	6 ♣	Pass	6 NT
Pass	Pass	Pass	

Opening Lead: ♣ 10

Bidding: Over 2♣, North makes a positive reply (8+), and after using Blackwood, South settles for 6NT. Lead: ♣10 is likely. Play: Declarer has 11 top tricks: 4♣, 1♦, 5♥, 1♠. There are 2 chances for an extra trick: diamonds or ♠Q. The diamond chance is much better, because you will make a diamond, as long as West does not have both honours - this is roughly a 75 percent chance, rather than the ♠Q finesse, which is roughly a 50 percent bet.

<-Makeable contracts->

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

**3**

♠ A972  
♥ 963  
♦ K102  
♣ K53

♠ KJ6  
♥ 10874  
♦ AJ6  
♣ AQ6

♠ 84  
♥ AQJ  
♦ 9843  
♣ 8742

♠ Q1053  
♥ K52  
♦ Q75  
♣ J109

Dealer: South  
E-W Vulnerable

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

Opening Lead: ♠ 3

Bidding: In response to 1NT, West should pass, 15 + (6 to 9) is not enough for game. Lead: A low spade is likely, and declarer should play ♠J. Play: Declarer has 1 spade trick, and might try the heart finesse next. The club finesse also fails, so declarer will likely make only 1 spade, 3 hearts, 1 diamond and 1 club - down 1 is likely.

<-Makeable contracts->

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

**4**

♠ AK10872  
♥ AK2  
♦ J103  
♣ 10

♠ Q  
♥ QJ83  
♦ K872  
♣ J763

♠ J943  
♥ 974  
♦ Q654  
♣ A8

♠ 65  
♥ 1065  
♦ A9  
♣ KQ9542

Dealer: West  
Both Vulnerable

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

Opening Lead: ♦ 4

Bidding: North should show 12-15 points by rebidding 2♠, which ends the auction. Play: Declarer is likely to lose a club, a diamond (one can be ruffed in dummy), a heart and 1-2 spades.

<-Makeable contracts->

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

Best Opening Leads:  
vs North 1N: S-43 H-974 D-Q654 C-A8  
vs South 1N: S-Q H-QJ D-87 C-763  
vs North 3S: S-43 H-974 D-Q654 C-A  
vs South 3S: S-Q H-QJ D-K872 C-J763

**5**

♠ 9  
♥ Q9542  
♦ 104  
♣ AK874

♠ A62  
♥ J73  
♦ Q7632  
♣ Q6

♠ KQJ8754  
♥ 6  
♦ J5  
♣ J102

♠ 103  
♥ AK108  
♦ AK98  
♣ 953

Dealer: North  
N-S Vulnerable

West	North	East	South
	Pass	3 ♠	Pass
Pass	Pass		

Opening Lead: ♦ A

Bidding: East's hand is worth a 3 level non-vulnerable pre-empt (6 tricks). This makes it virtually impossible for NS to enter the auction and find their heart game.  
Lead: One of the Aces  
Play: Declarer should lose: 1 heart, 2 diamonds and 2 clubs at the most.

<-Makeable contracts->

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

Best Opening Leads:  
vs North 5H: S-KQJ8754  
vs South 5H: S-A62

**6**

♠ AQ1083  
♥ K96  
♦ J6  
♣ 854

♠ KJ7  
♥ A102  
♦ 873  
♣ AQJ10

♠ 52  
♥ 873  
♦ AK1054  
♣ K96

♠ 964  
♥ QJ54  
♦ Q92  
♣ 732

Dealer: East  
E-W Vulnerable

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

Opening Lead: ♠ 8

Bidding: If North overcalls 1♠, West can still rebid 2NT, to show 15-16pts, which leads to game.  
Lead: 4th highest spade is likely, though a heart lead is actually best.  
Play: After winning the first trick with ♠J, declarer can make the contract by establishing the diamonds. The danger on this hand is that South will get in and switch to a spade. The best way to try to prevent this is to keep leading low diamonds towards dummy. When North plays ♦J, let it win. An alert South will foil this plan by overtaking with ♦Q and switching back to a spade!

