

1

♠ AJ32
♥ J64
♦ K9
♣ 10743

♠ Q
♥ A102
♦ AQ854
♣ J985

♠ 1095
♥ K9873
♦ 107
♣ AKQ

♠ K8764
♥ Q5
♦ J632
♣ 62

Dealer: North
Neither Vulnerable

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

Opening Lead: ♠ 6

Bidding: East shows a minimum with 5+ hearts, so West raises to game.
Lead: Nothing is very attractive.
Play: A tricky hand to play. Declarer may plan to ruff some spades in dummy. Suppose North wins ♠A, and returns a trump to disrupt this plan. Now East can avoid the trump loser! Win ♥A, play a low club to ♣A and ruff a spade. Now lead trumps, finessing against ♥J. After drawing trumps, cash the clubs, ♦A, and discard a loser on ♣J. You might lose only 2 tricks.

<-Makeable contracts->

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

2

♠ K1072
♥ A4
♦ A109
♣ K943

♠ Q43
♥ K52
♦ KJ4
♣ Q1082

♠ A5
♥ Q109
♦ 8765
♣ A765

♠ J986
♥ J8763
♦ Q32
♣ J

Dealer: East
N-S Vulnerable

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

Opening Lead: ♦ 7

Bidding: North can open 1NT, and South starts with Stayman, passing 2♠. If North had bid 2♦, South would have signed off in 2♥.
Lead: 2nd highest from a worthless suit.
Play: If declarer calls for a low diamond, West should play ♦J to force ♦A. This might be a good time for declarer to cross ruff in hearts and clubs, in addition to ♥A and 2 diamond tricks. The computer analysis shows 1NT going down 2, while 2♠ can just make.

<-Makeable contracts->

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

3

♠ Q10
♥ AJ1092
♦ AKQ
♣ 532

♠ J743
♥ 875
♦ J2
♣ AQ98

♠ 9865
♥ K43
♦ 987
♣ J106

♠ AK2
♥ Q6
♦ 106543
♣ K74

Dealer: South
E-W Vulnerable

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

Opening Lead: ♠ 3

Bidding: With only 2 hearts, South returns to NT.
Lead: A spade lead is more attractive than leading from ♣AQ
Play: Communication is a problem on this hand, but there should be 3 spades, 5 diamonds and a heart. Do not try the heart finesse. If it loses, East can lead clubs to defeat you.

<-Makeable contracts->

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

Best Opening Leads:
vs South 3N: S-J743 H-875 D-J2

4

♠ AJ32
♥ Q987
♦ 632
♣ J9

♠ K54
♥ K104
♦ AK98
♣ A32

♠ Q86
♥ J52
♦ J754
♣ 865

♠ 1097
♥ A63
♦ Q10
♣ KQ1074

Dealer: West
Both Vulnerable

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

Opening Lead: ♣ J

Bidding: If West passes 2♣, East should support diamonds the 2nd time around.
Lead: Partner's suit.
Play: Declarer has the following losers: 2 clubs, 0 diamonds (as ♦Q drops), and up to 2 losers in each major. The defence should hold declarer to 7 tricks, unless North helps by leading a heart or a spade.

<-Makeable contracts->

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

Best Opening Leads:
vs East 1D: S-1097 H-63 D-Q10 C-KQ1074
vs West 1D: D-632 C-J9

5

♠ A3
♥ AQ754
♦ KQ92
♣ 83

♠ K42
♥ 1062
♦ AJ85
♣ QJ9

♠ J9
♥ K83
♦ 10764
♣ A1052

♠ Q108765
♥ J9
♦ 3
♣ K764

Dealer: North
N-S Vulnerable

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

Opening Lead: ♣ Q

Bidding: South's rebids his spades to show 6-9 points and probably 6 spades. He must avoid bidding 2NT with only 6 points, as this is game-invitational, showing 10-12 points.

Play: A tricky hand to play, with entries being a problem. If a club is led, you can win the second club and maybe now lead a diamond. You should end up losing just 1 spade, 1 heart, 1 club and 1 diamond. North's hearts or diamond should provide discards for 2 clubs.

