

1	♠ 10 ♥ K109754 ♦ KQ752 ♣ 4	Dealer: North Neither Vulnerable																							
	♠ A98432 ♥ J32 ♦ A10 ♣ 75 ♠ J76 ♥ A8 ♦ 8 ♣ AKJ10986	<table border="0"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td>Pass</td> <td>Pass</td> <td>1 ♣</td> </tr> <tr> <td>Pass</td> <td>1 ♥</td> <td>1 ♠</td> <td>2 ♣</td> </tr> <tr> <td>2 ♠</td> <td>Pass</td> <td>Pass</td> <td>3 ♣</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>3 ♠</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td></td> <td></td> </tr> </table>	West	North	East	South		Pass	Pass	1 ♣	Pass	1 ♥	1 ♠	2 ♣	2 ♠	Pass	Pass	3 ♣	Pass	Pass	3 ♠	Pass	Pass	Pass	
West	North	East	South																						
	Pass	Pass	1 ♣																						
Pass	1 ♥	1 ♠	2 ♣																						
2 ♠	Pass	Pass	3 ♣																						
Pass	Pass	3 ♠	Pass																						
Pass	Pass																								

Opening Lead: ♣ A

Bidding: As with many competitive auctions, it is hard to tell where this one will end. South might well compete to 3♣, and East might bid 3♠.

Play: When North plays ♣4 on ♣A, South must deduce that this is a singleton. North would have signalled high->low with a doubleton, and there is just one club missing. Therefore South can cash ♣K, and another club 'kills' ♣Q. Declarer should therefore lose 2♥, 1♦ and 2♣ - down 1.

<-Makeable contracts->

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

2	♠ A4 ♥ J107432 ♦ KQ53 ♣ A	Dealer: East N-S Vulnerable															
	♠ Q975 ♥ AQ6 ♦ A4 ♣ Q1043 ♠ KJ108 ♥ K5 ♦ 862 ♣ 9762	<table border="0"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td></td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>1 NT</td> <td>2 ♥</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td></td> <td></td> <td></td> </tr> </table>	West	North	East	South			Pass	Pass	1 NT	2 ♥	Pass	Pass	Pass		
West	North	East	South														
		Pass	Pass														
1 NT	2 ♥	Pass	Pass														
Pass																	

Opening Lead: ♦ J

Bidding: North does not have a clear-cut bid over 1NT, and might elect to pass or double, expecting to defeat 1NT.

Play: Suppose West plays ♦A, and returns a diamond, hoping for a ruff later. No matter how declarer plays the hearts, he will lose 2 tricks, there and should lose 2 diamonds, unless East discards one - 9 tricks. The computer finds that West would go down 1 in 1NT.

<-Makeable contracts->

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

3	♠ AKJ4 ♥ 9854 ♦ K8 ♣ 432	Dealer: South E-W Vulnerable															
	♠ 8763 ♥ 10 ♦ Q9732 ♣ A108 ♠ 1092 ♥ K763 ♦ 104 ♣ KJ65 ♠ Q5 ♥ AQJ2 ♦ AJ65 ♣ Q97	<table border="0"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td></td> <td></td> <td>1 ♥</td> </tr> <tr> <td>Pass</td> <td>3 ♥</td> <td>Pass</td> <td>4 ♥</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </table>	West	North	East	South				1 ♥	Pass	3 ♥	Pass	4 ♥	Pass	Pass	Pass
West	North	East	South														
			1 ♥														
Pass	3 ♥	Pass	4 ♥														
Pass	Pass	Pass															

Opening Lead: ♠ 7

Bidding: Should be straight forward?
Lead: The computer finds that the best lead is a trump, ♠A, ♠8 or a spade. A diamond lead will be a popular choice, though as this turns out, this helps declarer.
Play: It is very hard to both finesse in hearts and be able to cash 4 spades. You should be able to discard at least one club on the spades, but still hard to make 4♥.

