

1

♠ 10865
♥ Q10
♦ Q7
♣ 107654

♠ AKQ
♥ 82
♦ A63
♣ AQJ92

♠ 974
♥ K76543
♦ 1098
♣ 8

♠ J32
♥ AJ9
♦ KJ542
♣ K3

Dealer: North
Neither Vulnerable

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

Opening Lead: ♦ 4

Bidding: If South opens 1NT, and West doubles, this should lead to a lively auction. 2♣ is an attempt to escape 1NT, which should be doubled by West, but now South might try 2♦. If this does not get doubled, East might try 2♥ - showing a weak hand with long hearts.

Lead: Nothing is obvious, though a diamond works out well. A club lead (partner's suit) is tempting, though disastrous for the defence this time. North's bid did not show a strong suit.

Play: Declarer might lose 2♦ and 3♥ - just making. There may be chance to discard some diamonds on the clubs in dummy.

<-Makeable contracts->

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

2

♠ AKQJ2
♥ KJ103
♦ A6
♣ J3

♠ 983
♥ A95
♦ QJ104
♣ Q109

♠ 7
♥ Q84
♦ K9875
♣ A642

♠ 10654
♥ 762
♦ 32
♣ K875

Dealer: East
N-S Vulnerable

West	North	East	South
		Pass	Pass
Pass	1 ♠	Pass	Pass
Pass			

Opening Lead: ♦ 7

Bidding: North might decide to open 2♠ or 1♠, but either way will stop short of game.

Lead: A diamond lead seems least unattractive.

Play: Declarer should make a trick by leading low towards ♠K, so should end up with 9 tricks losing: 2♥, 1♦ and 1♣.

<-Makeable contracts->

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

Best Opening Leads:
vs North 1N: D-K9875 C-A

3

♠ 108632
♥ J7
♦ 983
♣ J43

♠ AJ54
♥ AQ642
♦ Q
♣ K102

♠ Q7
♥ K983
♦ A765
♣ 965

♠ K9
♥ 105
♦ KJ1042
♣ AQ87

Dealer: South
E-W Vulnerable

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

Opening Lead: ♥ 10

Bidding: After West's double, East should jump the bidding to show 9+ points.

Play: Counting losers from the point of view of West: up to 3 clubs and up to 2 spades, which can be ruffed in East's hand. Suppose you draw trumps in 2 rounds, and then lead ♠Q, which South should cover. Win ♠A, cash ♠J and ruff a spade. A low club to ♠K and you can ruff the last spade - 11 tricks.

<-Makeable contracts->

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

Best Opening Leads:

4

♠ 109
♥ J86
♦ K8762
♣ KJ10

♠ K74
♥ KQ743
♦ Q4
♣ Q96

♠ J6532
♥ A1092
♦ 1095
♣ 5

♠ AQ8
♥ 5
♦ AJ3
♣ A87432

Dealer: West
Both Vulnerable

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

Opening Lead:

Bidding: An aggressive NS will enter this auction, but otherwise West should play in 2♥. South's suit quality is a bit weak to bid 3♠.

Lead: Perhaps ♠10.

Play: Declarer should plan to ruff 2 clubs in dummy, and will end up with 5 losers: 2♠, 2♦ and 1♣.

<-Makeable contracts->

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

Best Opening Leads:
vs North 2N: H-A1092

5

♠ 94
♥ A62
♦ QJ1094
♣ 1063

♠ AK63
♥ KJ75
♦ 72
♣ K54

♠ J1052
♥ Q109
♦ A86
♣ A87

♠ Q87
♥ 843
♦ K53
♣ QJ92

Dealer: North
N-S Vulnerable

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

Opening Lead: ♦ Q

Bidding: If West opens 1NT, East plans to invite game by bidding Stayman and then 2NT. East would not use Stayman without a 4 card major, so West should go for game in 4♠.

Play: Win ♠A, and run ♠J, if South does not cover. Draw the remaining trumps and play hearts - which will provide 3 tricks, allowing a club to be discarded. The only losers are: ♥A and a diamond - 11 tricks.

<-Makeable contracts->

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

6

♠ Q98542
♥ J8
♦ 6
♣ A732

♠ 73
♥ 7654
♦ AK102
♣ 654

♠ AKQ32
♥ 9743
♣ KJ109

♠ AKJ106
♥ 109
♦ QJ85
♣ Q8

Dealer: East
E-W Vulnerable

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

Opening Lead: ♦ A

Bidding: The first 3 bids should be straight forward. North has only 7 points, but with an 11 card trump fit, should bid 4♠ right away - maybe it will make, maybe the opponents have 4♥.

