

### Brd 1 - Transfer

Dealer: North ♠ A K J 5  
♥ T 7  
♦ K 8 3  
♣ K Q J 3

♠ Q 4 3 2 N ♠ 10 9 8 7  
♥ A K 8 3 W E ♥ 2  
♦ Q T S ♦ A J 9 6 2  
♣ 9 4 2 S ♣ A T 8

♠ 6  
♥ Q J 9 6 5 4  
♦ 7 5 4  
♣ 7 6 5

North East South West

1NT Pass 2D (min 0-7pts, poor hand for NT) Pass  
2H (xfer accepted) Pass Pass (minimum) Pass

- East leads ♠7 or T.
- North should immediately play 2 more ♠s discarding ♦s

### Brd 2 - Stayman

Board 6: (More 1NT ♠ 9 6 Leads ag: Against S  
2) ♥ Q T 9 8  
Vul: N/S ♦ Q 7 6  
Dealer: East ♠ 9 8 7 4

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

♠ K J 4 3 2  
♥ 7 6  
♦ K J 4 3 2  
♣ 2

West North East South  
2C Pass 1NT Pass  
3NT All Pass 2H Pass

**Don't lead a bid suit. You should infer West has ♠s .**

- South leads ♦3 (4th highest). Rule of 11 say 8 higher)
- **East must make a hold-up play**
- 8 sure winners - will try ♠Q finesse which South wins & sets contract with 2 more ♦ winners

### Brd 3 - Rule of 11

Board 3: (AG3) ♠ K 4 3 Leads ag: Rule of 1  
Vul: E/W ♥ Q 8 7  
Dealer: South ♦ K 10 8 7 2  
♣ K 4

♠ Q 10 8 7 N ♠ A J 9 2  
♥ 10 6 2 W E ♥ A J 9 3  
♦ J 4 S ♦ 9 6  
♠ 10 7 5 2 ♠ 9 8 6

♠ 6 5  
♥ K 5 4  
♦ A Q 5 3  
♣ A Q J 3

West North East South  
Pass 3NT All Pass 1NT

**Often good to lead a major when goes 1NT 3NT**

- West leads ♠7 (4th highest)
- **East must use Rule of 11 & play ♠7 (encourage)**

### Brd 4 - Transfer

Board: 8 ♠ A 9  
♥ 7 5 2  
♦ J 8 3  
♣ Q J T 9 2

♠ Q 5 N ♠ K J 7 6 2  
♥ A K J T W E ♥ 9 6  
♦ A 9 6 5 S ♦ K Q 4  
♣ K 7 4 ♣ A 8 5

♠ T 8 4 3  
♥ Q 8 4 3  
♦ T 7 2  
♣ 6 3

W	N	E	S
1NT	P	2♥*	P
2♠*	P	3NT	P
P	P		

East shows 10+pts, West only 2♠s

- North leads ♠Q
- 7 sure winners
- West should try to promote tricks in ♠s as have to lose to ♠A whereas the ♥ can work without losing a trick

### Brd 5 - Danger Hand

Board 8.5: ♠ K 8 3 Danger  
(PM) ♥ K 5 4 Hand  
Dealer: ♦ A 10 8 3  
North ♠ A Q 4

♠ 9 6 5 4 N ♠ J 10 2  
♥ Q J 10 9 8 W E ♥ A 6 3  
♦ 7 4 S ♦ Q 5 2  
♠ 8 7 ♠ J 10 5 3

♠ A Q 7  
♥ 7 2  
♦ K J 9 6  
♣ K 9 6 2

Board 9: Dealer: North Declarer: North  
Bidding: North East South West  
1NT Pass 3NT All Pass

- East leads ♠3 (4th highest), ideally would lead a major but not very good suits.
- **Which suit are we horribly exposed in?**
- **How can we play to minimise risk?**
- Play ♦K & then finesse ♦J to East - it loses but now have 9th trick

### Brd 6 - Weak 2; Rule of 11

Board 6 ♠ 3 2  
E-W Vul ♥ K Q 6 4 2  
♦ J 3  
♣ J 8 6 4

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

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

3 NT East

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

**East may Pass West's 3D**

**Lead:** South leads S8 4th highest

- How many spades does South have (6)? Rule of 11 says North has no card higher than S8 so can win with SJ
- Winners 2S, 1H, 6D & 1C
- On 2nd trick lead club to promote a winner
- Now make 10 tricks

