

1

♠ 87642
♥ 4
♦ AJ6
♣ J1054

♠ 1093
♥ J865
♦ 842
♣ AK6

♠ KQJ5
♥ 93
♦ 93
♣ Q9873

♠ A
♥ AKQ1072
♦ KQ1075
♣ 2

Dealer: North
Neither Vulnerable

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

Opening Lead: ♠ K

Bidding: Only 18 points, but unlikely to lose more than 3 tricks, South opens 2♣ and then bids hearts, followed by diamonds to find the best contract. North must avoid 2NT as a second bid as this would be the 2nd negative (0-2 points). Missing an ace, but with a diamond fit, 6♦ is well worth a shot, which North finds himself playing.
Lead: Despite North's bid, ♠K is a good choice.
Play: Declarer must give himself the best chance to avoid a heart loser. He can cater to a 4:2 or 3:3 heart break, by leading ♥A, and ruffing a heart before drawing trumps and cashing the remaining hearts.

<-Makeable contracts->

C	D	H	S	NT
=	=	=	=	==

2

♠ 83
♥ Q8
♦ Q10754
♣ Q743

♠ 765
♥ 54
♦ AK98
♣ A1092

♠ J1092
♥ A3
♦ J632
♣ K85

♠ AKQ4
♥ KJ109762
♦
♣ J6

Dealer: East
N-S Vulnerable

West	North	East	South
		Pass	2 ♥
Pass	2 NT	Pass	3 ♥
Pass	4 ♥	Pass	Pass
Pass			

Opening Lead: ♦ A

Bidding: South is worth 8 tricks, which should lead to game.
Lead: ♦A, ruffed by South.
Play: Declarer has 2 club and 1 trump loser, so must avoid a spade loser, perhaps by ruffing in dummy. Suppose you cash ♠AK and then ruff ♠4 (♥Q and ♥8 are both high). It may seem you are now safe, but you are danger of a spade ruff. Suppose you start drawing trumps. East can now win ♥A and give his partner a spade ruff. The way to avoid this is to lead a low diamond from dummy, ruff, and then ruff your last spade - ruff your winner.

<-Makeable contracts->

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

3

♠ 82
♥ AQ75
♦ 98542
♣ K8

♠ 54
♥ 1094
♦ QJ1063
♣ 972

♠ AK
♥ K82
♦ K7
♣ AQJ1064

♠ QJ109763
♥ J63
♦ A
♣ 53

Dealer: South
E-W Vulnerable

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

Opening Lead: ♠ Q

Bidding: South's hand is worth 6 tricks, and opens 3♠, non-vulnerable, which is passed round to East. With 20 points, East wants to bid something, and 3NT is the most likely game, with 2 sure spade stoppers.
Play: Declarer cannot hope to make 9 tricks without tackling the diamonds and the clubs, so win ♠K and lead ♦K, won by South who knocks out the last spade. Your only chance now is to try the club finesse, so cash ♦Q ♦J ♦10, and lead ♣9 for a successful club finesse. You should make 11 tricks: 2♠, 3♦ and 6♣. The computer finds that a heart lead (inspired but unlikely) would hold you to 9 tricks.

<-Makeable contracts->

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

4

♠ J2
♥ J9752
♦ QJ93
♣ J3

♠ AK10974
♥ K6
♦ 107
♣ AK9

♠ 86
♥ Q10
♦ A654
♣ Q7542

♠ Q53
♥ A843
♦ K82
♣ 1086

Dealer: West
Both Vulnerable

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

Opening Lead: ♦ Q

Bidding: With 17 points and a 6 card spade suit, West should rebid 3♠. This is not forcing, but shows 16-18 points, so East goes for game.
Lead: Top of a near sequence is preferable to a heart.
Play: It looks like declarer has a loser in spades, hearts and diamonds. There is a chance to make 11 tricks as follows: After winning the ♠A, draw 2 rounds of trumps, and then 3 rounds of clubs, ending in dummy. Fortunately North cannot ruff, so play another club, discarding a diamond loser, whether or not South ruffs with ♠Q. If North had been able to ruff the 3rd round of clubs, you would have been held to 10 tricks.

5

♠ Q84
♥ 976
♦ 10762
♣ Q73

♠ AKJ1065
♥ 2
♦ AKQ
♣ AK5

♠ 9732
♥ AK5
♦ 98
♣ J642

♠
♥ QJ10843
♦ J543
♣ 1098

Dealer: North
N-S Vulnerable

West	North	East	South
	Pass	2 ♣	Pass
2 NT	Pass	3 ♠	Pass
4 ♠	Pass	4 NT	Pass
5 ♦	Pass	5 NT	Pass
6 ♦	Pass	7 ♠	Pass
Pass	Pass		

Opening Lead: ♥ Q

Bidding: An ace and king is worth a positive response to 2♣. When East finds the missing ace and king it may be hard to stop below 7♠.