Lead: The opponents should take the first 3 tricks with ♠A, ♥Q, ♥A (in that order), and now East must be careful: a club gives declarer a chance to avoid a club loser, and a heart gives declarer a chance to discard a losing club. Correct defence (a diamond) will hold declarer to 9 tricks.

<-Makeable contracts->

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

7

♠ Q1094
♥ A
♦ QJ6
♣ AQ642

♠ 63
♥ J1086
♦ 975
♣ J1097

♠ K852
♥ K943
♦ A104
♣ K3

♠ AJ7
♥ Q752
♦ K832
♣ 85

Dealer: South
Both Vulnerable

West	North	East	South
			Pass
Pass	1 ♣	Dbl	Rdbl
1 ♥	Pass	Pass	2 NT
Pass	3 NT	Pass	Pass
Pass			

Opening Lead: ♥ J

Bidding: South shows 10+ points by starting with a redouble, over East's double. West should not remain silent - bid 1♥, even with 2 points. North cannot double, so passes, and finally South must decide what to do. It seems unlikely NS will collect much of a penalty in 1♥ X, so South tries 2NT, and North should bid game.

Play: When South plays, he should remember that East should have nearly all the missing 15 points. Win ♥A, and perhaps try the spade finesse: lead ♠Q (East should play low), and then low to ♠J and ♠A. The best play is now to go after diamonds - West wins ♠A, can cash ♠K and the leads a heart to your ♥Q. But now with the favourable diamond split, you can cash 9 tricks, making: 3♠, 2♥, 3♦ and 1♣. 1♥ by West could go down 2 - 300.

<-Makeable contracts->

8

♠ AK93
♥ K1093
♦ 4
♣ AQ109

♠ 5
♥ 5
♦ AKQ109873
♣ 754

♠ 864
♥ AQ8642
♦ J2
♣ 63

♠ QJ1072
♥ J7
♦ 65
♣ KJ82

Dealer: West
Neither Vulnerable

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

Opening Lead: ♦ A

Bidding: Non Vulnerable, West should really open 5♦ with 8 likely tricks. If West does not bid this, NS are likely to bid 4♠. With perfect distribution and more than a minimum, North would double 4♦ for takeout, and South bids game.

Play: After cashing ♠A, the defence will probably lead a heart and may get a ruff. Whatever happens, declarer should not lose more than 3 tricks: 2 hearts and 1 diamond. If East leads a 3rd round of hearts, South must ruff high.

<-Makeable contracts->

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

9

♠ AQ1054
♥ K9832
♦ A85
♣

♠ 862
♥ 105
♦ K4
♣ 987543

♠ J3
♥ QJ6
♦ QJ1092
♣ A62

♠ K97
♥ A74
♦ 763
♣ KQJ10

Dealer: North
E-W 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	-	-	-	-	-

10

♠ AJ1093
♥ J97
♦ QJ6
♣ 73

♠ KQ8
♥ AQ
♦ AK1094
♣ J95

♠ 762
♥ K1065
♦ 82
♣ KQ104

♠ 54
♥ 8432
♦ 753
♣ A862

Dealer: East
Both Vulnerable

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

Opening Lead: ♠ J

Bidding: With only 8 points, East can make a negative double to show 4 hearts. West shows a balanced 19pts by jumping to 3NT, with a good spade stopper.
Lead: Top of an interior sequence.
Play: Despite the good spade stopper, declarer is at risk in spades. As the cards lie, the best play is to duck a spade. Now when South gets in with ♠A, he is out of spades, and declarer can make: 3♣, 2♦, 4♠.

<-Makeable contracts->

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

Best Opening Leads:

11

♠ 2
♥ AKQ102
♦ AKQ107
♣ AK

♠ AK76
♥ 875
♦ 842
♣ 1093

♠ Q983
♥ J963
♦ 93
♣ QJ5

♠ J1054
♥ 4
♦ J65
♣ 87642

Dealer: South
Neither Vulnerable

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

Opening Lead: ♠ A

Bidding: North opens 2♣, and then bids hearts, followed by diamonds to find the best contract. Missing ♠A, but with some kind of diamond fit, 6♦ is well worth a shot. South's 2NT is a '2nd negative' showing 0-2 points (and obviously no aces).
Lead: ♠A

Play: Declarer must give himself the best chance to avoid a heart loser. He can cater to a 4:3 or 5:2 heart break, by leading ♥A, ruffing a heart, return to dummy and ruff a 2nd heart (with ♦J if necessary) before drawing trumps and cashing the remaining hearts.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	3	6	-	-	3
S	3	6	-	-	4

Best Opening Leads:

12

♠ 6542
♥ 10
♦ AQ62
♣ 10752

♠ 987
♥ QJ3
♦ KJ105
♣ AJ4

♠ AJ3
♥ K986542
♦ 9
♣ Q8

♠ KQ10
♥ A7
♦ 8743
♣ K963

Dealer: West
N-S Vulnerable

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

Opening Lead: ♠ K

Bidding: East has a borderline decision: 2♥ or 4♥?

