

1

♠ 432
♥ Q5
♦ K109762
♣ AQ

♠ KJ85
♥ 108
♦ Q54
♣ J1054

♠ AQ76
♥ AKJ43
♦ A
♣ K87

♠ 109
♥ 9762
♦ J83
♣ 9632

Dealer: North
Neither Vulnerable

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

Opening Lead: ♠ 2

Bidding: With substantially more than 16 points, East should double, rather than overcalling. West's 1♠ shows 0-8 points, so East makes a strong game invitation of 3♠. Lead: Perhaps a trump?
Play: Suppose you draw trumps, and then cash ♥AKJ, ruff a heart, and lead a club - you could end up with 12 tricks, losing just ♣A.

<-Makeable contracts->

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

Best Opening Leads:
vs East 5N: S-109 D-J83 C-9632
vs West 5N: S-432 D-109762 C-AQ

2

♠ AJ106
♥ A2
♦ 10954
♣ Q54

♠ 9873
♥ J875
♦ 86
♣ K92

♠ Q42
♥ K96
♦ KQJ2
♣ A106

♠ K5
♥ Q1043
♦ A73
♣ J873

Dealer: East
N-S Vulnerable

West	North	East	South
		1♦	Pass
Pass	Pass		

Opening Lead: ♥ 3

Bidding: 1♦ should be passed out. Lead: Nothing is obvious. Play: After a heart lead, North is likely to win ♥A and return a heart, perhaps to East's ♥K. A tough hand to play: declarer might make: 2♥, 2♣ and maybe 3 trumps.

<-Makeable contracts->

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

Best Opening Leads:
vs North 1N: S-42 H-K96 D-KQJ2
vs South 1N: S-9873 H-875 D-86
vs North 1D: D-KQJ
vs South 1D: S-987 D-86

3

♠ AJ982
♥ J4
♦ A43
♣ 873

♠ 643
♥ 62
♦ KQJ8
♣ 10654

♠ K75
♥ Q1098
♦ 765
♣ QJ9

♠ Q10
♥ AK753
♦ 1092
♣ AK2

Dealer: South
E-W Vulnerable

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

Opening Lead: ♦ K

Bidding: South shows a balanced 15-16 so North jumps to game. Lead: ♦K
Play: Declarer has 6 top tricks, and would hope to make more in spades. Using the rule of 7, duck one diamond. Suppose you cross to your hand and lead ♠Q. With ♠K still protected, East should duck this, or it sets up dummy's spades. Now declarer will only make 2 spades at most, and will probably be defeated.

<-Makeable contracts->

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

4

♠ AQJ95
♥ AKQ
♦ K874
♣ 8

♠ 10873
♥ J943
♦ Q5
♣ 976

♠ 42
♥ 106
♦ AJ962
♣ J1032

♠ K6
♥ 8752
♦ 103
♣ AKQ54

Dealer: West
Both Vulnerable

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

Opening Lead: ♦ 6

Bidding: North might well rebid 3NT over a 2♣ response - at least this shows his points. Lead: It turns out that the best lead is a club. East is much more likely to lead a diamond, which allows declarer to make 12 tricks: 5♠, 3♥, 1♦ and 3♣. Both East and West must keep length with dummy, or declarer could get an extra heart or club

<-Makeable contracts->

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

Best Opening Leads:
vs North 5N: C-J1032

5

♠ A
♥ KQ75
♦ 108642
♣ AQ2

♠ KJ95
♥ J6
♦ K5
♣ KJ965

♠ Q107642
♥ A2
♦ AQJ
♣ 73

♠ 83
♥ 109843
♦ 973
♣ 1084

Dealer: North
N-S Vulnerable

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

Opening Lead: ♦ 7

Bidding: North has an awkward choice of opening bids. West should make a strong game invitation of 3♠.

Play: Win ♦K, draw trumps, and cash the remaining diamonds, to discard a heart. Later try the club finesse, to lose just 2 clubs and ♠A.

<-Makeable contracts->

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

Best Opening Leads:
vs North 2H: S-Q107642 H-A D-AQJ C-73
vs South 2H: S-KJ95 H-6 D-5 C-KJ

6

♠ 4
♥ QJ104
♦ J74
♣ AJ763

♠ 109652
♥ 8
♦ K85
♣ K1042

♠ AQ7
♥ 763
♦ A1093
♣ 985

♠ KJ83
♥ AK952
♦ Q62
♣ Q

Dealer: East
E-W Vulnerable

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

Opening Lead: ♠ 10

Bidding: North should count dummy points in support of hearts to reach game.