<-Makeable contracts->

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

Best Opening Leads:

vs North 3N: C-J65

4	♠ QJ3 ♥ 10 ♦ AKJ1042 ♣ 532	Dealer: West Both Vulnerable											
	♠ 964 ♥ AK843 ♦ 9 ♣ AQ108 ♠ A1075 ♥ J97 ♦ 765 ♣ J64	<table border="0"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td>1 ♥</td> <td>3 ♦</td> <td>3 ♥</td> <td>Pass</td> </tr> <tr> <td>4 ♥</td> <td>Pass</td> <td>Pass</td> <td>Pass</td> </tr> </table>	West	North	East	South	1 ♥	3 ♦	3 ♥	Pass	4 ♥	Pass	Pass
West	North	East	South										
1 ♥	3 ♦	3 ♥	Pass										
4 ♥	Pass	Pass	Pass										

Opening Lead: ♦ A

Bidding: North might overcall 2♦ or 3♦, but either way EW should reach game, as West has only 5 losers.

Play: South should signal discouragement on the first diamond (♦5), while declarer plays ♦9. Unless declarer is falsecarding, South does not have a doubleton or singleton, so North should not continue with ♦K, as it promotes ♦Q. The best defence will shift to ♠Q, allowing the defence to take the first 4 tricks - otherwise declarer can run the clubs after drawing trumps to make 10 tricks.

<-Makeable contracts->

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

5

♠ K104
 ♥ 985
 ♦ QJ743
 ♣ 65
 ♠ J87
 ♥ A7432
 ♦ K108
 ♣ K2
 ♠ 952
 ♥ Q106
 ♦ A5
 ♣ Q10843
 ♠ AQ63
 ♥ KJ
 ♦ 962
 ♣ AJ97

 Dealer: North
 N-S Vulnerable

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

Opening Lead: ♠ 7

Bidding: South should pass 1NT with no chance for game, but West should overcall 2♥ in the protective seat, and North might then well bid 2♠, with a good 3-card trump suit.

Lead: Perhaps a trump?

Play: Before drawing trumps, declarer could try to set up the diamond suit. Or declarer could try to ruff some clubs in dummy.

<-Makeable contracts-->

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

Best Opening Leads:

vs North 2S: Any Card

6

♠ AQ4
 ♥ A3
 ♦ J1054
 ♣ Q1052
 ♠ K109
 ♥ J1094
 ♦ A6
 ♣ A987
 ♠ 65
 ♥ KQ7
 ♦ KQ92
 ♣ KJ43
 ♠ J8732
 ♥ 8652
 ♦ 873
 ♣ 6

 Dealer: East
 E-W Vulnerable

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

Opening Lead: ♠ 3

Bidding: West invites game, after trying to find a major suit fit.

Play: North must realise that partner will have virtually no points. If declarer plays a low spade at trick 1, North can win ♠A and return ♠Q, and declarer must duck! By saving ♠K till trick 3, North will be out of spades and cannot continue with spades when he wins ♥A.

<-Makeable contracts-->

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

7

♠ A982
 ♥ 764
 ♦ K2
 ♣ K873
 ♠ KJ7
 ♥ Q92
 ♦ AQ107
 ♣ AQ9
 ♠ Q10653
 ♥ J8
 ♦ 93
 ♣ J652
 ♠ 4
 ♥ AK1053
 ♦ J8654
 ♣ 104

 Dealer: South
 Both Vulnerable

West	North	East	South
			Pass
1 ♦	Pass	Pass	Pass

Opening Lead: ♥ 6

Bidding: If North does not overcall, and East passes, South would also do well to pass 1♦. A bid of 1♥ will make allow the opponents to find a likely spade fit.

Lead: A heart doubleton lead is quite likely.