Play: At trick 1, North must discourage. Suppose declarer wins ♠A, and starts drawing trumps. South wins ♥A and must consider what to play now. Leading a club or a spade is dangerous, so perhaps a diamond is the safest choice: a high diamond to show no interest in the suit. When North wins he must realise that partner probably has ♠Q and he must switch back to that suit. This allows the defence to take 2♠, 1♥ and 1♦.

<-Makeable contracts->

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

13

♠ AK53
♥ K1093
♦ 6
♣ QJ72

♠ 9872
♥ 652
♦ KQ84
♣ 109

♠ 104
♥ A74
♦ 1052
♣ A8653

♠ QJ6
♥ QJ8
♦ AJ973
♣ K4

Dealer: North
Both Vulnerable

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

Opening Lead: ♠ 8

Bidding: With 3 non-touching suits, open the one below the singleton. With no fit, a spade stopper, and enough points for game, South settles for 3NT.

Lead: 2nd highest from a worthless suit. The best lead - a diamond - is not likely to be found.

Play: Declarer has 5 top tricks (4 spades and a diamond), and should be able to establish 3 hearts and 2 clubs.

<-Makeable contracts->

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

14

♠ J62
♥ AJ84
♦ A653
♣ 86

♠ A74
♥ Q109
♦ J974
♣ KQ7

♠ K5
♥ K652
♦ KQ8
♣ AJ54

♠ Q10983
♥ 73
♦ 102
♣ 10932

Dealer: East
Neither Vulnerable

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

Opening Lead: ♠ 10

Bidding: The bidding shown allows West to show 3 card heart support in case partner has a 5-card heart suit. Alternatively, West might bid 2NT directly.

Lead: Top of an interior sequence vs NT.

Play: You have 6 top tricks (in clubs and spades). You might make 2-3 in diamonds or hearts. Suppose you win ♠K, cash 4 clubs and lead ♦Q. Even though the diamonds don't break 3:3, the ♦10 falls, so you can make 3 diamonds. If you correctly ducked the first spade, you will be get one more trick, as North will be out of spades when he gains the lead and must give you a heart trick.

<-Makeable contracts->

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

15

♠ A742
♥ 76
♦ KJ863
♣ Q7

♠ KQJ63
♥ AQ104
♦ Q2
♣ A9

♠ 1085
♥ KJ3
♦ 1074
♣ KJ108

♠ 9
♥ 9852
♦ A95
♣ 65432

Dealer: South
N-S Vulnerable

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

Opening Lead: ♦ 6

Bidding: West's rebid promises 5+ spades.

Lead: North has strong trumps, and leads ♦6

Play: The defence start off with 3 rounds of diamonds, forcing declarer (who has no losers to discard) to ruff. When declarer draws trumps, North must duck twice, so when the ♠A wins, he can lead a 4th diamond, which cannot be ruffed in dummy. Declarer can ruff with his last trump, but North still has one.

<-Makeable contracts->

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

Best Opening Leads:
vs East 3S: D-A95
vs West 3S: D-K863
vs East 2H: S-9 D-A95

16

♠ 4
♥ AKQ
♦ A
♣ KQJ96543

♠ KQ7
♥ J10542
♦ J8762
♣

♠ 985
♥ 973
♦ KQ54
♣ 1082

♠ AJ10632
♥ 86
♦ 1093
♣ A7

Dealer: West
E-W Vulnerable

West	North	East	South
Pass	2 ♣	Pass	2 ♠
Pass	4 NT	Pass	5 ♥
Pass	7 NT	Pass	Pass
Pass			

Opening Lead: ♣ K

Bidding: Except for a terrible club break, North has just one question on his mind: how many aces does partner have. 7NT is the highest-scoring contract to be in when partner shows 2, as North can count 13 top tricks.

Play: Take your 13 tricks.

<-Makeable contracts->

	C	D	H	S	NT
	=	=	=	=	==
N	7	-	-	4	7
S	7	-	-	4	7
E	-	-	-	-	-
W	-	-	-	-	-

Best Opening Leads:
vs North 7N: