

1

♠ AJ7
 ♥ K8652
 ♦ A85
 ♣ K2
 ♠ K63
 ♥ J743
 ♦ 73
 ♣ 7653
 ♠ Q9842
 ♥ 109
 ♦ KQ62
 ♣ A4
 ♠ 105
 ♥ AQ
 ♦ J1094
 ♣ QJ1098

Dealer: North
Neither Vulnerable

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

Opening Lead: ♠ 4

Bidding: North has a balanced hand and rebids NT to show 15-16 points.
Lead: A spade lead is likely.
Play: A tricky hand to play, with entries being a problem. Play low from dummy and beat ♠K with ♠A, as this guarantees you a 2nd spade. Play ♣K (East should duck) and another club. The best defence is now to play a low spade. Declarer can now cash clubs, ♥AQ, and then ♦A, ♥K. Declarer makes 10 tricks: 2 spades, 3 hearts, 1 diamond and 4 clubs.

<-Makeable contracts->

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

2

♠ AQ5
 ♥ AQ96
 ♦ 654
 ♣ 754
 ♠ 87
 ♥ K74
 ♦ 108
 ♣ AKJ1082
 ♠ J632
 ♥ 103
 ♦ J9732
 ♣ 63
 ♠ K1094
 ♥ J852
 ♦ AKQ
 ♣ Q9

Dealer: East
N-S Vulnerable

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

Opening Lead: ♣ A

Bidding: South should open 1♥ not 1♠, and should reach game, after West intervenes.
Lead: ♠AK, then ♠J
Play: East should ruff the 3rd trick with ♥10, overruffed by South. Declarer must try the trump finesse - lead low towards dummy, returning to hand with a diamond in order to finesse again. Trumps fall in 3 rounds, so declarer can ruff a spade in dummy to make 11 tricks.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	2	5	4	1
S	-	2	5	4	1

Best Opening Leads:
vs South 5H: C-AK

3

♠ AJ1083
 ♥ 73
 ♦ 76
 ♣ J973
 ♠ KQ9
 ♥ 95
 ♦ AK1094
 ♣ AK10
 ♠ 65
 ♥ KQJ104
 ♦ 82
 ♣ Q654
 ♠ 742
 ♥ A862
 ♦ QJ53
 ♣ 82

Dealer: South
E-W Vulnerable

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

Opening Lead: ♠ J

Bidding: West rebids 3NT to show a balanced 19 pts.
Lead: The correct lead - which will defeat the contract in this case is ♠J - top of an internal sequence. West should win ♠K. he cannot make the contract without going after hearts. When South wins ♥A, he must switch to a spade, which traps declarer's ♠Q9, allowing North to make 4 spades - down 1.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	4	4	5	-	2
W	4	4	5	-	2

Best Opening Leads:
vs East 2N: S-742

4

♠ 9653
 ♥ 54
 ♦ 7653
 ♣ K43
 ♠ KJ1084
 ♥ 1032
 ♦ KQ8
 ♣ J10
 ♠ AQ72
 ♥ AK9
 ♦ J109
 ♣ Q97
 ♠ QJ876
 ♥ A42
 ♣ A8652

Dealer: West
Both Vulnerable

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

Opening Lead: ♥ 2

Bidding: If East opens, South can make a normal 1NT overcall (16-18), but West should double for penalties, as EW have the majority of points. That may well be the auction.
Lead: Low from 3 cards to an honour.
Play: Suppose you beat ♥J with ♥A. Spades seem to offer the best choice, but declarer is in for a nasty shock, with a 5:0 break. Declarer will probably struggle to make more than 4 or 5 tricks. The computer finds that down 2 is the best declarer can do.

<-Makeable contracts->

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

5

♠ QJ1042
♥ 2
♦ Q4
♣ A10865

♠ 6
♥ AKJ63
♦ A85
♣ QJ92

♠ 75
♥ 10754
♦ K1092
♣ 743

♠ AK983
♥ Q98
♦ J763
♣ K

Dealer: North
N-S Vulnerable

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

Opening Lead: ♥ A

Bidding: North has only 9 points, but with 5 spades and a singleton, raise directly to 4♠.
Lead: ♥A and the upon seeing dummy ♦A or ♣Q,
Play: Cash your 2 clubs and then cross-ruff the rest of the hand - you should lose only 2♦ and 1♥.

<-Makeable contracts->

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

Best Opening Leads:
vs North 4S: Any Card
vs South 4S: S-6 H-AK D-A85 C-QJ92

6

♠ J
♥ 962
♦ A9842
♣ Q985

♠ K109543
♥ 1053
♦ 10
♣ 1064

♠ 872
♥ AQJ
♦ Q653
♣ AJ3

♠ AQ6
♥ K874
♦ KJ7
♣ K72

Dealer: East
E-W Vulnerable

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

Opening Lead: ♥ 6

Bidding: South can double 1NT for penalties, but may just have to pass 2♠ - his ♠AQ don't look so good once West bids 2♠.
Lead: Perhaps MUD - a passive lead.
Play: Declarer may try the heart finesse, losing to ♥K - and South does best to return a heart - a passive return. Now lead a spade from dummy, dropping ♠J. Against best defence, you will also lose 2 clubs. Unless the opponents lead clubs for you, try leading ♠10 - North should cover an honour with an honour, but if he does not, you can manage a 2nd club trick. Making 8 or 7 tricks if the defence are on their toes. If left to play in 1NT, East will probably go down 2 - as long as South hold up ♠A to stop the spades becoming established.

<-Makeable contracts->

7

♠ AKJ32
♥ A1043
♦ J2
♣ 95

♠ Q96
♥ J96
♦ AQ97
♣ 632

♠ 107
♥ 82
♦ K854
♣ AK1074

♠ 854
♥ KQ75
♦ 1063
♣ QJ8

Dealer: South
Both Vulnerable

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

Opening Lead: ♠ 5

Bidding: South has barely enough to make a negative double, showing 8+ points, as it commits the partnership to the 2 level, but North should not bid more than 2♥, with a minimum hand. West may compete to 3♣.
Lead: ♠5, or ♥5
Play: The defence should take 2 spades, 2 hearts and a trump - down 1. A better result than letting NS make 2♥.

<-Makeable contracts->

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

Best Opening Leads:

8

♠ AJ102
♥ QJ8
♦ A10
♣ 7542

♠ K74
♥ 1072
♦ J9543
♣ 93

♠ Q98
♥ A953
♦ Q76
♣ A86

♠ 653
♥ K64
♦ K82
♣ KQJ10

Dealer: West
Neither Vulnerable

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

Opening Lead: ♥ 3

Bidding: South invites game, but North declines.
Play: You have only 3 top tricks, but hope to make a total of 3 clubs, 2 diamonds and 2 hearts. You should be able to make 2 spades, by leading low from dummy twice. The defence should be held to 2 hearts, a club and S-Q.

<-Makeable contracts->

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

Best Opening Leads:
vs North 3N: Any Card

9

♠ Q76
♥ KJ6
♦ A32
♣ 6532

♠ K10952
♥ AQ104
♦ 86
♣ K10

♠ AJ3
♥ 972
♦ KJ74
♣ A87

♠ 84
♥ 853
♦ Q1095
♣ QJ94

Dealer: North
E-W Vulnerable

West	North	East	South
Pass	Pass	1 ♠	Pass
Pass	Pass		

Opening Lead: ♦ 4

Bidding: Despite having 13 points, South cannot enter the auction - 1NT as an overcall would be 16-18 points, and the shape is wrong for a takeout double.

Lead: ♦4, or ♥7 (MUD)

Play: A difficult hand to make - there is a risk of losing 3 trumps, 2 diamonds and a club, and maybe a heart unless declarer can finesse twice in hearts, or the opponents lead this suit.

<-Makeable contracts->

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

<-Makeable contracts->

10

♠ AK107
♥ AKQ
♦ Q86
♣ AJ4

♠ Q42
♥ 98
♦ J543
♣ Q863

♠ 8653
♥ J1042
♦ K1092
♣ 10

♠ J9
♥ 7653
♦ A7
♣ K9752

Dealer: East
Both Vulnerable

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

Opening Lead: ♣ 3

Bidding: North shows a balanced 23-24 points, and South uses Stayman to find the spade fit, which does much better than 3NT.

Lead: Nothing is attractive - a club lead works out OK.

Play: A good line is as follows: win ♣A and cash ♠AK only. Now cash your ♥AKQ. East can ruff with his last high trump, but you cannot be prevented from ruffing your last 2 clubs, and discarding a diamond loser if necessary on ♥J. If you ruff your clubs before you draw trumps, you may have a problem getting to dummy to cash ♥J. Making 11 tricks.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	4	4	5	2

11

♠ 862
♥ 6
♦ A1042
♣ AJ654

♠ K974
♥ 842
♦ J9
♣ Q832

♠ 10
♥ AKQ93
♦ Q8765
♣ 107

♠ AQJ53
♥ J1075
♦ K3
♣ K9

Dealer: South
Neither Vulnerable

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

Opening Lead: ♠ A

Bidding: Using the rule of 20, South should open. After West overcalls, North should make a negative double to show both minors and 8+ points. East should raise spades, and South should bid 3♦.

Play: Declarer should draw trumps in 2 rounds, losing 1 spade, 1 diamond and 1 club, ruffing a heart in dummy if necessary.

<-Makeable contracts->

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

Best Opening Leads:

vs North 4D: S-K974 H-842 C-Q832

12

♠ 1097
♥ QJ108
♦ 73
♣ J642

♠ J632
♥ 9762
♦ QJ104
♣ 9

♠ Q85
♥ A43
♦ AK2
♣ KQ103

♠ AK4
♥ K5
♦ 9865
♣ A875

Dealer: West
N-S Vulnerable

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

Opening Lead: ♥ Q

Bidding: This hand is a rarity, but East can bid 2♣ Stayman, planning to pass whatever opener rebids. South might be tempted to double 2♦, but cannot be certain of defeating it.

Play: South should win ♥A, and seeing the dummy, should draw trumps: ♦AK2 - to cut down on declarer's ability to cross ruff. Now declarer can win ♥K, ♠AK, ♣A, club ruff and a heart ruff to make 7 tricks. An eighth trick is possible in spades, as the missing spades divide 3:3, or if the opponents fail to draw trumps.

<-Makeable contracts->

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

13

♠ 9
♥ KJ96
♦ KJ96
♣ Q1064

♠ AQ52
♥ 10874
♦ 85
♣ 952

♠ K10864
♥
♦ AQ10743
♣ A3

♠ J73
♥ AQ532
♦ 2
♣ KJ87

Dealer: North
Both Vulnerable

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

Opening Lead: ♥ A

Bidding: West has just enough to make a negative double (6 points) to show 4 spades. Partner should revalue his hand, and jump to 4♠.

Lead: An unsupported ace in a suit supported by partner is OK, though still with risk. A singleton in declarer's suit is very risky.

Play: Ruff the opening lead, and lead a low trump to dummy, and lead a low diamond to ♦Q. Draw the remaining trumps, and play ♦A and ruff a diamond. Even with the bad diamond break, you should lose just one diamond and a club - 11 tricks.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	3	-	4	-	-
S	3	-	3	-	-
E	-	4	-	6	2

14

♠ AQ102
♥ 8
♦ AK74
♣ QJ86

♠ K965
♥ K75
♦ J82
♣ K107

♠ AJ6432
♥ Q10963
♣ A2

♠ J8743
♥ Q109
♦ 5
♣ 9543

Dealer: East
Neither Vulnerable

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

Opening Lead: ♦ A

Bidding: East should redouble with 10 points, but South should show a preference for spades right away - this does not promise any strength. West has a hand much better suited for playing than defending a spade contract, and shows this by bidding 2♦. Even though partner might be weak, North can try supporting spades, though West will be tempted to bid 4♥.

Play: If North leads ♦A, once he sees dummy, he knows partner cannot have more than 2 diamonds, so is able to cash ♦K and give South a ruff. When declarer plays trumps, he should assume that North is likely to be short in hearts, so might well finesse against ♥Q.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==

15

♠ 107
♥ K6
♦ J632
♣ AQJ32

♠ KJ842
♥ 84
♦ 54
♣ K764

♠ Q65
♥ A10732
♦ 10987
♣ 9

♠ A93
♥ QJ95
♦ AKQ
♣ 1085

Dealer: South
N-S Vulnerable

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

Opening Lead: ♠ 4

Bidding: South shows a balanced hand with 15-16 points with 2NT.

Lead: ♠4

Play: Declarer must apply the rule of 7, and duck the spades twice. The club finesse succeeds, but must be attempted 3 times. Fortunately West cannot get in to cash his spades.

<-Makeable contracts->

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

Best Opening Leads:
vs North 4N: S-Q65
vs South 4N: S-KJ842
vs North 4D: S-Q65

16

♠ KJ5
♥ K852
♦ A86
♣ KQ8

♠ AQ9843
♥ 6
♦ K543
♣ 72

♠ 62
♥ QJ93
♦ QJ
♣ J9543

♠ 107
♥ A1074
♦ 10972
♣ A106

Dealer: West
E-W Vulnerable

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

Opening Lead: ♣ 7

Bidding: With just 16 points, North should not raise 2♥, as game is remote.

Lead: Very hard! Leading a spade from ♠AQ should be ruled out, and leading a singleton trump is likely to harm any trump holding partner may have, so lead ♣7 or ♦3.

Play: Unless the declarer makes an inspired play in trumps, he will lose 2 hearts, 2 spades and 2 diamonds - down 1 is likely.

<-Makeable contracts->

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

Best Opening Leads:
vs North 1H: D-543