

**1**

♠ K6  
♥ 1086  
♦ AKJ104  
♣ AK2

♠ J10984  
♥ QJ4  
♦ 32  
♣ 653

♠ A32  
♥ K732  
♦ Q95  
♣ J74

♠ Q75  
♥ A95  
♦ 876  
♣ Q1098

Dealer: North  
Neither Vulnerable

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

Opening Lead: ♠ J

Bidding: North can jump to 3NT with such a strong suit.

Play: Suppose declarer plays low from dummy. East can see that the diamonds are not going to run, so there is no need to play ♠A, as this presents declarer with an extra trick. Instead play low. If declarer wins and plays diamonds, you will get in with ♦Q and cash ♠A and play another spade to defeat 3NT. If you play ♠A at trick one, declarer has 9 top tricks: 2♠, 1♥, 2♦, 4♣.

<-Makeable contracts->

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

**2**

♠ QJ6  
♥ AQ76  
♦ A42  
♣ 763

♠ 752  
♥ KJ1098  
♦ J103  
♣ A9

♠ A83  
♥ 543  
♦ 765  
♣ 8542

♠ K1094  
♥ 2  
♦ KQ98  
♣ KQJ10

Dealer: East  
N-S Vulnerable

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

Opening Lead: ♥ 4

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

<-Makeable contracts->

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

**3**

♠ KQ1052  
♥ KJ1052  
♦ A8  
♣ 6

♠ 843  
♥ 84  
♦ Q106  
♣ QJ1094

♠ AJ6  
♥ Q76  
♦ 9432  
♣ K53

♠ 97  
♥ A93  
♦ KJ75  
♣ A872

Dealer: South  
E-W Vulnerable

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

Opening Lead: ♦ 4

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	-	-	-	-	-

**4**

♠ 10954  
♥ AQ6  
♦ KQ52  
♣ K6

♠ KQ  
♥ 952  
♦ J9743  
♣ 1087

♠ 7  
♥ K3  
♦ A106  
♣ AQJ9542

♠ AJ8632  
♥ J10874  
♦ 8  
♣ 3

Dealer: West  
Both Vulnerable

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

Opening Lead: ♣ 7

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

**5**

♠ 965  
♥ 8  
♦ 654  
♣ K98742

♠ AQ2  
♥ J63  
♦ AQ1032  
♣ J3

♠ 1073  
♥ AK102  
♦ K987  
♣ 106

♠ KJ84  
♥ Q9754  
♦ J  
♣ AQ5

Dealer: North  
N-S Vulnerable

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

Opening Lead: ♥ 8

Bidding: If West overcalls with 2♦, East should raise to 3♦ - probably a lot safer than NT.

Play: Win ♥A and draw trumps. You can now set up a 3rd heart trick, for a spade or club discard. With a successful spade finesse you should lose just 3 tricks: 1♥ and 2♣.

<-Makeable contracts->

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

Best Opening Leads:

vs North 2C: D-K987 C-106  
vs South 2C: D-AQ1032 C-J3

**6**

♠ AKJ  
♥ AKQ1064  
♦ AK6  
♣ J

♠ Q983  
♥ 52  
♦ Q87  
♣ AQ104

♠ 72  
♥ J97  
♦ J1095  
♣ K873

♠ 10654  
♥ 83  
♦ 432  
♣ 9652

Dealer: East  
E-W Vulnerable

West	North	East	South
		Pass	Pass
Pass	2♣	Pass	2♦
Pass	2♥	Pass	2NT
Pass	4♥	Pass	Pass
Pass			

Opening Lead: ♦ J

Bidding: South should bid a 2nd Negative 2NT to show 0-2 pts, but North still bids game.

Play: 4♥ should be made. Only the lead of a spade gives declarer a legitimate 11th trick. North should cash all the hearts, then the diamonds and then the spades, in the hope that West has discarded 2 spades along the way.

<-Makeable contracts->

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

Best Opening Leads:

vs North 3N: C-K873

**7**

♠ 98  
♥ 76  
♦ KQJ1098  
♣ AKJ

♠ K10432  
♥ 983  
♦ A  
♣ 7543

♠ Q65  
♥ A1054  
♦ 532  
♣ 982

♠ AJ7  
♥ KQJ2  
♦ 764  
♣ Q106

Dealer: South  
Both Vulnerable

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

Opening Lead: ♠ 3

Bidding: North should probably just raise 1NT to 3NT. If North does bid 3♦, South will probably return to 3NT anyway.