### Brd 7 - Weak 2 opening, sacrifice

Board 7  
Both Vul

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

♠ K 7 2  
♥ 7  
♦ K Q 6 5 3  
♣ Q 9 7 3

♠ A 5  
♥ 8 3  
♦ A 10 8 7  
♣ A K 10 4

♠ J 9 8  
♥ A Q J 9 6 4  
♦ J 4 2  
♣ 5

4♥ South

- South 2H North 4H All Pass
- With 4 trumps North bids game LOTT
  - West leads ♦K, East likes with ♦7
  - Likely lose 4 tricks for down 1 (need to ruff ♦'s)
  - N/S can make can make slam in ♣s or ♦s => good sacrifice

### Brd 8 - 2/1 bid to game, promote♦

Board 8  
E-W Vul

♠ 7 6  
♥ A 7 3  
♦ 7 5 4  
♣ J 9 8 6 5

♠ A Q 8 4 3  
♥ K J 8 4  
♦ 2  
♣ K Q 3

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

♠ J 10 9 2  
♥ Q 10 9 2  
♦ K 8 6  
♣ 10 4

3 NT West

W N E S  
1S P 2D P - 2D shows 4+Ds & 13+pts  
2H P 3D P - 2H shows 4+H; 3D shows 6+Ds  
3NT All Pass - No interest in Ds & other suits stopped

**Lead:** C6 - non bid suit 4th highest  
**Winners:** 6 - 3S, 1D & 3C. Extra spade winner if split 3:3 but likely 4+ extra D tricks once DK has been played  
**Play:** Win club in hand & immediately lead D2 & take finesse. It loses but now have 5 sure D winners. Defence should play hearts

### Brd 9 - 2nd Hand Low

Board 18:  
(Grantpg140)  
Vul: Nil  
Dir: North

♠ K 9 7 2  
♥ K 6 4  
♦ A Q  
♣ A Q J 6

♠ A J 5  
♥ Q J T 8  
♦ 9 7 5 3  
♣ T 8

2nd Hand  
Low

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

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

- North East South West  
1C Pass 1S (4+ spades & 6+pts) Pass  
4S All Pass
- West leads ♥Q (top of seq) & wins first 2 tricks
  - South will lead ♠3 to Dummy. West should play low just to see what happens!!!

### Brd 10: Unblock clubs

Board 24:  
(JB6)  
Vul: N/S  
Dealer: East

♠ 6 2  
♥ K T 9 5  
♦ A Q 7 2  
♣ T 9 7

Unblock, Comms

♠ A 4  
♥ J 8 6  
♦ J 9 6 3  
♣ Q J 6 2

N  
W E  
S

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

♠ T 9 8 7 5  
♥ Q 3  
♦ K 8  
♣ 8 5 4 3

**Bidding:**  
East South West North  
1NT P 2NT P  
3NT (max 17pts) All Pass

**Lead:** South leads ♠7 (4th highest)  
**Play:** 9 sure winners (4S, 1H, 4C) assuming entries. Have stoppers in all suits - To make 4 club tricks we need to play East's ♣A K first. Win first trick in East & play ♣A K.  
- Then play ♠3 to West's A & play ♣Q J

### Brd 11 - Tricky!

♠ Q T 9 5  
♥ Q 4 2  
♦ A J 9  
♣ A 3 2

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

♠ K 5  
♥ 8 7 6 3  
♦ 5 4  
♣ K Q 7 4 3

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

N E S W  
Pass Pass 1H  
Pass 2H X (H singleton) Pass  
3S/4S All Pass

(Maybe worth a gamble to 4S as EW points in ♥s).  
**Lead:** East leads H8.  
**Losers:** 1S, 1H, 2C. Try spade finesse. Possibly ♦s split 3:3 so make a 4th ♦ trick. Maybe ♣ honours are split & so double finesse makes 2 tricks  
**Plan:** Trump 2nd ♥ & cross back to the North hand to take the spade finesse. Play ♠Q towards ♠A but it loses to ♠K.  
Here ♣ & ♦s are unkind & likely make 9 tricks. Note EW make 3♥

### Brd 12 - Where's ♠K? Hold Up

Board 12  
N-S Vul

♠ A J 10  
♥ A 8 4  
♦ Q J 6 4  
♣ A 7 3

♠ K 8 4  
♥ K 10 5 2  
♦ 7  
♣ K Q J 10 4

♠ 7 6 3 2  
♥ Q 7 6  
♦ 9 8 5 3  
♣ 8 6

♠ Q 9 5  
♥ J 9 3  
♦ A K 10 2  
♣ 9 5 2

3 NT North  
Lead: ♣ 8

**Bidding: West North East South**  
1C 1NT P 3NT

North's 1NT overcall shows 15-18HCP & stopper in Ds. Note Stayman & Transfers are on.

