

**Brd 1: (Vul: None, Dir N Decl N)**

North	East	South	West
1H	Pass	2H	Pass
3H (invite game)	Pass	4H	All Pass

North has 17 points (15HCPs +2 length points for the 5th & 6th heart); East has 7HCPs; South has 9HCPs; & West has 10 (9HCPs + 1 length point for the 5th club).

North-South have the majority of points (26, i.e. 24 high + 2 length), & there's a 10 card fit in ♥s. ♥s will be trumps. North is declarer & the contract will be 10 or more tricks.

Opening Lead, Play and Defence

East makes the opening lead, & it's best to try to win tricks in ♦s, their strongest suit. The K is the recommended card to play (top of a touching sequence of honours).

Plan: There are 9 definite winners; 6 hearts, 2 ♠s & 1 ♦. Look to a spade ruff for 10th trick.

North wins ♦A & plays 2 rounds of trumps (♥s) to draw out those in opponents' hands. Next, North crosses to dummy to win ♠K, then back to hand to win ♠A. The 3rd ♠ will be trumped for an extra trick. N:S take 10 tricks: 6♥s, ♦A, ♠A & K, & a ♠ruff (ie trump) in dummy's hand

**Brd 2: (Vul: NS, Dir E Decl W)**

East	South	West	North
1D	Pass	1S (4+S, 6-10pts)	Pass
4S (invite game)	All Pass		

South has 7pts; 6HCPs & 1 length point for 5th club. West has 9pts; 8HCPs & 1 length point for 5th spade. Not enough points to open. North has 10pts; 9HCP & 1lp. East has 18pts - 17HCPs + 1lp.

E:W have 27pts (25HCP + 2lps) & there's a 9 card fit in spades, with West holding a 5 card suit. West is declarer & will try to take 10+ tricks with spades as trumps.

Opening lead, play and defence

North leads ♥A & continues with ♥K, & then a heart to partner's ♥Q, thus taking the first 3 tricks.

Plan: 5 spade & 5 diamond winners if draw trumps first. South switches now, probably to clubs. Declarer wins with ♣A & will play spades, the trump suit. The idea is to draw the trumps from the opponents.

**Brd 3: (Vul: EW, Dir S Decl S)**

South	West	North	East
1NT (17HCP & balance)	Pass	3NT	All Pass

South has 17HCPs; West has 10 (9HCPs+1lp for 5th spade); North has 11HCPs; & East has 4 (3HCPs+1lp for 5th club).

North-South have the majority of points (28), but there is no fit, so the hand will be played in no trumps. South, holding the majority of points for North-South, will be declarer & the contract will be 9 tricks in no trumps.

Opening lead, play and defence

West leads ♠K (top of sequence). You have 10 top tricks; 1 spade, 4 hearts, 4 diamonds & 1 club. South wins with ♠A & then will play diamonds & hearts. There are 4 winners in each of these suits, & the ♠A will make a 10th trick.

Board 4
Both Vul

♠ K 8 4			
♥ K 10 5 2			
♦ 7			
♣ K Q J 10 4			
♠ Q 9 5			♠ A J 10
♥ J 9 3			♥ A 8 4
♦ 9 5 2			♦ Q J 6 4
♣ A K 10 2			♣ A 7 3
♠ 7 6 3 2			
♥ Q 7 6			
♦ 9 8 5 3			
♣ 8 6			

Brd 4: (Vul: All, Dlr W Decl E)

West North East South

Pass 1C 1NT Pass

3NT All Pass

North opens 1C, East makes a 1NT overcall. East has a balanced hand with 16HCP, & a control ("stopper") in clubs, the opponent's first bid suit. Overcalling 1NT shows a hand like this. West, with 10HCP & balanced, raises to game.

South might lead ♠8 (top of doubleton, nothing obvious to lead here!), which East ducks, but wins the 3rd round. East will make 4 diamonds, 1 club, 1 heart & will need to finesse the ♠K to make 3 spade tricks & the contract.

