

1

♠ 9864
♥ A85
♦ J6
♣ 10964

♠ KQJ
♥ 6
♦ Q7532
♣ J873

♠ 10732
♥ 732
♦ AK4
♣ Q52

♠ A5
♥ KQJ1094
♦ 1098
♣ AK

Dealer: North
Neither Vulnerable

West	North	East	South
	Pass	Pass	2♥
Pass	2NT	Pass	3♥
Pass	4♥	Pass	Pass
Pass			

Opening Lead: ♠ K

Bidding: North may judge that his hand is worth 2 tricks, and raise 3♥ to game.
Lead: ♠K looks attractive
Play: Declarer has 4 losers: 1 spade and 3 diamonds. A diamond must be ruffed before drawing trumps. Win ♠A and lead diamonds. The opponents should win and switch to a trump, but now you can lead another diamond and ruff your last diamond before drawing trumps. Only a trump lead initially can defeat you.

<-Makeable contracts->

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

2

♠ A742
♥ J103
♦ Q2
♣ Q754

♠ J983
♥ 9876
♦ 109
♣ AK3

♠ KQ106
♥ A5
♦ AK64
♣ 862

♠ 5
♥ KQ42
♦ J8753
♣ J109

Dealer: East
N-S Vulnerable

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

Opening Lead: ♣ J

Bidding: When West raises 1♠ to 2♠, East can invite with 2NT, an invitation to game, showing just 4 spades, in case partner started with only 3 spades. A pass of 2♠ would also be reasonable.
Play: With high trumps in each hand, it is probably best to try a cross-ruff - never drawing trumps. Win ♠A, cross to ♥A and play a heart. When you regain the lead, cash your winners and cross ruff diamonds and hearts. By ruffing 2 diamonds you will get a total of 5 trumps, plus 5 side tricks for 10 tricks.

<-Makeable contracts->

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

3

♠ J43
♥ 10632
♦ AQ5
♣ 1086

♠ AK52
♥ KJ9874
♦ 4
♣ J3

♠ 109876
♥ Q5
♦ J87
♣ A92

♠ Q
♥ A
♦ K109632
♣ KQ754

Dealer: South
E-W Vulnerable

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

Opening Lead: ♠ A

Bidding: South has great distribution, and should end up outbidding West.
Play: Declarer should lose just ♠A and ♣A - making 11 tricks.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	4	5	-	-	1
S	4	5	-	-	1
E	-	-	3	3	-
W	-	-	3	3	-

Best Opening Leads:

vs North 1N: S-109876 H-5
vs South 1N: S-AK H-9874
vs North 5D: Any Card
vs South 5D: S-AK H-KJ9874 D-4 C-J3
vs North 4C: S-109876 D-J87

4

♠ 1087
♥ A842
♦ KQ
♣ A943

♠ 632
♥ KJ9
♦ J532
♣ KQ5

♠ QJ954
♥ Q73
♦ 4
♣ 10876

♠ AK
♥ 1065
♦ A109876
♣ J2

Dealer: West
Both Vulnerable

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

Opening Lead: ♠ Q

Bidding: North opens 1NT, and partner should raise to 3NT - with 12 points and a good diamond suit.
Play: It looks like declarer should be able to make: 2♠, 1♥, 1♣ and 6♦, with a normal 3:2 diamond break. However, when you win ♠A and cash ♦KQ, East shows out. Now declarer knows that the diamonds will not run, and you have only one entry to dummy. Can you still see a way to make your contract? Overtake ♦K with ♠A and play another diamonds. West wins, but you can still get back to dummy now to run the remaining diamonds.

<-Makeable contracts->

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

5

♠ K743
♥ Q93
♦ A5
♣ J873

♠ 2
♥ 872
♦ KQJ8643
♣ 42

♠ Q9865
♥ KJ5
♦ 2
♣ K1065

♠ AJ10
♥ A1064
♦ 1097
♣ AQ9

Dealer: North
N-S Vulnerable

West	North	East	South
	Pass	3♦	Pass
3 NT	Pass	Pass	Pass

Opening Lead: ♠ 3

Bidding: East should make a non-vulnerable pre-empt, and West could try 3NT, with stoppers, and 3 diamonds.
Lead: A spade is likely.
Play: If South plays ♠Q, West should win, as this guarantees a 2nd spade trick. Declarer can set up the diamonds to make 10 tricks.

<-Makeable contracts->

	C	D	H	S	NT
N	1	-	-	1	-
S	1	-	-	2	-
E	-	4	2	-	3
W	-	4	2	-	4

Best Opening Leads:
vs North 1S: C-42

6

♠ 963
♥ 53
♦ 1063
♣ J8752

♠ QJ54
♥ A96
♦ QJ82
♣ Q10

♠ 872
♥ 82
♦ 9754
♣ AK43

♠ AK10
♥ KQJ1074
♦ AK
♣ 96

Dealer: East
E-W Vulnerable

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

Opening Lead: ♣ A

Bidding: East has 9 tricks, and opens 2♥, which partner supports. 3♠ is a cue bid, showing first round control in spades, and an interest in a slam. West has nothing to cue bid, and returns to 4♥. With no club control, East settles for 4♥.
Play: After losing the first 2 clubs, draw trumps and claim.

<-Makeable contracts->

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

7

♠ 86
♥ A4
♦ AQ107
♣ Q8653

♠ 9542
♥ J32
♦ J542
♣ 107

♠ Q3
♥ K987
♦ K96
♣ AK92

♠ AKJ107
♥ Q1065
♦ 83
♣ J4

Dealer: South
Both Vulnerable

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

Opening Lead: ♠ 5

Bidding: Without the spade overall, South would rebid 2NT, but cannot without a spade stopper.
Lead: 2nd highest from a worthless suit.
Play: Declarer should not lose more than 2 spades. Draw trumps, and ruff a diamond in dummy.

<-Makeable contracts->

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

Best Opening Leads:
vs North 2N: S-9542
vs South 2N: S-AK
vs North 5D: Any Card

8

♠ J9
♥ 10943
♦ AJ75
♣ Q83

♠ Q752
♥ A7
♦ K1063
♣ J97

♠ A43
♥ J865
♦ 98
♣ K654

♠ K1086
♥ KQ2
♦ Q42
♣ A102

Dealer: West
Neither Vulnerable

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

Opening Lead: ♠ 2

Bidding: 1 NT should be passed out.
Play: If the opponents lead spades, this sets up 2 spade tricks. Declarer should manage another: 2 hearts, 2 diamonds and a club, at least.

<-Makeable contracts->

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

Best Opening Leads:
vs North 2N: S-A43 H-865 D-98 C-654
vs South 2N: S-752 H-A7 D-63
vs North 1S: D-98 C-654
vs South 2S: S-752 H-A7 D-K1063 C-J97
vs North 2H: S-A43 H-865 D-98 C-K654

9

♠ AJ3
♥ Q653
♦ AQJ
♣ 872

♠ 1072
♥ KJ7
♦ K874
♣ AQ6

♠ Q985
♥ A9842
♦ 962
♣ J

♠ K64
♥ 10
♦ 1053
♣ K109543

Dealer: North
E-W Vulnerable

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

Opening Lead: ♠ 2

Bidding: South bids via Stayman in order to sign off in 3♣. North must pass 3♣.

Lead: Nothing is attractive - the heart and club leads are least attractive. ♠2 - low from a 3 card suit holding an honour.

Play: Declarer should play ♠J, hoping that West has led away from ♠Q. South should beat ♠Q with ♠K. Now lead a low diamond to finesse ♦J, and then a club back to ♣K. You will end with 4 losers: 1♠, 1♥, 2♣ - just making. If left to play in 1NT, North will probably lose the first 5 hearts and 2 clubs - going down at least 1 trick.

<-Makeable contracts->

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

10

♠ Q1085
♥ 32
♦ KQ65
♣ A43

♠ J6432
♥ K74
♦ J9
♣ J75

♠ AK
♥ QJ1086
♦ A43
♣ 986

♠ 97
♥ A95
♦ 10872
♣ KQ102

Dealer: East
Both Vulnerable

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

Opening Lead: ♣ K

Bidding: Should die out in 2♥

Play: Declarer has six losers: 1♥, 2♦ and 3♣. The possibilities are to ruff a diamond in dummy, or establish the spades, but this is very hard, with so few entries to dummy. After winning ♠K, the best defence is to switch to trumps, or declarer gets to ruff a diamond and makes 2♥.

<-Makeable contracts->

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

Best Opening Leads:

vs North 3D: Any Card
vs South 3D: Any Card

11

♠ 654
♥ J73
♦ A87
♣ 7643

♠ AJ109
♥ AK864
♦ 3
♣ QJ9

♠ 87
♥ Q95
♦ K1062
♣ A1052

♠ KQ32
♥ 102
♦ QJ954
♣ K8

Dealer: South
Neither Vulnerable

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

Opening Lead: ♦ A

Bidding: South uses the rule of 20 to open. West shows a maximum (close to 16) for his overcall, by bidding 3♥, so East bids game. Lead: An ace in partner's suit.

Play: Suppose North lead a 2nd diamond to East's ♦K, declarer discarding a club.

Suppose you now play ♠8. South should play a high spade - split your honours, otherwise declarer can win with ♠9, cash ♠A, and avoid a spade loser by ruffing spades in dummy. Otherwise declarer will just make 10 tricks, losing: 1♠, 1♦ and 1♣.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-

12

♠ QJ10
♥ KJ10
♦ KQJ6
♣ 642

♠ 87
♥ 965
♦ A972
♣ AKJ10

♠ AK654
♥ A874
♦ 43
♣ Q8

♠ 932
♥ Q32
♦ 1085
♣ 9753

Dealer: West
N-S Vulnerable

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

Opening Lead: ♦ K

Bidding: If West opens 1NT, East shows a 5 card spade suit, West returning to 3NT.

Play: Declarer has only 8 top tricks: 2♠, 1♥, 1♦ and 4♣. There are few chances for a 9th - perhaps spades are the best chance. Win ♦A and play on spades. You get a lucky 3:3 break, so can establish spade tricks. The best the opponents can do is cash 3 diamonds and 1 spade.

<-Makeable contracts->

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

13

♠ 963
♥ Q874
♦ 63
♣ 9732

♠ KJ104
♥ 10
♦ AJ97
♣ AQJ4

♠ A875
♥ 963
♦ Q42
♣ K86

♠ Q2
♥ AKJ52
♦ K1085
♣ 105

Dealer: North
Both Vulnerable

West	North	East	South
	Pass	Pass	1♥
Dbl	Pass	2♠	Pass
4♠	Pass	Pass	Pass

Opening Lead: ♥ A

Bidding: With 9 points East should jump to 2♠.

Play: The bidding places nearly all the points in South. Suppose declarer ruffs a 2nd heart. There are winning finesses to try in spades and diamonds, and up to 12 tricks can be made.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
E	4	4	-	6	2
W	4	4	-	6	2

Best Opening Leads:

vs East 2N: H-AKJ52
vs West 2N: H-Q874
vs East 6S: Any Card
vs West 6S: Any Card
vs East 4D: H-AKJ52

14

♠ J108
♥ KQJ63
♦ 65
♣ KQ10

♠ AK543
♥ 4
♦ Q1083
♣ AJ3

♠ 976
♥ A97
♦ AKJ
♣ 8654

♠ Q2
♥ 10852
♦ 9742
♣ 972

Dealer: East
Neither Vulnerable

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

Opening Lead: ♥ K

Bidding: East's hand qualifies for 1NT, which West shows a 5 card spade suit by bidding 3♠, which East can support.

Play: Suppose you win ♥A and cash ♠AK. Now there is one high trump left, and there is nothing to be gained by drawing it. Just leave it out - go about your other business. North can ruff when he chooses, but you will win: 4 spades, 1 heart, 4 diamonds and ♠A - just making 10 tricks. In 3NT you risk being defeated if the opponents lead hearts.

<-Makeable contracts->

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

Best Opening Leads:

vs East 3N: H-10852

15

♠ 8654
♥ K65
♦ AKJ
♣ QJ7

♠ QJ109
♥ 10
♦ Q9832
♣ K54

♠ AK32
♥ QJ3
♦ 1076
♣ A32

♠ 7
♥ A98742
♦ 54
♣ 10986

Dealer: South
N-S Vulnerable

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

Opening Lead: ♠ Q

Bidding: South should sign off in 2♥, which has much better chances than 1NT

Play: Ruff the 2nd spade. Next draw 2 rounds of trumps, which break 3:1, so you have a loser there. You have a total of 4 losers (1♠, 1♥ and 2♣) - making 9 tricks.

<-Makeable contracts->

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

Best Opening Leads:

vs North 3H: S-AK32 C-A32
vs South 3H: S-QJ109 C-K54
vs North 2C: S-AK32 H-3 D-1076 C-A32
vs South 2C: Any Card

16

♠ AKQ96
♥
♦ A9543
♣ Q102

♠ 103
♥ K10752
♦ QJ
♣ K965

♠ 872
♥ QJ86
♦ K82
♣ AJ8

♠ J54
♥ A943
♦ 1076
♣ 743

Dealer: West
E-W Vulnerable

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

Opening Lead: ♥ Q

Bidding: If South passes 1♠, West should come in with a 2♥ bid - rather than letting the opponents play 1♠. North can bid again, with a good 5 card suit, and South should support spades.

Play: Win ♥A, discarding a club. After drawing trumps, play diamonds, and you should just manage to lose: 2♣ and 2♦ - making 9 tricks. Only ♠8 lead allows the defence to make 3 club tricks,

<-Makeable contracts->

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

Best Opening Leads: