

**1**

♠ A9  
♥ 6542  
♦ QJ10  
♣ J765

♠ KQ1042  
♥ AQ93  
♦ 92  
♣ Q10

♠ J65  
♥ K107  
♦ A64  
♣ A983

♠ 873  
♥ J8  
♦ K8753  
♣ K42

Dealer: North  
Neither Vulnerable

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

Opening Lead: ♦ Q

Bidding: With 5:4 in the majors and enough points for game, start with Stayman, then jump to 3 spades.  
Play: Declarer should lose no more than a spade, a diamond and a club.

<-Makeable contracts->

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

Best Opening Leads:

vs East 3N: D-8753  
vs West 3N: D-QJ10  
vs East 4S: S-873 H-J8 D-K8753  
vs West 4S: S-A H-6542 D-QJ10  
vs East 3H: D-8753

**2**

♠ AKJ98  
♥ J  
♦ QJ942  
♣ A3

♠ Q653  
♥ AQ85  
♦ 63  
♣ 1098

♠ 10742  
♥ 109432  
♦ A1087  
♣

Dealer: East  
N-S Vulnerable

West	North	East	South
		Pass	Pass
4 ♣	Pass	Pass	Pass

Opening Lead: ♥ J

Bidding: West's hand is a little strong for a normal preempt, once partner has passed should open 4♣. This makes it very hard for NS to enter the auction and find their spade game.  
Play: If North leads a heart, NS may manage to get a heart ruff - otherwise EW may make 11 tricks.

<-Makeable contracts->

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

Best Opening Leads:

vs North 4S: S-653 H-AQ85 D-63 C-1098  
vs South 4S: H-K76 C-KQJ76542

**3**

♠ QJ72  
♥ KQJ5  
♦ 82  
♣ K93

♠ A843  
♥ 32  
♦ Q97  
♣ QJ42

♠ 65  
♥ A974  
♦ K10654  
♣ 87

♠ K109  
♥ 1086  
♦ AJ3  
♣ A1065

Dealer: South  
E-W Vulnerable

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

Opening Lead: ♦ 4

Bidding: North looks for a major suit fit, and then invites game. South declines, with a minimum 12 points.  
Play: East should play ♦Q at trick one. South might well decide to duck, but suppose he plays ♦A, and then switches to a heart. When West wins ♥A, he must realise that declarer has ♦J, or partner would have played that card at trick 1, so he must not play another diamond, or declarer gets a 2nd diamond trick. When East gets in, he can lead a diamond to defeat the contract.

<-Makeable contracts->

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

**4**

♠ AKJ32  
♥ A72  
♦ K9  
♣ K82

♠ 964  
♥ KJ8653  
♦ 10  
♣ A43

♠ Q107  
♥ 104  
♦ A854  
♣ Q765

♠ 85  
♥ Q9  
♦ QJ7632  
♣ J109

Dealer: West  
Both Vulnerable

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

Opening Lead: ♦ 10

Bidding: South starts by responding 1NT, and North invites game. South accepts the invitation and shows 3 spades by delayed support of spades.  
Lead: A singleton  
Play: Before drawing trumps, you should plan to ruff a heart in dummy. Win ♦K, play ♥A and a low heart - which West should win, and return a diamond, which East will ruff. When you regain the lead, play your last heart, and ruff high - with ♠Q or ♠10, 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.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==

**5**

♠ J2  
♥ AK9432  
♦ A109  
♣ 105

♠ AKQ75  
♥ 87  
♦ 4  
♣ KQ763

♠ 984  
♥ J105  
♦ KQJ  
♣ AJ42

♠ 1063  
♥ Q6  
♦ 876532  
♣ 98

Dealer: North  
N-S Vulnerable

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

Opening Lead: ♥ Q

Bidding: After West invites game with 3♠, East will surely bid 4♠.  
Lead: ♥Q - top of a doubleton, and North should encourage (playing ♥K would waste a trick).  
Play: On the face of it, declarer has just 1 diamond and 2 heart losers. But if North plays a 3rd heart and East ruffs, this creates a trump promotion play. But North must cash ♦A before playing another heart, or East can discard ♦4 instead of ruffing.