<-Makeable contracts->

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

6

♠ A1097
♥ QJ103
♦ Q7
♣ K83

♠ 863
♥ K976
♦ 9543
♣ 52

♠ J2
♥ A5
♦ AKJ86
♣ A764

♠ KQ54
♥ 842
♦ 102
♣ QJ109

Dealer: East
E-W Vulnerable

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

Opening Lead: ♠ K

Bidding: East is right to pass the first time, and after North's double, East should show a 2nd suit. Bidding like this shows extra length or strength. Over 2♠, West should now support diamonds.

Play: With trumps falling in 2 rounds, declarer can ruff 2 clubs in dummy - losing 2 spades and 1 club only.

<-Makeable contracts->

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

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==

7

♠ A53
♥ AKJ10
♦ J95
♣ AK2

♠ Q10982
♥ 732
♦ K632
♣ 3

♠ J74
♥ Q98
♦ A4
♣ J10986

♠ K6
♥ 654
♦ Q1087
♣ Q754

Dealer: South
Both Vulnerable

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

Opening Lead: ♣ J

Bidding: North shows a balanced 20-22pts, and South raises to 3NT.

Play: Declarer has 7 top tricks: 3 clubs, 2 hearts, 2 spades. Diamonds will provide 2 more tricks. Do not try the heart finesse which will only provide 2 tricks if the finesse works.

<-Makeable contracts->

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

Best Opening Leads:

8

♠ 64
♥ 10852
♦ 10
♣ QJ9653

♠ QJ7
♥ A76
♦ K943
♣ K108

♠ 9852
♥ Q43
♦ J875
♣ A2

♠ AK103
♥ KJ9
♦ AQ62
♣ 74

Dealer: West
Neither 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

9

♠ K102
♥ 1074
♦ A92
♣ AK42

♠ 64
♥ 83
♦ 10864
♣ QJ1065

♠ AQJ8753
♥ Q65
♦ J3
♣ 8

♠ 9
♥ AKJ92
♦ KQ75
♣ 973

Dealer: North
E-W Vulnerable

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

Opening Lead: ♠ 6

Bidding: If East overcalls 4♠, South should double, intended for penalties. Otherwise South should bid hearts, arriving in game. Play: Suppose you play low from dummy, East plays ♠J while South plays ♠9. Hold it there! Unless South is falsecarding, the only spade left is ♠4, held by partner, so trying to cash ♠A will allow declarer to make a trick with ♠K after he ruffs ♠A. If declarer finesses in hearts, he will lose only 1♠, 1♣ and 1♦. If West does not hang onto 4 diamonds, there will be no losers there.

<-Makeable contracts->

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

10

♠ KJ82
♥ AQ72
♦ 64
♣ 976

♠ 64
♥ J63
♦ KQ852
♣ AKJ

♠ AQ105
♥ 95
♦ J73
♣ Q832

♠ 973
♥ K1084
♦ A109
♣ 1054

Dealer: East
Both Vulnerable

West	North	East	South
		Pass	Pass
1 NT	Pass	Pass	Pass

Opening Lead: ♠ 2

Bidding: 1NT by West will likely be passed out. 1♦ by West may lead to NS getting into the bidding. Lead: One of the majors - but which one! Play: If you play ♠10 at trick 1, you can then try to set up the diamonds, but the opponents should get in and switch to hearts, taking 4 hearts and ♠A, declarer making 8 tricks.

<-Makeable contracts->

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

11

♠ 10654
♥ 732
♦ 98
♣ Q1084

♠ A3
♥ KQJ854
♦ J52
♣ J7

♠ J9872
♥ 10
♦ 743
♣ 6532

♠ KQ
♥ A96
♦ AKQ106
♣ AK9

Dealer: South
Neither Vulnerable

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

Opening Lead: ♥ K

Bidding: West might well overcall 2♥, but this should not put South off bidding 3NT, though South might try doubling in case North passes. Play: Fortunately for South, the diamonds break 3:3, so there are 10 top tricks, without tackling spades: 1♥, 5♦ and 4♣.