Play: 1♦ will be a struggle

<-Makeable contracts-->

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

Best Opening Leads:

vs North 2H: S-Q10653 H-8 C-652

8

♠ Q53
 ♥ 96
 ♦ KQ10975
 ♣ K10
 ♠ AJ102
 ♥ K8
 ♦ J3
 ♣ 97643
 ♠ K6
 ♥ J107432
 ♦ A4
 ♣ A85
 ♠ 9874
 ♥ AQ5
 ♦ 862
 ♣ QJ2

 Dealer: West
 Neither Vulnerable

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

Opening Lead: ♠ K

Bidding: If North passes initially, he will probably come in later with 2♦, which South can support.

Lead: Top of a doubleton in partner's suit.

Play: After cashing 2 spades, West can give partner a spade ruff, to hold declarer to 7 tricks, as North will lose 2 spades, 2 trump (including the ruff), 1 heart and 1 club. Down 2 may be OK non-vulnerable, if EW can make 2♥.

<-Makeable contracts-->

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

9

♠ J94
♥ QJ10
♦ AKQ10
♣ 984

♠ A52
♥ A72
♦ 7642
♣ K63

♠ 876
♥ K8543
♦ 853
♣ 75

♠ KQ103
♥ 96
♦ J9
♣ AQJ102

Dealer: North
E-W Vulnerable

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

Opening Lead: ♥ 4

Bidding: After investigating a major suit fit. South signs of in 3NT.
Lead: West should win ♥A and (key play) return ♥7 - 2nd highest from a suit that originally had 3 cards. From the bidding, East knows that North does not have 4 hearts, and with no other entries must duck now. When West gets in a heart will defeat the contract.

<-Makeable contracts->					
	C	D	H	S	NT
	=	=	=	=	==
N	3	-	-	2	2
S	3	-	-	2	2
E	-	-	-	-	-
W	-	-	-	-	-

Best Opening Leads:
vs North 2N: H-8543

10

♠ 543
♥ Q85
♦ KQ103
♣ 763

♠ 9
♥ AK92
♦ A754
♣ 9852

♠ 762
♥ 106
♦ 9862
♣ QJ104

♠ AKQJ108
♥ J743
♦ J
♣ AK

Dealer: East
Both Vulnerable

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

Opening Lead: ♥ A

Bidding: A direct jump to 4♠ shows enough for game, but no interest in a slam: no aces or voids.
Lead: ♥A, and East should encourage with ♥10.
Play: When West leads a 3rd heart for partner to ruff, the card he plays is a suit-preference signal to show an interest between diamonds and clubs, so lead ♥9 (high), and you will give your partner a 2nd ruff: 2 ruffs, 2 hearts plus ♠A is down 2.

<-Makeable contracts->					
	C	D	H	S	NT
	=	=	=	=	==
N	-	-	3	2	2
S	-	-	3	2	2
E	-	-	-	-	-

11

♠ 1084
♥
♦ AKJ76
♣ A9632

♠ A653
♥ KQ9752
♦ 9
♣ QJ

♠ KQJ
♥ AJ1083
♦ Q108
♣ 74

♠ 972
♥ 64
♦ 5432
♣ K1085

Dealer: South
Neither Vulnerable

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

Opening Lead: ♦ A

Bidding: EW should get to game, despite the 2♦ overcall.
Lead: ♠A and South must discourage.
Play: North must heed South's discouraging signal and shift to another suit: ♣A and ♣K allows NS to take their 3 tricks, otherwise declarer can run the spades after drawing trumps and discard a club on ♠A for 11 tricks.