<-Makeable contracts->

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

**7**

♠ Q108  
♥ KQ6  
♦ AQ8  
♣ Q1053

♠ 9632  
♥ A10  
♦ K52  
♣ KJ97

♠ K74  
♥ 975  
♦ 10973  
♣ A42

♠ AJ5  
♥ J8432  
♦ J64  
♣ 86

Dealer: South  
Both Vulnerable

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

Opening Lead: ♦ 10

Bidding: North's rebid shows 15-16 points, and should end the auction.  
Lead: The computer finds a club lead is best, but this will not be found at the table.  
Play: West does best not to play ♦K at trick one. Declarer should try to set up hearts, and the spade finesse also is on to make at least 10 tricks.

<-Makeable contracts->

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

Best Opening Leads:  
vs North 3N: C-42

**8**

♠ 9  
♥ Q109872  
♦ 32  
♣ Q764

♠ 32  
♥ 653  
♦ 975  
♣ J8532

♠ AQJ754  
♥ KJ4  
♦ K4  
♣ 109

♠ K1086  
♥ A  
♦ AQJ1086  
♣ AK

Dealer: West  
Neither Vulnerable

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

Opening Lead: ♠ 3

Bidding: South can double to start with, but when North bids 2♥, may try 3NT, as the most likely game.  
Play: Fortunately South has 2 spade stoppers, and he needs them both. When South gets in, he can knock out ♦K to make 5 diamonds, 2 clubs, 1 heart and probably 2 spades.

<-Makeable contracts->

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

Best Opening Leads:  
vs North 3N: S-AQJ H-J4 C-109  
vs South 3N: S-32 H-653 C-J8532

**9**

♠ 542  
♥ AKQ5  
♦ AJ109  
♣ AK

♠ K109  
♥ 1097  
♦ K876  
♣ 743

♠ J63  
♥ 863  
♦ Q5  
♣ QJ1098

♠ AQ87  
♥ J42  
♦ 432  
♣ 652

Dealer: North  
E-W Vulnerable

West	North	East	South
	2 NT	Pass	3 ♣
Pass	3 ♥	Pass	3 NT
Pass	Pass	Pass	

Opening Lead: ♣ Q

Bidding: After trying to find a spade fit, South settles for 3NT.

Play: Declarer has 8 top tricks: 2♣, 1♦, 4♥, 1♠. There are 2 chances for an extra trick: diamonds or ♠Q. The diamond chance is much better, because you will make a diamond, as long as East does not have both honours - this is roughly a 75 percent chance, rather than the ♠Q finesse, which is roughly a 50 percent bet. Win the first club and cross to ♥J to lead a diamond. This loses to ♦Q, and East knocks out your last club. Cross to ♠A and lead a diamond for a successful finesse.

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

**10**

♠ 873  
♥ 52  
♦ K96  
♣ AK1054

♠ K96  
♥ AQ1073  
♦ 854  
♣ Q6

♠ QJ54  
♥ 964  
♦ 732  
♣ J92

♠ A102  
♥ KJ8  
♦ AQJ10  
♣ 873

Dealer: East  
Both Vulnerable

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

Opening Lead: ♥ 7

Bidding: If West overcalls 1♥, South can still rebid 2NT, to show 15-16pts, which leads to game.

Lead: 4th highest heart is likely, though a spade lead is actually best.

Play: After winning the first trick with ♥J, declarer can make the contract with at least 3 clubs. The danger on this hand is that East will get in and switch to a heart. The way to prevent this is to keep leading low clubs towards dummy. When West plays ♣Q - let him win this, and the contract is now safe.

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

**11**

♠ QJ7  
♥ K9875  
♦ 65  
♣ 987

♠ K86  
♥ 63  
♦ Q10982  
♣ AK3

♠ A92  
♥ AJ2  
♦ KJ7  
♣ Q542

♠ 10543  
♥ Q104  
♦ A43  
♣ J106

Dealer: South  
Neither Vulnerable

West	North	East	South
1 NT	Pass	3 NT	Pass
Pass	Pass		Pass

Opening Lead: ♥ 7

Bidding: This should be standard.

Play: If declarer plays low from dummy, South can play ♥10, and continue with ♥Q. Declarer must duck again (rule of 7), in the hope that South will win ♦A and then be out of hearts. You should lose only 2 hearts and ♦A - 10 tricks.