- Hinges on finding ♠K
- Give hint that Declarer should count HCP
- 7 sure winners & need to take spade finesse twice
- Hold up on clubs

**Lead:** East leads ♣8 (top of doubleton; OK to lead high ♠ or ♦ as top of nothing)

### Brd 13 - ruff before drawing trumps

Board 7: ♠4 3 2      Play of Hand  
 Vul: All ♥A K Q J 9 7      Delay drawing  
 Dealer: South ♦K 5 2      trumps so can ruff  
 ♣4

♠K J T 9 8      ♠A Q 6  
 ♥3      N      ♥T 8 6  
 ♦J 8 6      W E      ♦Q T 9 7  
 ♣K 9 8 7      S      ♣Q J T

♠7 5  
 ♥5 4 2  
 ♦A 4 3  
 ♣A 6 5 3 2

West	North	East	South
Pass	1H	Pass	2H (9tps, 3♥s)
Pass	3H (16tps - invite)	Pass	4H - All Pass

**Lead:** East leads ♠Q to dummy's A & West's 7 (encourage albeit high-ish Card)

**Play:** 9 sure tricks. You need to ruff a ♠ in dummy to get 10th trick & to do that you should lead spades before drawing trumps.

### Brd 14 - (Nil Dir E Decl S) - Hint: Loser on Loser Play

(Cohen) ♠K Q T 3      Loser on Loser  
 ♥T 9 8  
 ♦A J T 9  
 ♣Q 3

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

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

**Bidding:** East South West North  
 2H 2S Pass 4S All Pass

**Lead:** West leads ♥6 (top of d'ton in partner's suit)

**Play:** East wins with ♥Q & then East continues with ♥A (West plays ♣2). Now East plays the ♥K. What is your plan?

- Count West has no more ♥s
- If play ♠9 to ruff West may overruff with ♠J
- Always had a ♣ loser so discard ♣5 now

### Brd 15 - (NS Dir S Decl E) - Sacrifice East, covering an honour

Board 11 ♠2      Sacrifice,  
 Dealer: ♥Q J 10 8 3      cover an  
 South ♦K 8 7      honour  
 ♣10 8 7 4

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

♠K 5  
 ♥A K 5 4 2  
 ♦Q 9 6  
 ♣A Q J

**Bidding:** South West North East  
 1H X 4H 4S  
 X (penalty double) All Pass

**Lead:** South leads ♥A & then ♥K

**Play:** 2 sure winners & lots of losers!

- East ruffs ♥K
- Spade finesse: SQ & let it run (best play ♠10 from West to unblock)
- Finesse to the ♣Q next - it works! Play the ♠A to drop the ♠K & then a spade back to East
- Finally lead ♦J
- Make 6S, 2D & 1C => [down 1- good sacrifice](#)

**Score:** N/S non vul make 4H scoring 420 (likely West lead a club), V 620  
 E/W non vul go 1 down in 4SX scoring -100, Vul -200

### Brd 16 (EW Dir W Decl W) DANGER HAND

Board 16 ♠A Q 8 6 4  
 E-W Vul ♥Q 9 8 2  
 ♦6 5  
 ♣5 4

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

♠10 9 3  
 ♥7 6 3  
 ♦10 9 8 7  
 ♣K 3 2

3 NT West  
 Lead: ♠6

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

**Lead:** North leads S6 - 4th highest

**Winners:** S 1 (after 1st trick), H 2, D 4, C 1 (promote 2+ more)

**What could go wrong?** If South leads ♠ thru West's K

**Play:** We win first trick with ♠J. **We must next play low ♥ from East & play ♥10 from West**

South is the danger hand so need to finesse into North. We lose to ♥Q but South's SK is still a stopper & we now have 3 heart tricks