

1

♠ AQ1054
♥ K9832
♦ A85
♣

♠ 862
♥ 105
♦ K4
♣ 987543

♠ J3
♥ QJ6
♦ QJ1092
♣ A62

♠ K97
♥ A74
♦ 763
♣ KQJ10

Dealer: North
Neither Vulnerable

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

Opening Lead: ♦ Q

Bidding: North's bidding shows at least 5 spades, so South can raise to game.
Lead: West should unblock ♦K.
Play: North has 1 possible heart and 2 possible diamond losers. Win ♠A, cross to ♠K and lead ♣K for a ruffing finesse. If West covers, you will ruff. But here you discard a diamond. East can cash a diamond, but after drawing trumps, you will get to dummy to discard 3 hearts on the good clubs - losing just 1 diamond and ♠A.

<-Makeable contracts->

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

2

♠ 754
♥ A62
♦ QJ104
♣ 1064

♠ J9
♥ K1074
♦ 32
♣ Q9853

♠ KQ108
♥ J9
♦ AK9765
♣ K

♠ A632
♥ Q853
♦ 8
♣ AJ72

Dealer: East
N-S Vulnerable

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

Opening Lead: ♠ A

Bidding: South can make a takeout double over 1♦, but West and North can both bid. 3♦, 3NT are possible, or East could double 1NT if North bids that.
Lead: A heart lead after South has bid that suit is now unattractive, as is a singleton diamond, so lead a black suit: ♠A or ♣A - a rare occasion that leading an unsupported ace is perhaps the best (least bad) lead.
Play: Declarer will probably lose: 1♠, 2♦, 1♣ and 1♥. A heart loser can be avoided by finessing against ♥Q or discarding on ♣Q.

<-Makeable contracts->

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

3

♠ QJ87
♥ K3
♦ 10962
♣ AK2

♠ K1052
♥ 76
♦ A
♣ J109843

♠ A963
♥ AQJ102
♦ Q73
♣ Q

♠ 4
♥ 9854
♦ KJ854
♣ 765

Dealer: South
E-W Vulnerable

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

Opening Lead: ♥ 7

Bidding: East might choose to double or overcall 2♥. Over a double, South would run to 2♦, which North might raise if South comes back in with 2♥.
Play: The defence can take the first 2 heart tricks and declarer should aim to ruff heart losers in dummy. Best defence will switch to a club, allowing the defence to get up to 2 club ruffs: down 2 is possible.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	1	-	-	-
S	-	1	-	-	-
E	3	-	4	5	2
W	4	-	4	5	2

Best Opening Leads:

4

♠ 1076
♥ 1054
♦ A8
♣ KQ932

♠ AKQ543
♥ 9
♦ QJ63
♣ A8

♠ J82
♥ AQJ2
♦ 9742
♣ 64

♠ 9
♥ K8763
♦ K105
♣ J1075

Dealer: West
Both Vulnerable

West	North	East	South
1 ♠	2 ♣	Dbl	3 ♣
3 ♠	Pass	4 ♠	Pass
Pass	Pass		

Opening Lead: ♣ K

Bidding: North might overcall, but if West rebids 3♠, this should lead to game.
Play: Declarer is in danger of losing 2♦ and 1♣, but perhaps a club can be discarded on a heart with a ruffing finesse. Win ♠A, cash ♥A and lead ♥Q, discarding a club if South plays low. If South plays ♥K, ruff, later returning dummy to cash ♥J - 11 tricks. Declarer can be held to 10 tricks, if North gets a diamond ruff.

<-Makeable contracts->

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

5

♠ Q965
♥ A62
♦ K765
♣ 95

♠ K73
♥ KJ7
♦ 1032
♣ AQ108

♠ A10
♥ 10954
♦ QJ4
♣ J642

♠ J842
♥ Q83
♦ A98
♣ K73

Dealer: North
N-S Vulnerable

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

Opening Lead: ♠ 5

Bidding: 1NT is likely to be passed out.
Play: The chances for making 3 spades is remote, so suppose you win ♠A in order to lead a club, finessing against ♣K. You should manage 4♣, 2♠ and 1♦ for 7 tricks, while the defence can take: 2♠, 2♦ and 1♥ at least.

<-Makeable contracts->

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

Best Opening Leads:

vs South 1S: Any Card
vs East 1N: S-J42

6

♠ AK
♥ 6543
♦ KJ10865
♣ J

♠ 109863
♥ KJ108
♦ 2
♣ 976

♠ Q52
♥ A97
♦ Q74
♣ 8543

♠ J74
♥ Q2
♦ A93
♣ AKQ102

Dealer: East
E-W Vulnerable

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

Opening Lead: ♠ 10

Bidding: South shows a balanced 15-16 pts and North bids 3NT.

Lead: The best lead is a heart, which allows the defence to take the first 4 tricks, but a spade is more likely to be chosen.

Play: After a spade lead, declarer has 9 top tricks. If declarer plays diamonds by cashing ♦AK, this allows East to get in, and with the ♠A still in dummy, East must now shift to a heart, as the diamonds are now established.

<-Makeable contracts->

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

7

♠ K63
♥ Q10
♦ K9832
♣ J87

♠ AQ942
♥ K9842
♦ 7
♣ 92

♠ 10875
♥ A5
♦ Q10
♣ KQ1063

♠ J
♥ J763
♦ AJ654
♣ A54

Dealer: South
Both Vulnerable

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

Opening Lead: ♦ 3

Bidding: This should be a competitive auction.

Play: After ruffing the 2nd diamond, declarer should try to get to dummy with ♥A or ♣K in order to lead spades towards ♠AQ. Two lines of play are possible: either ruff two hearts in dummy, or set up the clubs.

<-Makeable contracts->

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

Best Opening Leads:

vs North 2D: H-5 C-KQ
vs South 2D: H-K C-92

8

♠ KJ8543
♥ AJ95
♦ K42
♣ K42

♠ 92
♥ 864
♦ J642
♣ Q1097

♠ Q107
♥ 103
♦ AKQ753
♣ A5

♠ A6
♥ KQ72
♦ 1098
♣ J863

Dealer: West
Neither Vulnerable

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

Opening Lead: ♦ A

Bidding: If East makes jump overcall, it is hard for South to bid, though NS may still find their heart game.

Play: A good plan is: ruff ♦A, cash ♠AK and ruff a spade high. Now the spades are set up, so draw trumps, ending in the North hand and run the spades. From the point of view of North you will now make: 5♠, 4♥, plus a spade ruff - the only possible losers are 3 clubs.

<-Makeable contracts->

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

9

♠ 97654
♥ J962
♦ 43
♣ KJ

♠ A82
♥ 8
♦ AQJ102
♣ Q1032

♠ KQ
♥ AKQ105
♦ K876
♣ A4

♠ J103
♥ 743
♦ 95
♣ 98765

Dealer: North
E-W Vulnerable

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

Opening Lead: ♠ 7

Bidding: With 21 points, East should probably open a strong 2♥, which should lead to a diamond slam.

Play: You have 12 top tricks: 3♠, 3♥, 5♦ and 1♣. After drawing trumps, you can play spades, discarding a club. Now a club ruff provides your 13th trick.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	-	7	-	-	7
W	-	7	-	-	7

Best Opening Leads:

vs East 7N:
vs West 7N:
vs East 7D:

10

♠ Q6
♥ AK832
♦ 9875
♣ K3

♠ J932
♥ 1097
♦ 10
♣ Q8652

♠ 8
♥ Q54
♦ Q6432
♣ AJ104

♠ AK10754
♥ J6
♦ AKJ
♣ 97

Dealer: East
Both Vulnerable

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

Opening Lead: ♣ 5

Bidding: South has enough to make a jump bid, which promises 6 spades.

Lead: With strong trumps do not lead a singleton or the opponents suit. A club lead happens to work out well this time (a low club lead promises an honour, so East plays ♠10 if dummy plays low).

Play: Declarer loses the first 2 clubs, and East will switch to a diamond perhaps. If South finesses and draw trumps, he will lose just one more trump trick - just making.

<-Makeable contracts->

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

Best Opening Leads:

vs North 4S: S-8 D-Q6432
vs South 4S: H-1097 D-10 C-Q8652

11

♠ 96
♥ 97642
♦ 5
♣ AQ1043

♠ 854
♥ QJ1085
♦ 73
♣ 865

♠ AKQJ102
♥ AK
♦ J62
♣ KJ

♠ 73
♥ 3
♦ AKQ10984
♣ 972

Dealer: South
Neither Vulnerable

West	North	East	South
			3♦
Pass	Pass	4♠	Pass
Pass	Pass		

Opening Lead: ♦ A

Bidding: If South opens 3♦, East should assume partner has about 7 points and bid 4♠ directly.

Play: On the lead of ♦A, declarer risks losing 2 diamonds, a diamond ruff and ♣A. A good ploy is to throw ♦J at trick one - suggesting a singleton. If South shifts to another suit, declarer can now draw trumps, cash ♥AK, and get to dummy with ♠8 to run the hearts. Note that South should *not* be fooled by the ♦J, as this would leave partner with ♦652, and he would not play ♦5 from that holding.

<-Makeable contracts->

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

12

♠ K9
♥ AJ1096
♦ 942
♣ A94

♠ 875432
♥ 874
♦ 87
♣ Q7

♠ QJ10
♥ AKQ103
♣ J10832

♠ A6
♥ KQ532
♦ J65
♣ K65

Dealer: West
N-S Vulnerable

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

Opening Lead: ♦ A

Bidding: NS should reach 4♥

Lead: ♦AKQ, then ♠J.

Play: It seems there is no legitimate chance to make 10 tricks: a club loser appears to be inevitable. Suppose declarer draws trump, cashes spades and then cashes the remaining trumps. What 5 discards should East make when trumps are played? He should reason that if declarer had any spade losers, he would ruff them in dummy, so you can discard 2 diamonds, 2 clubs and a spade - keep club length with dummy, and you will make ♠10.

<-Makeable contracts->

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

13

Dealer: North
Both Vulnerable

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

Opening Lead: ♠ Q

♠ K74
♥ AK3
♦ K72
♣ AQJ9

♠ QJ105
♥ 108
♦ 864
♣ K753

♠ A932
♥ QJ976
♦ J5
♣ 82

♠ 86
♥ 542
♦ AQ1093
♣ 1064

Bidding: With only 6 points, South just bids 3NT.

Lead: Top of a near 3-card sequence in NT
Play: It is probably not necessary to hold up with 2 stoppers, when you expect to lose the lead only once. Declarer can use the diamond entries to dummy to finesse repeatedly against ♠K to take: 4 clubs, 5 diamonds and 2 hearts. Do not try the spade finesse before you have taken 11 tricks!

<-Makeable contracts->

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

Best Opening Leads:

vs North 5N: H-QJ976 D-J5 C-82
vs South 3N: S-QJ10
vs North 5D: H-QJ976

14

Dealer: East
Neither Vulnerable

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

Opening Lead: ♠ 4

♠ AQ76
♥ QJ6
♦ A42
♣ 763

♠ KJ1098
♥ 752
♦ J103
♣ A9

♠ 543
♥ A83
♦ 765
♣ 8542

♠ 2
♥ K1094
♦ KQ98
♣ KQJ10

Bidding: South opens the middle of 3 touching 4 card suits. After West's overcall, 3NT by North seems the only logical choice.

Lead: There is no good alternative to partner's suit.

Play: After a spade lead, North has these top tricks: 2 spades and 3-4 diamonds. Clubs and diamonds each provide a chance for 3 more tricks, but North should duck 1-2 spades first.

<-Makeable contracts->

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

15

Dealer: South
N-S Vulnerable

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

Opening Lead: ♦ 4

♠ KQ1052
♥ KJ1052
♦ A8
♣ 6

♠ 843
♥ 84
♦ Q106
♣ QJ1094

♠ AJ6
♥ Q76
♦ 9432
♣ K53

♠ 97
♥ A93
♦ KJ75
♣ A872

Bidding: North is 5:5 in the majors, so bids 3♠, followed by 4♥ when partner does not support him - as he knows partner has no more than one doubleton - there must be a major suit fit.

Lead: ♦4 - 2nd highest from a worthless suit

Play: In 4♥, North can ruff a 3rd round of spades in order to set up the suit, losing only ♠A and a possible trump. 3NT could be defeated if the opponents lead clubs.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	-	6	5	3
S	-	-	6	5	3
E	-	-	-	-	-
W	-	-	-	-	-

16

Dealer: West
E-W Vulnerable

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

Opening Lead: ♦ 8

♠ 10954
♥ AQ6
♦ KQ52
♣ K6

♠ KQ
♥ 952
♦ J9743
♣ 1087

♠ 7
♥ K3
♦ A106
♣ AQJ9542

♠ AJ8632
♥ J10874
♦ 8
♣ 3

Bidding: If East bids 3♣ (12-16 with an excellent 6+ card suit), that may well end the auction, as a 3♣ bid from South is game-forcing. If East bids just 2♣, NS may well end up in their spade fit.

Lead: A singleton, perhaps.

Play: Win ♦A and play ♠7. You might end up losing only a spade, a heart and a diamond - making up to 10 tricks.

<-Makeable contracts->

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

Best Opening Leads:

vs East 3C: S-A H-J10874 D-8