A	Q	J	9	7	5	Q	8	6	4	K	Q	J
♥	♥	♥	♥	♥	♥	♠	♠	♠	♠	♠	♦	♦
T	4	3	2									2
♠	♠	♠	♠									♥
A	K	2							9	6	3	2
♣	♣	♣							♦	♦	♦	♦
5	4											
♦	♦											
K	8	6	4						Q	J	T	5
♥	♥	♥	♥						♠	♠	♠	♠
T	3	A	9	5	9	8	7	6	A	T	8	7
♥	♥	♠	♠	♠	♠	♠	♠	♠	♦	♦	♦	♦

Brd 5: (Vul: NS, Dlr N Decl E)

N E S W

1H P 1NT P

3H P 4H P All Pass

South's 1NT shows 6-bad 12HCP, & denies 4 spades. North, with 6 ♥s & 15HCP & 2 length pts, is worth a jump to 3♥. South, now has a fit & near max (like Aces!), bids game.

Draw trumps & aim to discard a loser on the 4th diamond. Don't cross to dummy with a ♦ or a spade in order to take the trump finesse. Give up a trump trick. You can afford one trump loser but you can't afford 2 spade losers as well.

Lead: East leads CQ & West wins with CK & leads S2 back - play low from North & take with Ace. Trump a club & then play ♥Q to try & make the ♥10 an entry to South if required. If West returns a spade play low & hope East goes up with K

Losers: 1 maybe 2 spades, 1 heart, 1 club

Winners: 1 spade, 5 hearts thru promotion, 4 diamonds

Plan: If West returns a spade, after East's CQ lead, the contract will likely go down. If West returns a club, & South still holds SA, we can ruff & play ♥Q & discard a spade on 4th diamond.

K	T	4	9	7	6	3	A	8	5	Q	T	4
♥	♥	♥	♥	♥	♥	♥	♠	♠	♠	♠	♦	♦
Q	J	T										
♠	♠	♠										
9	7	6	2									
♠	♠	♠	♠									
K	J	9	5									
♥	♥	♥	♥									
9	6											
♦	♦											
A	Q	8	7	5	8	4	2	K	Q	4	8	2
♥	♥	♥	♥	♥	♥	♠	♠	♠	♠	♠	♦	♦

Brd 6: (Vul: EW, Dlr E Decl S)

N E S W

1D 1H (11HCP & 5 good ♥s) 2D

2H All Pass

Lead: West leads D5 (4th highest in partner's suit)

Play: Worth putting up D10 to see if East needs a big card to win (sure enough the A). Likely to lose 2D & 3S. (Adv: East should play ♠A after ♦A, & watch West's attitude as can make 3S tricks)

♠ K 7			
♥ 9 6 4 2			
♦ 10 9 7			
♣ 10 9 8 3			
♠ J 8 6 2			♠ Q 10 9 5 3
♥ 8 5			♥ A 10
♦ K Q J 3			♦ 8 6 4 2
♣ A Q J			♣ K 6
♠ A 4			
♥ K Q J 7 3			
♦ A 5			
♣ 7 5 4 2			

Brd 7: (Vul: All, Dlr S Decl E)


North makes a takeout double showing an opening hand, & ♥ shortage. Show your ♠ suit & jump to 2♠ to describe a hand in the medium responding range (9-11). When partner invites game we bid 4♠ as have the max. 11pts (9HCP +1lp + 1sp). Beginners would likely just Pass 2S

Lead: West leads ♥K (top of sequence)

Losers: There are 2 ♠s, 1 ♥ & 1 ♦ to lose, so before drawing trumps, you need to try to reduce a loser.

Play: Win ♥A & play 3 rounds of ♠s discarding ♥T from South on the last one

S	W	N	E
1H	X	P	2S
P	3S	P	4S (top of range) All Pass

Board 8		♠ 8 6 4 2	
None Vul		♥ K 7	
		♦ Q J 10 7	
		♣ A Q 2	
♠ K			♠ A Q J 3
♥ Q J 10 8 3 2			♥ 9 6
♦ A 9 2			♦ 8 5 4
♣ J 10 3			♣ 8 7 6 4
			♠ 10 9 7 5
		♥ A 5 4	
		♦ K 6 3	
		♣ K 9 5	
2 ♥ West			
West	North	East	South
1 ♥	Db1	1 ♠	Pass
2 ♥	Pass	Pass	Pass

Board 8: (Vul: None, Dlr W Decl W)

Bidding: North's X shows shortage in ♥s, support for other suits & 12+pt
- West could consider NT but spades a little weak

Lead: East leads ♦Q (top of sequence). West encourages

Play: 4 winners 3S & 1D (4S if can get entry to Dummy). Losers 7 (2H, 2D, 3C)
- We need to discard 2 losers on Dummy's ♠s immediately before we can draw trumps

- Only entry to Dummy is ♠K to Dummy's ♠A. Win first trick with ♦A, play ♠K & overtake. Throw 2 losers on ♠Q J then draw trumps

Score: 2H making 8 tricks = 110

Board 5:		♠ Q 7 6 2	Leads against Suits
(AGpg67)		♥ K J 5	
Vul: N/S		♦ Q J T 8	
Dealer: North		♣ A 6	Partner's Suit
♠ 9 3			
♥ 9 6 2		N	
♦ 4 3 2		W E	
♣ Q J T 9 3		S	
		♠ A K J 8 5 4	♠ T
		♥ 7 3	
		♦ 9 6	
		♣ K 7 4	

Board 9: (Vul: EW, Dlr N Decl S)

West	North	East	South
	1D	1H	1S
Pass	2S (min hand, 4♠)	Pass	4S - All Pass

Lead: West should lead ♥2 - low from partner's suit.
Typically shows 3+ as with a doubleton would lead high low. East can work out West has no honours in ♥2s as can see them all

Play: 8 sure winners (6S, 2C), 5 losers (2H?, 2D, 1C). Extras:
Try ♥ finesse &/or try to promote ♦ winner in Dummy on which to discard a ♥ loser. The ♣ loser can be trumped in Dummy.

The heart lead finesses Dummy's K & defence has 2 hearts & 2 diamond tricks to get contract 1 down

Board 10: (Vul: All, Dlr E Decl N)

E	S	W	N
1D X	1H	1S	(showing 6+pts & 4+ spades)
2C P	2D	(false preference)	All Pass or
			2S (great spades) All Pass

Although vulnerable N/S should really compete to 2S.
Here EW make 9D tricks & NS likely 8S tricks.

Lead: Against 2S West leads DA partner's suit

Play: Must ruff 3rd D in South & low to CK finesse

10		N North	
		♠ J 10 5 4 3	
		♥ K 10	
		♦ K 4 3	
		♣ 6 4 2	
W West		W N E S	E East
♠ 9 6			♠ 7 2
♥ Q 9 6 4 2			♥ A J
♦ A J 6			♦ Q 10 9 8 7
♣ J 9 5			♣ A Q 8 3
		S South	
		♠ A K Q 8	
		♥ 8 7 5 3	
		♦ 5 2	
		♣ K 10 7	

Board 11: (Vul: None, Dlr S Decl E)

S	W	N	E
P	P	P	2NT
P	3C P	3H	- 3C is stayman asking for a 4 card major
P	4H	All Pass	

Lead: DQ (top of sequence)

Losers: 0S, 1H, 1D & 2C

Plan: If spades split 3:3 can discard a club loser in East. If trumps split 3:2 will have a trump in each hand to ruff 4th spade in East & 4th club in West.

Win DA & play trumps but lose to North's HA. North plays D6 to South's D10. South could lead last trump or SJ. Makes 11 tricks

D		N North	
		♠ 8 2	
		♥ A 6 2	
		♦ K 9 8 6	
		♣ J 10 6 3	
W West		W N E S	E East
♠ K 6 5 3			♠ A Q 4
♥ K 10 7 4		3♣ Pass 3♥ Pass	♥ Q J 9 5
♦ 7 2		4♥ Pass Pass Pass	♦ A 3
♣ 8 5 2			♣ A K 9 7
		S South	
		♠ J 10 9 7	
		♥ 8 3	
		♦ Q J 10 5 4	
		♣ Q 4	

Brd 12: (Vul: NS, Dlr W Decl W)

Board 14	♠ A 9 5	
	♥ 8 6 5	
	♦ 8 3	
	♣ J 7 6 5 4	
♠ Q 10 7 4		♠ K J 6 2
♥ A Q 2		♥ J 10 9 3
♦ 7 6 4		♦ A 9 5 2
♣ A K Q		♣ 9
	♠ 8 3	
	♥ K 7 4	
	♦ K Q J 10	
	♣ 10 8 3 2	

East South West North

1NT P

2C P 2S P

4S All Pass

♠♥♦♣

Techniques: Discarding losers **before** drawing trumps;
Direct finesse against the King

Lead: North leads ♦8 (top of doubleton)

Losers: 1S, 1H, 2Ds (but discard on clubs)

Play: After being forced to play ♦A at trick 1 the ♦ losers are exposed & Declarer can not afford to draw Opponents' trumps first, as Opponents would win the first trump trick with ♠A & immediately cash 2♦ tricks.

Therefore, before drawing trumps, play ♣A, ♣K & ♣Q & discard 2♦s in Dummy. Now it is safe to play Spades & remove Opponents' trumps ending up in Declarer's hand.

Draw trumps - probably lose SA & then DK but will regain the lead & draw last trump ending in East. Now ♥J is lead from Dummy for a direct finesse against the King. If South plays low Declarer too plays a low Heart (*if South plays the King instead, Declarer will capture it with his Ace*).

Next trick Dummy leads now leads a small ♥, South plays low again & Dummy wins with ♥Q. On the next round South's ♥K drops under Declarer's Ace. Makes 11 tricks



Brd 13 (Vul: All, Dlr N Decl N) Weak 2/Takeout X/preemptive raise.

North East South West

2S X 3S All Pass

3♣ Raise partner's weak two-bid. This is a preemptive bid not an invitation to 4♣.

Lead: East leads ♥A - do not underlead an Ace & likely ♥5 next

Losers: 5 losers 1S 1H 2C 1 (maybe 2) D. Try spade & ♦Q finesses

Play: Rough 2nd round of hearts in North. We expect East, who doubled, to be short in ♠s so play for the ♠Q to be in West. So play ♠4 to Dummy's ♠K & lead back ♠2 & play ♠T - it works! Now promote ♦s - good chance East has ♦A as made the takeout X so lead ♦4 to Dummy's ♦Q. Best for East to holdup ♦A for a round as may win 2♦ tricks if Dummy has no more spades. EW likely make 3H

14	N North	
	♠ Q 9 7	
	♥ 9 6	
	♦ K J 9 6 5	
	♣ K 9 7	
W West	W N E S	E East
♠ A 10 4 3		♠ J 8 6 5
♥ J 10		♥ K 5 4 3
♦ A 10 8		♦ Q 3 2
♣ Q 6 5 2		♣ 10 4
	S South	
	♠ K 2	
	♥ A Q 8 7 2	
	♦ 7 4	
	♣ A J 8 3	

Brd 14: (Vul: None, Dlr E Decl S) False Preference. **Want West to lead.** Finesses & potentially setting up a side suit.

East Passes then bidding continues

SOUTH

1H

2C (2nd suit likely, 4+ ♣s)

All Pass

West Passes (but consider takeout X)

NORTH

1NT (6-11pts, less than 3 hearts & less than 4 spades)

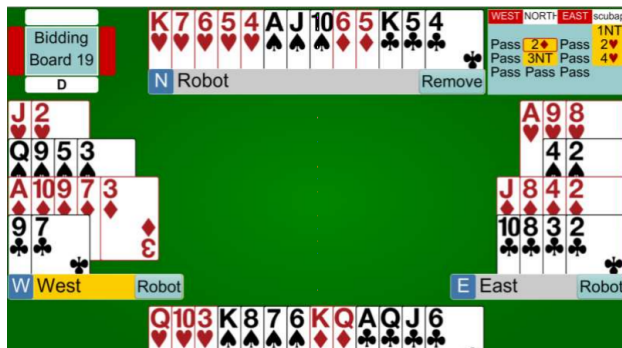
2H ("false preference", 2 hearts & weak 6-9pts)

Lead: Maybe ♦A or ♠A - best not to lead suit bid by opponents

Losers: Likely 2♥ losers, 1♠, 1 or 2♦s, & 1♣ loser. Winners 1S (promotion), 2C (try finesse / 3:3 split), 1+H (try finesse), ?D if 3:3 split (length)

Play: If West leads ♦A & then a ♠ look to win the trick in South as may be able to set up ♦ tricks but will need entries in dummy (eg ♠Q). Play to ♦K & then run ♥6 - will lose but might force out ♥K.

We want West on lead as any suit led now leads into club finesse, diamond ruff or spade promotion



BOARD 15: (Vul: NS, Dlr S Decl S) 2nd hand low

Bidding: West North

East

South

P 2D (transfer)

P

1NT

P 3NT (10+pts)

P

2H

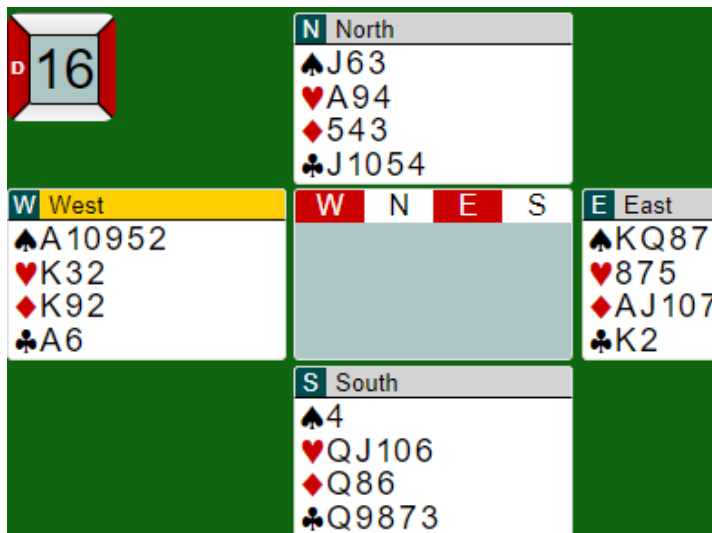
4H (3 hearts) **All Pass**

North's 3NT shows 10+ but South, with 3 ♥s (a fit), prefers 4H.

Lead: West likely leads S3 (4th highest).

Losers: 1 maybe 2 heart losers, 1S (but kind lead!) & 1 ♦

Play: N/S will likely make 11 tricks regardless of how ♥s are played but poor defence will guarantee it. If low ♥ led from North, East must not play ♥A as promotes ♥K & Q - keep Declarer guessing



Brd 16: (Vul: EW, Dlr W Decl W) - Danger Hand

Bidding: West North East

South

1S P 4S (some Jacoby 2NT) **All Pass**

Note: playing 2/1 & not using Jacoby 2NT: East bids 2D, West goes 2NT (no 2nd suit) & East bids 4S

Lead: North leads CJ

Losers: 4 - possibly 3H, 1D

What could go wrong! If South leads ♥Q thru West's ♥K

Play: Win first round, draw trumps & play Ds so that South is finessed - so even if North won could not lead a heart through West. So lead DJ from Dummy & let it run & repeat - good technique.