Play: Win ♥A. Suppose you now play ♥K and discard your ♣5. With 10 trumps, you should not attempt to finesse - play ♠A - and then you will wish you had tried a finesse! The only way back to dummy is now to play diamonds, ruffing the ♦Q, so you can finesse ♠Q for 13 tricks.

<-Makeable contracts->

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

6

♠ K74
♥ 864
♦ QJ1086
♣ 85

♠ 9652
♥ A1097
♦ A7
♣ AKQ

♠ QJ3
♥ 52
♦ K94
♣ 76432

♠ A108
♥ KQJ3
♦ 532
♣ J109

Dealer: East
E-W Vulnerable

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

Opening Lead: ♦ Q

Bidding: East invites game, but West declines.

Play: Win ♦A, cash ♠AKQ. Now the clubs are set up, and you can cross to ♦K to cash ♣76. ♥A is your 8th trick.

<-Makeable contracts->

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

Best Opening Leads:

vs East 2N: D-532

vs West 2N: H-864 D-QJ10

vs East 3S: Any Card

7

♠ K74
♥ KJ102
♦ K5
♣ QJ76

♠ 93
♥ A53
♦ A643
♣ 10932

♠ QJ1082
♥ 87
♦ 1087
♣ A54

♠ A65
♥ Q964
♦ QJ92
♣ K8

Dealer: South
Both Vulnerable

West	North	East	South
	2 ♣	Pass	1 NT
Pass	2 ♣	Pass	2 ♥
Pass	4 ♥	Pass	Pass
Pass			

Opening Lead: ♠ Q

Bidding: After finding a trump fit, North has enough to bid game.

Play: Declarer has one loser in each suit. Nothing can be done about the 3 aces, but a spade can be discarded on a club or a diamond - but this must be done before drawing trumps. Win ♠A, and play ♣K. Win the spade return (no other defence is better) and cash ♣QJ, discarding a spade. Now you can draw trumps.

<-Makeable contracts->

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

8

♠ A532
♥ A93
♦ J106
♣ K32

♠ Q108
♥ Q52
♦ 84
♣ J10974

♠ J97
♥ J1064
♦ AK75
♣ 86

♠ K64
♥ K87
♦ Q932
♣ AQ5

Dealer: West
Neither Vulnerable

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

Opening Lead: ♣ J

Bidding: This should be an automatic auction.

Lead: Top of a sequence in your longest suit.

Play: There are 7 top tricks and 2 more can be set up in diamonds. The contract is easy to make, as long as declarer establishes diamonds before cashing any other tricks.

<-Makeable contracts->

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

Best Opening Leads:

vs North 3N: Any Card

vs South 3N: Any Card

vs North 3S: Any Card

9

♠ 105
♥ AJ1032
♦ K63
♣ AKQ

♠ 9765
♥ J1098
♦ 8762

♠ K432
♥ KQ4
♦ AQ2
♣ 543

♠ AQJ876
♥ 8
♦ 754
♣ J109

Dealer: North
E-W Vulnerable

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

Opening Lead: ♦ J

Bidding: North shows a balanced 17-18 pts, and South goes to 4♠, as North should have at least 2 spades.
 Play: Suppose the opponents cash 3 diamonds and then shift to a club. North now leads ♠10 and another spade, to discover the bad break. With no more spades in dummy, East's ♠K cannot be drawn, but can be prevented from making a trick via a trump coup. First, declarer must ruff 2 hearts to reduce his trump length to the same as East: Cash ♥A, ruff a heart, cross to ♣K, ruff a 2nd heart. Now cross to ♠Q and play one of your last hearts: East has only 2 trumps left, and you overruff whatever he plays to make 10 tricks.

<-Makeable contracts->

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

10

♠ AK10853
♥ 652
♦ K32
♣ 8

♠ J974
♥ J83
♦ J109
♣ 1073

♠ Q109
♥ A8654
♣ 96542

♠ Q62
♥ AK74
♦ Q7
♣ AKQJ

Dealer: East
Both Vulnerable

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

Opening Lead: ♦ A

Bidding: With 6 spades and a singleton, North should surely be thinking of a slam once partner opens 2NT.
 Lead: An unsupported ace against a small slam is a reasonable choice.
 Play: If a 2nd diamond is played at trick 2, win ♦Q and start to draw trumps: ♠Q first (high from short hand). When East discards, you can finesse against West's ♠J - clubs providing enough discards to make the remaining tricks.

<-Makeable contracts->

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

11

♠ KQ72
♥ 6
♦ Q742
♣ J1098

♠ 83
♥ AQJ87
♦ 1093
♣ AQ4

♠ AJ654
♥ 432
♦ J85
♣ 52

♠ 109
♥ K1095
♦ AK6
♣ K763

Dealer: South
Neither Vulnerable

West	North	East	South
			1 NT
2 ♥	Pass	Pass	Pass

Opening Lead: ♣ J

Bidding: West's 2♥ will probably end the bidding.
 Lead: A club lead is likely to be chosen, though it works out poorly.
 Play: After the club lead, declarer can plan to ruff a club in dummy to leave 5 possible losers: 1♠, 1♥ and 3♦. Take the first 2 clubs, ruff a club and lead a heart to ♥J. Now lead a low club towards dummy, and North must play high - split your honours - or East can win ♠J. After another heart from dummy, declarer wins ♥Q, but is now left with ♥A87, while South has ♥K10, so the heart loser cannot be avoided. Probably just making 8 tricks, unless you managed to make one with ♠J.