Lead: Perhaps ♠10? Nothing stands out.

Play: After winning ♠A, East will probably shift to a diamond, and the opponents will take the first 3 tricks. South's best chance is to cash the remaining winners, and crossruff the rest of the hand.

<-Makeable contracts->

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

Best Opening Leads:
vs North 2N: C-985
vs South 2N: C-K
vs North 4H: S-A H-763 D-A1093 C-985
vs South 4H: Any Card

7

♠ 9654
♥ KQJ8
♦ 62
♣ 643

♠ AK2
♥ 1092
♦ AK753
♣ Q2

♠ 873
♥ A43
♦ J4
♣ AJ1098

♠ QJ10
♥ 765
♦ Q1098
♣ K75

Dealer: South
Both Vulnerable

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

Opening Lead: ♥ K

Bidding: West shows a balanced 15-16 so North jumps to game.

Lead: ♥K

Play: Declarer has 6 top tricks, and would hope to make more in clubs. Using the rule of 7, duck one heart. Suppose you cross to your hand and lead ♣Q. With ♣K still protected, South should duck this, or it sets up dummy's clubs. Now declarer will only make 2 clubs at most, and will probably be defeated.

<-Makeable contracts->

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

8

♠ 76
♥ 7642
♦ J10854
♣ 32

♠ Q9
♥ K1085
♦ AK63
♣ AQJ

♠ J10842
♥ A
♦ Q2
♣ 109854

♠ AK53
♥ QJ93
♦ 97
♣ K76

Dealer: West
Neither Vulnerable

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

Opening Lead: ♦ J

Bidding: West shows a balanced 19 points by rebidding 3NT.

Play: Declarer may be tempted to play ♦Q at trick 1 (a possible mistake). He might now lead a club to ♣J and then maybe ♠Q. South wins, and should switch to a low heart - which knocks out the last entry to dummy - and now declarer will not be able to run his spades or clubs: making only 2♥, 3♦, 3♣. There are many ways to make 3NT, winning the first trick with ♦K and giving up on the club finesse to make 4 clubs.

<-Makeable contracts->

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

9

♠ J98
♥ AQ1076
♦ KJ2
♣ K5

♠ A43
♥ J
♦ 10864
♣ A9872

♠ KQ76
♥ 93
♦ Q973
♣ QJ4

♠ 1052
♥ K8542
♦ A5
♣ 1063

Dealer: North
E-W Vulnerable

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

Opening Lead: ♠ K

Bidding: At favourable vulnerability, South might try a pre-emptive game raise of 4♥. On the other hand, South has a nine loser hand, and might just bid 2♥. Play: North cannot avoid 3♠ and 1♣ losers.

<-Makeable contracts->

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

Best Opening Leads:
vs North 2N: Any Card
vs South 2N: Any Card
vs North 3H: S-KQ76 H-93 C-QJ4
vs South 3H: Any Card

10

♠ 98
♥ K7532
♦ 53
♣ Q1042

♠ 643
♥ 86
♦ KJ108
♣ K987

♠ KQ5
♥ QJ10
♦ AQ642
♣ A5

♠ AJ1072
♥ A94
♦ 97
♣ J63

Dealer: East
Both Vulnerable

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

Opening Lead: ♠ J

Bidding: Despite South's overall, East can suggest game in NT, by bidding 2NT, as he has a good spade stopper. Lead: Top of an interior sequence is possible, though it does risk giving away a spade trick. Play: East can take a spade, and then should cash out - just making 2NT. If North gets on lead before the contract has been made, a spade will defeat the contract.

<-Makeable contracts->

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

Best Opening Leads:
vs East 2N: S-J1072 H-A94 D-97 C-J63

11

♠ K32
♥ AKQ87
♦ 653
♣ Q3

♠ QJ8
♥ J1064
♦ KQ107
♣ 97

♠ 1074
♥ 932
♦ J42
♣ J1064

♠ A965
♥ 5
♦ A98
♣ AK852

Dealer: South
Neither Vulnerable

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

Opening Lead: ♦ K

Bidding: North should bid 2♦ 4th suit forcing to show 10+ points and no clear action. 3NT shows at least 15 with a diamond stopper. Lead: ♦K should be the opponents weakest suit and partner should drop ♦J. Play: Suppose South ducks once and then cashes ♠Q, ♠AK, what should West discard? You should keep your diamonds, and from looking at dummy it is clear that you must keep your 4 hearts, so you must discard a spade or declarer will make 11 tricks.