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

Best Opening Leads:  
vs East 5N: Any Card  
vs West 4N: H-9875

**12**

♠ AJ102  
♥ K8  
♦ 83  
♣ 97643

♠ 9874  
♥ AQ5  
♦ J62  
♣ QJ2

♠ Q53  
♥ 96  
♦ KQ10975  
♣ K10

♠ K6  
♥ J107432  
♦ A4  
♣ A85

Dealer: West  
N-S Vulnerable

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

Opening Lead: ♥ J

Bidding: If East overcalls 2♦, South bids 2♥, which shows extra strength, or (in this case) extra length. West should compete to 3♦.

Play: If declarer plays ♥Q, North can win ♥K and looking at the weakness in dummy, should shift to ♠J. Now NS should take: 3♠, 1♥, 1♦ and 1♠. Well done any defence that held declarer to 7 tricks.

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

Best Opening Leads:  
vs North 2H: H-96 D-KQ10975 C-K10

**13**

♠ Q8  
♥ Q10754  
♦ J1062  
♣ Q5

♠ K9753  
♥ KJ  
♦ KQ3  
♣ J103

♠ AJ4  
♥ A963  
♦ A74  
♣ 982

♠ 1062  
♥ 82  
♦ 985  
♣ AK764

Dealer: North  
Both Vulnerable

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

Opening Lead: ♦ J

Bidding: West should show a 5 card spade suit, by responding 3♠.  
Play: 3NT has no chance if South lead a low club at trick 1. In 4♠ West should finesse ♠J to lose just 3 club tricks.

<-Makeable contracts->

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

Best Opening Leads:

vs East 4S: Any Card  
vs West 4S: S-Q8 D-J1062 C-Q5

**14**

♠ A52  
♥ KJ84  
♦ A104  
♣ 853

♠ K64  
♥ 65  
♦ K82  
♣ KQJ102

♠ QJ3  
♥ AQ102  
♦ J65  
♣ A74

♠ 10987  
♥ 973  
♦ Q973  
♣ 96

Dealer: East  
Neither Vulnerable

West	North	East	South
		1 NT	Pass
2 NT	Pass	3 NT	Pass
Pass	Pass		

Opening Lead: ♠ 10

Bidding: West invites game, and East accepts.  
Play: You have 6 top tricks and can set up 2 spades. You will also get a diamond, if the opponents ever lead that suit. When finessing in hearts, lead low towards ♥10, as this give the best chance of most heart tricks.

<-Makeable contracts->

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

Best Opening Leads:

vs East 4N: H-973 D-Q73  
vs West 4N: H-KJ84 D-A104

**15**

♠ 10  
♥ Q94  
♦ Q432  
♣ 109876

♠ KQ96  
♥ J87  
♦ A8  
♣ AJ32

♠ A543  
♥ 1032  
♦ 10765  
♣ KQ

♠ J872  
♥ AK65  
♦ KJ9  
♣ 54

Dealer: South  
N-S Vulnerable

West	North	East	South
			1 NT
Pass	Pass	Pass	

Opening Lead: ♠ 6

Bidding: With 4 points and a 5 card club suit, it is probably best to pass 1NT, rather than attempt a rescue to 3♣ (though here if north bids 2♣ Stayman you may find a rescue of 2♥). But if West doubles, North can bid 2♣ (not Stayman).  
Play: The opponents could take 4 spades, 4 clubs and a diamond, though it is hard to find this defence. Declarer can make 4 hearts and 2 diamonds - down 1 should be a good result.

<-Makeable contracts->

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

**16**

♠ 64  
♥ 10852  
♦ 10  
♣ QJ9653

♠ QJ7  
♥ A76  
♦ K943  
♣ K108

♠ 9852  
♥ Q43  
♦ J875  
♣ A2

♠ AK103  
♥ KJ9  
♦ AQ62  
♣ 74

Dealer: West  
E-W Vulnerable

West	North	East	South
1 NT	Pass	Pass	Dbl
Pass	2 ♣	Pass	Pass
Pass			

Opening Lead: ♦ 5

Bidding: With 17 points, South makes a penalty double, but North is right to 'pull' it - bidding shows a weak hand that might not defeat 1NT.  
Play: Declarer should not lose more than: 1-2 hearts, and 2-3 clubs. The clubs should be led twice from dummy. Do not lead the ♠QJ. You can finesse in hearts to make 10 tricks.

<-Makeable contracts->

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

Best Opening Leads:

vs North 2H: S-9852 D-J C-A2