<-Makeable contracts->

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

12

♠ AKQ96
♥
♦ A9543
♣ Q102

♠ 103
♥ K10752
♦ QJ
♣ K965

♠ 872
♥ QJ86
♦ K82
♣ AJ8

♠ J54
♥ A943
♦ 1076
♣ 743

Dealer: West
N-S Vulnerable

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

Opening Lead: ♥ Q

Bidding: If South passes 1♠, West should come in with a 2♥ bid - rather than letting the opponents play 1♠. North can bid again, with a good 5 card suit, and South should support spades.
 Play: Win ♥A, discarding a club. After drawing trumps, play diamonds, and you should just manage to lose: 2♣ and 2♦ - making 9 tricks. Only ♠8 lead allows the defence to make 3 club tricks,

<-Makeable contracts->

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

Best Opening Leads:

13

♠ 765
♥ 87
♦ QJ109
♣ 8732

♠ A43 ♠ KQJ92
♥ 942 ♥ AK3
♦ 754 ♦ AK83
♣ KQJ10 ♣ 4

♠ 108
♥ QJ1065
♦ 62
♣ A965

Dealer: North
Both Vulnerable

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

Opening Lead: ♦ Q

Bidding: After a positive response to 2♠, East bids a small slam after checking on missing aces.
Play: Declarer has up to 4 losers: 1♣, 2♦ and 1♥, but can make the contract if he can set up the clubs. Declarer must establish the clubs before drawing all the trumps. If East leads a club at trick 2, South has to decide whether to take this trick. If he ducks, declarer must keep playing clubs, discarding losers until South plays his ♠A. With ♠A still in dummy, declarer can draw trumps, and cash the remaining clubs.

<-Makeable contracts->

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

14

♠ Q102
♥ K73
♦ J8
♣ K10862

♠ 987
♥ AJ109
♦ 762
♣ QJ3

♠ J654
♥ Q64
♦ AQ54
♣ 74

Dealer: East
Neither Vulnerable

West	North	East	South
		Pass	Pass
1 NT	Pass	Pass	Pass

Opening Lead: ♣ 6

Bidding: 1NT is likely to be passed out - North's suit quality is too poor to overcall 2♠.
Play: Suppose declarer plays ♠J, which holds the trick. Now declarer has 2 clubs and 2 spades. Hearts should provide 3 tricks, by finessing twice. Cross to ♠A and lead a low heart, losing to ♥Q. When you regain the lead, finesse again in hearts, and you'll make 3 hearts unless South has both honours.

<-Makeable contracts->

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

15

♠ 84
♥ 1085
♦ 654
♣ K7652

♠ QJ109 ♠ 7652
♥ 974 ♥ K632
♦ A73 ♦ Q102
♣ Q84 ♣ J10

♠ AK3
♥ AQJ
♦ KJ98
♣ A93

Dealer: South
N-S Vulnerable

West	North	East	South
			2 NT
Pass	Pass	Pass	

Opening Lead: ♠ Q

Bidding: North should pass 2NT - 3 points will probably not be enough for game opposite 20-22.
Play: Declarer's best chance is to set up some club tricks: win ♠A and play a low club from both hands. When you regain the lead, you can cash 4 clubs, in addition to 2 spades, 2 hearts and a diamond, at least. If you cash ♠AK first, you will not be able to make more than 2 club tricks.

<-Makeable contracts->

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

Best Opening Leads:

16

♠ AJ1032
♥ A72
♦ K9
♣ Q82

♠ 85
♥ Q9
♦ QJ7632
♣ AJ10

♠ 964
♥ KJ8653
♦ 10
♣ 943

♠ KQ7
♥ 104
♦ A854
♣ K765

Dealer: West
E-W Vulnerable

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

Opening Lead: ♦ 10

Bidding: Once North shows 5 spades, and 12-15, South has enough (including a doubleton) to jump to game.
Lead: A singleton
Play: Declarer is at risk of losing 2♣ and 2♥, so before drawing trumps, you should plan to ruff a heart in dummy. Win ♦K (important), play ♥A and a low heart - which East should allow West to win (declarer would not play hearts this way if he held ♥AQ). West returns a diamond, which East will ruff. When you regain the lead, play your last heart, and ruff high - with ♠Q or ♠K, do not risk ruffing low - as you have good trumps. Later you can play a club on ♠A to guarantee only one club loser - just making to lose only 1 club, 1 heart and a diamond ruff.