<-Makeable contracts->

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

12

♠ Q864
♥ J109
♦ 653
♣ KQ5

♠ AKJ5
♥ 72
♦ KJ987
♣ 96

♠ 732
♥ AKQ5
♦ Q42
♣ J107

♠ 109
♥ 8643
♦ A10
♣ A8432

Dealer: West
N-S Vulnerable

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

Opening Lead: ♣ K

Bidding: East can use 4SF to find out about a club stopper. West cannot bid NT, or support hearts, so rebids diamonds. Play: Despite 24 points, EW have no game available. In 2♦, East has 4 losers: 2 clubs, 1 diamond and 1 spade - a spade can be discarded on ♥Q.

<-Makeable contracts->

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

Best Opening Leads:
vs East 1N: Any Card
vs West 1N: Any Card

13

♠ K
♥ J10842
♦ 109854
♣ Q2

♠ QJ42
♥ 76
♦ 32
♣ J10954

♠ 9763
♥ AK53
♦ K76
♣ 87

♠ A1085
♥ Q9
♦ AQJ
♣ AK63

Dealer: North
Both Vulnerable

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

Opening Lead: ♣ J

Bidding: 3♥ shows a 5 card heart suit, and South returns to 3NT.
Play: Declarer may be tempted to play ♣Q at trick 1 (a mistake). He might now lead a diamond to ♦J and then maybe ♥Q. East wins, and should switch to a low spade - which knocks out the last entry to dummy - and now declarer will not be able to run his hearts or diamonds: making only 2♠, 3♦, 3♣. There are many ways to make 3NT, winning the first trick with ♣K and giving up on the diamond finesse to make 4 diamonds.

<-Makeable contracts->

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

14

♠ A5
♥ J875
♦ KQ1085
♣ 93

♠ QJ10
♥ 643
♦ J43
♣ J1076

♠ 973
♥ AK109
♦ 6
♣ KQ842

♠ K8642
♥ Q2
♦ A972
♣ A5

Dealer: East
Neither Vulnerable

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

Opening Lead: ♣ K

Bidding: South might be tempted to overcall 1♠ - though the suit quality is really too weak. Whether or not East supports clubs, NS should find their diamond fit.
Play: By ruffing a round of spades, declarer can establish the suit, to discard a club loser - making 11 tricks.

<-Makeable contracts->

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

Best Opening Leads:
vs North 2N: H-AK C-KQ842
vs South 2N: H-643 C-J1076
vs North 3S: H-AK C-KQ842

15

♠ J76
♥ KJ95
♦ KJ965
♣ K

♠ 10984
♥ A8
♦ 1084
♣ 9763

♠ KQ5
♥ 32
♦ AQ2
♣ 108542

♠ A32
♥ Q10764
♦ 73
♣ AQJ

Dealer: South
N-S Vulnerable

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

Opening Lead: ♠ 10

Bidding: North does well to bid just 2♦, but just raises to game once South shows a minimum.
Play: Win ♠A and before drawing trumps, cash 3 clubs, to discard 2 spades. Now draw trumps. Later try the diamond finesse, to lose just 2 diamonds and ♥A.

<-Makeable contracts->

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

Best Opening Leads:
vs North 3N: S-KQ5 H-32 D-A2 C-108542

16

♠ AQJ87
♥ K854
♦ AQ73
♣

♠ K2
♥ Q1097
♦ K10984
♣ A3

♠ 104
♥ A62
♦ J62
♣ K10852

♠ 9653
♥ J3
♦ 5
♣ QJ9764

Dealer: West
E-W Vulnerable

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

Opening Lead: ♦ 2

Bidding: North is a maximum for an overcall. If South decides to support, North might invite game.
Play: After a diamond lead, declarer can ruff a diamond and finesse in spades, to make: 5 spades, 2 diamonds and 2 diamond ruffs in dummy.

<-Makeable contracts->

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

Best Opening Leads:
vs North 4S: S-104 C-10852
vs South 4S: S-K2 C-A
vs West 1N: S-AQJ87 H-K854 D-A73