Play: East should play ♠Q and South should win ♠A, as this creates a chance for a 2nd spade trick. The play to the first trick, should show West that partner does not have ♠J, so when West wins ♦A he must NOT play a spade! The only chance to defeat the contract is a heart (lead ♥8 - a high card indicates no interest in this suit), so that partner can win and return a spade, which defeats the contract.

<-Makeable contracts->

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

**8**

♠ 73  
♥ 10986  
♦ Q8542  
♣ 96

♠ A8  
♥ KQ5  
♦ J73  
♣ AKQ75

♠ K952  
♥ A2  
♦ AK6  
♣ 10842

♠ QJ1064  
♥ J743  
♦ 109  
♣ J3

Dealer: West  
Neither Vulnerable

West	North	East	South
1♣	Pass	1♠	Pass
3NT	Pass	6NT	Pass
Pass	Pass		

Opening Lead: ♥ 10

Bidding: East should bids 1♠, rather than supporting clubs. When West shows 19 points, East can count on 33, and should try 6NT.

Lead: ♥10 is much safer than a diamond. Play: There are 12 top tricks. Only a diamond lead by North gives declarer a chance to make all 13.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	7	-	-	-	6
W	7	-	-	-	6

Best Opening Leads:

vs East 6N: S-QJ10 H-J743 D-109 C-J3

**9**

♠ J63  
♥ 1073  
♦ K8732  
♣ 93

♠ AK42  
♥ AKQ  
♦ 109  
♣ AJ42

♠ Q107  
♥ 864  
♦ Q54  
♣ KQ65

♠ 985  
♥ J952  
♦ AJ6  
♣ 1087

Dealer: North  
E-W Vulnerable

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

Opening Lead: ♦ 3

Bidding: West should open 2NT, raised to 3NT  
Lead: 4th highest diamond  
Play: The lead of a low diamond should guarantee at least 1 diamond honour. If declarer plays low from dummy, South must play ♦J - save ♦A to trap declarer's ♦Q. When ♦J holds, South must now cash ♦A and a diamond to North's ♦K will defeat the contract - otherwise declarer has 11 top tricks.

<-Makeable contracts->

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

**10**

♠ 10643  
♥ AK108652  
♦ A  
♣ K

♠ K972  
♥ J  
♦ 965  
♣ QJ987

♠ Q5  
♥ 9743  
♦ QJ1082  
♣ A3

Dealer: East  
Both Vulnerable

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

Opening Lead: ♣ Q

Bidding: The bidding will probably pass to North, who should find a heart game.  
Play: Declarer has just spade losers in his hand. 2 can be ruffed in dummy after drawing trumps - it should make 11 tricks.

<-Makeable contracts->

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

Best Opening Leads:  
vs North 3N: S-72  
vs South 4N: S-AJ8 H-Q D-743 C-106542  
vs North 5H: S-K972  
vs South 5H: S-AJ8  
vs East 2C: S-Q5 H-9743 D-QJ1082 C-3

**11**

♠ 9  
♥ KQ9654  
♦ 7  
♣ AJ932

♠ AJ1072  
♥ AKQ1082  
♣ 65

♠ KQ863  
♥ A10873  
♦ 4  
♣ 108

♠ 54  
♥ J2  
♦ J9653  
♣ KQ74

Dealer: South  
Neither Vulnerable

West	North	East	South
			Pass
1 ♦	1 ♥	1 ♠	Pass
4 ♠	5 ♣	Pass	Pass
5 ♠	Pass	Pass	Pass

Opening Lead: ♣ K

Bidding: West has a great hand, but starts quietly with 1♦. When partner bids spades, West jumps to game, and North does well to bid his 2nd suit. West has a hand very suitable for offence, not defence, so may bid 5♠.  
Play: The defence should take the first 2 tricks. After drawing trumps, declarer can play diamonds, ruffing 2 in dummy to make 11 tricks. If NS are allowed to play in 5♣, they should go down 1 or 2 tricks.