<-Makeable contracts->

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

Best Opening Leads:
vs North 4N: H-10
vs South 4N: H-KQJ

12

♠ K94
♥ A987
♦ AK73
♣ 32

♠ QJ52
♥ 432
♦ J1098
♣ A4

♠ A1087
♥ K5
♦ 65
♣ K8765

♠ 63
♥ QJ106
♦ Q42
♣ QJ109

Dealer: West
N-S Vulnerable

West	North	East	South
Pass	1 NT	Pass	Pass
Pass			

Opening Lead: ♣ 6

Bidding: 1NT by North may get passed out. Play: West can win ♠A, but should see there is little point in returning a club. If he guesses to switch to a spade, he must lead ♠Q to trap North's ♠K. This leads to the defence making 4♠, 2♣, and will later make ♥K. Without this defence, declarer may be able to set up the hearts, to make at least 7 tricks.

<-Makeable contracts->

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

Best Opening Leads:

13

♠ AK1074
♥ Q65
♦ K102
♣ Q5

♠ 86
♥ J
♦ Q943
♣ 987632

♠ 95
♥ AK82
♦ A865
♣ AK10

♠ QJ32
♥ 109743
♦ J7
♣ J4

Dealer: North
Both Vulnerable

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

Opening Lead: ♠ A

Bidding: East's second double is still for takeout, and West bids his longest suit.
Play: With trumps dividing 2:2, declarer will probably lose 2 spades and 2 clubs - just making 9 tricks.

<-Makeable contracts->

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

<-Makeable contracts->

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

14

♠ KQJ4
♥ AQ83
♦ 87
♣ AQ5

♠ A8
♥ 72
♦ AK10932
♣ K42

♠ 10763
♥ K94
♦ 65
♣ J1063

♠ 952
♥ J1065
♦ QJ4
♣ 987

Dealer: East
Neither Vulnerable

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

Opening Lead: ♦ A

Bidding: North should start by doubling, and should compete to 2♥. West's 2♦ bid shows extra length or strength.
Lead: ♦A, and East should play high low.
Play: If West plays a 3rd round of diamonds, East can overruff with ♥9 if dummy ruffs low, and still make ♥K - declarer will lose 1 spade, 2 hearts, 2 diamonds. Declarer does best to discard a losing club from dummy at trick 3, rather than ruffing.

<-Makeable contracts->

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

15

♠ 72
♥ 9732
♦ 9832
♣ A84

♠ K9
♥ AQJ
♦ AQJ10
♣ KJ109

♠ J5
♥ K1085
♦ 54
♣ Q7652

♠ AQ108643
♥ 64
♦ K76
♣ 3

Dealer: South
N-S Vulnerable

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

Opening Lead: ♣ 3

Bidding: If South opens 3♠, it puts maximum pressure on EW. East should probably prefer to bid a major, rather than a longer club suit.
Play: If South leads a singleton, North can give him a ruff. By finessing twice in diamonds, East can make 3 clubs (one gets ruffed), 4 diamonds and 4 trumps. The best defence takes 2 aces and a ruff to hold declarer to 10 tricks.

<-Makeable contracts->

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

Best Opening Leads:

16

♠ Q4
♥ 1054
♦ K84
♣ AKJ85

♠ AJ2
♥ J963
♦ QJ92
♣ 109

♠ 10985
♥ K7
♦ 10653
♣ Q32

♠ K763
♥ AQ82
♦ A7
♣ 764

Dealer: West
E-W Vulnerable

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

Opening Lead: ♠ 10

Bidding: Should be straight forward.
Lead: ♠10, though this gives declarer a chance to make 2 spades.
Play: Declarer should try the heart and the club finesses to make 4 clubs, 2 hearts, 2 diamonds and at least 1 spade.

<-Makeable contracts->

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

Best Opening Leads:
vs North 3N: H-7 D-10653
vs South 3N: D-QJ92