<-Makeable contracts->					
	C	D	H	S	NT
	=	=	=	=	==
N	3	3	-	-	-
S	3	3	-	-	-
E	-	-	4	2	-
W	-	-	4	3	-

Best Opening Leads:
vs North 3D: S-KQJ H-AJ1083 C-74

12

♠ K87
♥ K862
♦ 85
♣ K532

♠ A963
♥ J10
♦ Q7643
♣ 87

♠ QJ104
♥ AQ5
♦ AK102
♣ A9

♠ 52
♥ 9743
♦ J9
♣ QJ1064

Dealer: West
N-S Vulnerable

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

Opening Lead: ♣ Q

Bidding: West should find the spade fit via Stayman.
Play: If the opponents lead clubs, they will probably cash a club after North wins ♠K. A heart loser can be avoided via a finesse to make 11 tricks. The computer has found a way to make 12 - by finessing in hearts before North wins ♠K, allowing a club to be discarded.

<-Makeable contracts->					
	C	D	H	S	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	-	6	-	6	4
W	-	6	-	6	4

13

♠ K109
 ♥ AK84
 ♦ A86
 ♣ Q104
 ♠ AQJ543
 ♥ 105
 ♦ K4
 ♣ J87
 ♠ 8
 ♥ Q6
 ♦ Q10975
 ♣ AK962

Dealer: North
Both Vulnerable

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

Opening Lead: ♠ Q

Bidding: South makes a negative double to show the unbid suits, and 8+ points (as North is required to bid at the 2 level). With a spade stopper, North bids 1NT (as he was planning to do all along to show 15-16 points).

Lead: Top of an interior sequence.

Play: If North wins ♠K, he then needs to cash out: 1 spade, 3 hearts, 5 clubs and 1 diamond, though the computer has found a way for North to make 11 tricks.

<-Makeable contracts->

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

14

♠ J1054
 ♥ Q865
 ♦ 5
 ♣ 8762
 ♠ Q973
 ♥ A9
 ♦ J1096
 ♣ J54
 ♠ AK86
 ♥ J1032
 ♦ 87
 ♣ 1093

Dealer: East
Neither Vulnerable

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

Opening Lead: ♠ J

Bidding: West's hand is worth 8-9 tricks, and East makes a forcing raise to 3♦, which promises 8+ points, and an Ace or void i.e. mild interest in a slam. West uses Blackwood, and signs off in 6♦.

Lead: Nothing is obvious.

Play: Declarer will lose only 1 spade, as a heart can be ruffed in dummy.

<-Makeable contracts->

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

Best Opening Leads:

vs East 5N: S-AK H-J1032 D-87 C-1093

15

♠ J107
 ♥ AJ3
 ♦ A95
 ♣ A543
 ♠ A8
 ♥ K1094
 ♦ Q107643
 ♣ 2
 ♠ K532
 ♥ Q6
 ♦ K
 ♣ KJ10976

Dealer: South
N-S Vulnerable

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

Opening Lead: ♦ 6

Bidding: Jumping to 3NT over 1 of a suit is normally the sign of a 'hand hog' - someone who is determined to be declarer, but here it is the only real choice.

Play: Declarer has 6 clubs, 2 diamonds and heart. With a 2nd diamond stopper, declarer can try a heart finesse which fails, but sets up a 10th trick.

<-Makeable contracts->

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

Best Opening Leads:

vs North 4N: D-Q107643
vs South 4N: D-J82

16

♠ A982
 ♥ 1065
 ♦ Q10
 ♣ QJ109
 ♠ K3
 ♥ J9
 ♦ K872
 ♣ A8652
 ♠ J5
 ♥ AQ8743
 ♦ A93
 ♣ K3
 ♠ Q10764
 ♥ K2
 ♦ J654
 ♣ 74

Dealer: West
E-W Vulnerable

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

Opening Lead: ♠ 6

Bidding: East rebids 1♥ to show 12-15 points, and West might well decide to pass.

Lead: A diamond or a spade

Play: If a low spade is led, declarer has 1 loser there, plus a diamond and a heart loser, when the finesse fails. It may be possible to set up the clubs for 1 more trick.

<-Makeable contracts->

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

Best Opening Leads:

vs East 2N: S-Q10764
vs West 2N: S-A982
vs East 4H: S-Q D-654