<-Makeable contracts->

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

**12**

♠ Q10986  
♥ K2  
♦ K65  
♣ J54

♠ K4  
♥ QJ95  
♦ 1032  
♣ Q632

♠ AJ753  
♥ A873  
♦ 87  
♣ A10

Dealer: West  
N-S Vulnerable

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

Opening Lead: ♥ 6

Bidding: West's diamond overcall, improves North's ♦K. With 5 spades, North might well jump directly to game.  
Lead: Rather than lead a diamond or a club, perhaps a heart (MUD) is safer.  
Play: Declarer has 4 possible losers: 1♣, 2♦, 1♠. Win ♥K in order to lead a spade for a successful finesse. After drawing trumps, you can lead low towards ♦K to make 11 tricks.

<-Makeable contracts->

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

Best Opening Leads:

13

♠ Q95  
♥ Q75  
♦ 876  
♣ K985

♠ K1073  
♥ A32  
♦ J95  
♣ J74

♠ AJ64  
♥ J10984  
♦ 3  
♣ 632

♠ 82  
♥ K6  
♦ AKQ1042  
♣ AQ10

Dealer: North  
Both Vulnerable

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

Opening Lead: ♥ J

Bidding: South should jump to 3NT with 18 points and a great suit.  
Lead: Suppose declarer plays low from dummy at trick 1. What should West play?  
Declarer obviously has ♥Q. With a different dummy, it would be right for West to play low, but with such a strong dummy, the only chance to defeat the contract is to win ♥A and shift to ♠3, allowing the defence to make the first five tricks.

<-Makeable contracts->

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

14

♠ QJ42  
♥ QJ108  
♦ 43  
♣ 876

♠ 96  
♥ 642  
♦ QJ109  
♣ AQ103

♠ A85  
♥ K75  
♦ K865  
♣ KJ5

♠ K1073  
♥ A93  
♦ A72  
♣ 942

Dealer: East  
Neither Vulnerable

West	North	East	South
		1 NT	Pass
Pass	Pass		

Opening Lead: ♠ 3

Bidding: 1NT should be passed out.  
Lead: 4th highest.  
Play: North should play ♠J at trick one: 2nd highest as high as necessary. Declarer should probably win this, as he fears a switch to a heart from North. Declarer can cash 4 clubs, but when he plays diamonds, South can win. The fact that North played ♠J at trick one, and declarer played ♠A, should indicate that North has ♠Q also, so he can switch to a spade. When North gets on lead, the winning defence is switch to ♥Q, which holds declarer to 5 tricks.

<-Makeable contracts->

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

15

♠ 9742  
♥ K654  
♦ 75  
♣ AK8

♠ Q  
♥ AQ102  
♦ KJ98  
♣ Q654

♠ J1053  
♥ 3  
♦ Q1042  
♣ 10732

♠ AK86  
♥ J987  
♦ A63  
♣ J9

Dealer: South  
N-S Vulnerable

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

Opening Lead:

Bidding: East has only 3 points, and may decide to support the diamonds (counting 3 dummy points) rather than bidding 1♠. North should not let the bidding end in 2♦, so should make a takeout double in the passout seat. South bids his better major, which might force EW to 3♦.  
Lead: Perhaps a diamond if South plays 2♠.  
Play: Declarer is likely to lose 5 tricks: 2♠, 2♥ and 1♦.

<-Makeable contracts->

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

Best Opening Leads:

16

♠ QJ1098  
♥ 10542  
♦ A  
♣ J43

♠ 765  
♥ AQJ  
♦ 9832  
♣ AQ2

♠ A32  
♥ K86  
♦ KQJ6  
♣ K87

♠ K4  
♥ 973  
♦ 10754  
♣ 10965

Dealer: West  
E-W Vulnerable

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

Opening Lead: ♠ Q

Bidding: Should be straight forward.  
Lead: Top of a sequence.  
Play: Whether declarer plays ♠A or not, South must play ♠K, or he may end up blocking the suit. Declarer cannot make the contract without going after diamonds. When North wins ♦A, he can run the spades to defeat the contract.

<-Makeable contracts->

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

Best Opening Leads:  
vs East 2N: S-K  
vs West 2N: S-QJ1098