<-Makeable contracts->

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

**6**

♠ Q9832  
♥ AK53  
♦ 53  
♣ 53

♠ 75  
♥ 942  
♦ AJ62  
♣ QJ92

♠ 6  
♥ J  
♦ KQ109  
♣ AK108764

♠ AKJ104  
♥ Q10876  
♦ 874  
♣

Dealer: East  
E-W Vulnerable

West	North	East	South
		Pass	1 ♠
3 ♣	4 ♠	5 ♣	5 ♠
Pass	Pass	Pass	

Opening Lead: ♣ A

Bidding: South's hand is worth opening (using the rule of 20), and West can make a jump overcall. East should surely compete to 5♣, and South might decide to compete to 5♠.  
Play: Ruff the opening club, draw trumps, and cash 5 hearts, discarding a diamond to make 12 tricks. Only a diamond lead holds you to 11 tricks.

<-Makeable contracts->

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

Best Opening Leads:

**7**

♠ A1098  
♥ 6  
♦ K10654  
♣ 872

♠ KQJ5  
♥ QJ72  
♦ 82  
♣ KQJ

♠ 642  
♥ AK4  
♦ AJ3  
♣ 6543

♠ 73  
♥ 109853  
♦ Q97  
♣ A109

Dealer: South  
Both Vulnerable

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

Opening Lead: ♦ 4

Bidding: East looks for a major suit fit, and then bids game.  
Play: South should play ♦Q at trick one. Declarer might well decide to duck, but suppose he plays ♦A, and then cashes some hearts before switching to a spade. When North wins ♠A, he must realise that declarer has ♦J, or partner would have played that card at trick 1, so he must not play another diamond, or declarer gets a 2nd diamond trick. The only chance to defeat the contract is if partner has ♣A, so lead a club, and partner can now win and return a diamond to defeat the contract.

<-Makeable contracts->

	C	D	H	S	NT

**8**

♠ J10843  
♥ QJ98  
♦ 4  
♣ KJ5

♠ A7  
♥ A10  
♦ AQJ8753  
♣ 42

♠ Q92  
♥ 7642  
♦ K106  
♣ Q83

♠ K65  
♥ K53  
♦ 92  
♣ A10976

Dealer: West  
Neither Vulnerable

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

Opening Lead: ♠ J

Bidding: South is worth 8 playing tricks. North starts with a negative 2NT, and tries 3NT as a final contract.  
Play: North should play ♠A from dummy at trick 1, as if West wins ♠K, a switch to a club can defeat the contract. Take your top 9 tricks and run!

<-Makeable contracts->

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

Best Opening Leads:  
vs North 2S: H-A  
vs South 2S: H-7642

**9**

♠ 1042  
♥ 98  
♦ 5  
♣ KJ109876

♠ Q97      ♠ AJ86  
♥ A1043    ♥ KQJ5  
♦ KQ642    ♦ AJ103  
♣ 4        ♣ 2

♠ K53  
♥ 762  
♦ 987  
♣ AQ53

Dealer: North  
E-W Vulnerable

West	North	East	South
	3 ♣	Dbl	5 ♣
Pass	Pass	Dbl	Pass
Pass	Pass		

Opening Lead: ♥ A

Bidding: North has only 5-6 tricks, but non vulnerable, a pre-empt works well, especially if South extends the preempt as high as he dares by bidding 5♣. This makes it hard for EW to compete. East must double again, and West is likely to pass, unsure if they can make a 5 level contract.

Play: The opponents can take 1 diamond, 2 hearts and 2 spades - down 3 doubled is a good sacrifice - 500, at favourable vulnerability, as EW would score +620 or so if they bid game.

<-Makeable contracts->

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

**10**

♠ AK1054  
♥ 9  
♦ J653  
♣ K98

♠ 963  
♥ A4  
♦ AQ2  
♣ QJ1063

♠ Q2  
♥ Q1073  
♦ K1087  
♣ A75

Dealer: East  
Both Vulnerable

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

Opening Lead: ♣ Q

Bidding: With a 5-card minor, it is OK to open 1NT. West should make a weak 2♥ takeout, and North should bid 2♠, ending the auction.

Lead: Top of a sequence

Play: With a favourable trump split, declarer should lose only 1 heart, 1 club and only 1-2 diamonds. 10 tricks are possible.

<-Makeable contracts->

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

Best Opening Leads:

**11**

♠ 732  
♥ K97  
♦ 9543  
♣ 764

♠ 5  
♥ J10863  
♦ A87  
♣ KQ53

♠ AKQ6  
♥ 5  
♦ KQJ1062  
♣ 102

Dealer: South  
Neither Vulnerable

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

Opening Lead: ♠ A

Bidding: South can open a strong 2, but West is good enough to make a takeout double, and East must jump to show 9+ points. If South tries his second suit, West should double again - but this time (above 2♠) it is for penalties.

Play: In 4♥, declarer has the following losers: 1 spade and 1 heart. If South plays in diamonds, it looks like there are just 2 club losers, 1 diamond and 1 heart. But there is a chance for some defensive ruffs.

<-Makeable contracts->

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

**12**

♠ KJ6  
♥ 10874  
♦ AJ6  
♣ AQ6

♠ A972  
♥ 963  
♦ K102  
♣ K53

♠ 84  
♥ AQJ  
♦ 9843  
♣ 8742

Dealer: West  
N-S Vulnerable

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

Opening Lead: ♠ 3

Bidding: In response to 1NT, North should pass, 15 + (6 to 9) is not enough for game.

Lead: A low spade is likely, and declarer should play ♠J

Play: Declarer has 1 spade trick, and might try the heart finesse next. The club finesse also fails, so declarer will likely make only 1 spade, 3 hearts, 1 diamond and 1 club - down 1 is likely.

<-Makeable contracts->

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

Best Opening Leads:

**13**

♠ A  
♥ 3  
♦ AKQ86543  
♣ J107

♠ 1042  
♥ Q875  
♦ 7  
♣ A8642

♠ KQJ976  
♥ AJ1062  
♦ 2  
♣ 5

♠ 853  
♥ K94  
♦ J109  
♣ KQ93

Dealer: North  
Both Vulnerable

West	North	East	South
	2♦	2♠	3♦
3♠	5♦	Pass	Pass
Pass			

Opening Lead: ♣ 5

Bidding: North has about the weakest hand possible for a strong 2, but it is worth 9 tricks. East has a beautiful hand, but NS will probably outbid EW.  
Lead: The singleton club is attractive, though risky.  
Play: Declarer should lose only 1 club and 1 heart, and maybe a club ruff. If East is allowed to play in 4♠, that should make - losing only 1♠, 1♥ and 1♦.

<-Makeable contracts->

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

**14**

♠ 97  
♥ KQJ43  
♦ 8763  
♣ 87

♠ A10642  
♥ 96  
♦ 52  
♣ 6532

♠ KJ8  
♥ 875  
♦ KJ9  
♣ Q1094

♠ Q53  
♥ A102  
♦ AQ104  
♣ AKJ

Dealer: East  
Neither Vulnerable

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

Opening Lead: ♥ 5

Bidding: West has just enough to bid 3♥, and East picks 4♥, rather than 3NT.  
Lead: Perhaps a trump lead is safer than leading from any other suit.  
Play: Declarer has 2 spade losers, and may be able to avoid any diamond losers, by trying a 'deep finesse' of ♦10, followed by ♦Q.

<-Makeable contracts->

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

Best Opening Leads:  
vs North 2N: S-KJ

**15**

♠ 52  
♥ KQ642  
♦ 9764  
♣ Q9

♠ AJ9743  
♥ 87  
♦ A  
♣ 8743

♠ KQ  
♥ A109  
♦ J853  
♣ AJ65

♠ 1086  
♥ J53  
♦ KQ102  
♣ K102

Dealer: South  
N-S Vulnerable

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

Opening Lead: ♥ K

Bidding: East shows a balanced 15-16, and West should surely bid game, with a nice 9 points and 6 card major.  
Play: After drawing trumps, you will lead a low club towards dummy, and lose 2 clubs, plus 1 heart - just making.

<-Makeable contracts->

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

Best Opening Leads:  
vs North 1D: S-KQ H-A109 D-853 C-AJ65  
vs South 1D: Any Card  
vs East 3N: S-1086 H-J53 D-102  
vs West 3N: S-52 H-KQ642 D-9764 C-9

**16**

♠ AJ4  
♥ A963  
♦ A74  
♣ 982

♠ Q8  
♥ Q10754  
♦ J1062  
♣ Q5

♠ 1062  
♥ 82  
♦ 985  
♣ AK764

♠ K9753  
♥ KJ  
♦ KQ3  
♣ J103

Dealer: West  
E-W Vulnerable

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

Opening Lead: ♦ J

Bidding: West should show a 5 card spade suit, by responding 3♠.  
Play: 3NT has no chance if South lead a low club at trick 1. In 4♠ West should finesse ♠J to lose just 3 club tricks.

<-Makeable contracts->

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

Best Opening Leads:  
vs North 2N: C-764  
vs South 2N: C-Q  
vs North 4S: Any Card