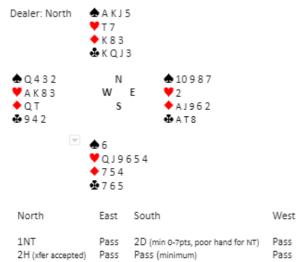
Board 1 (N Dir N Decl N) - **Transfer**. Assuming ♠ lead then should discard losing simmediately. No good lead!

Transfer to a Major (JB1)



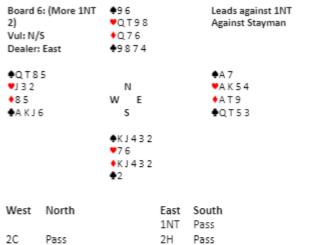
Lead: East leads ♠7 (did not want to lead away from ♠Ace or ♣A so leads 4th highest in spades, \$\ddot 10\$ also OK). A great lead for N/S as West plays Q & North wins with A.

Play: North should now play ♠K & ♠J & throw away ♦4 & ♦5 in South to minimise \(\int \) losers. From then on North should make 9 tricks

Board 2 (NS Dir E Decl E) - Stayman & Lead against 1NT

Hint: don't lead oppo suits (bidding infers West has ♠s)

• Lead ◆3. Decl try holdup play - doesn't work here!

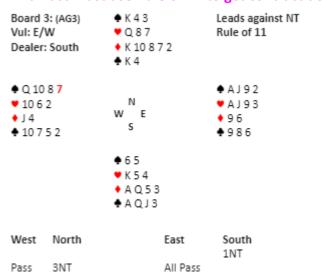


Bidding: West with 4 card ◆ suit, shortage in ◆ & 8+pts bids 2C Stayman. East shows 4 card ♥ suit, West with no major fit but with 11HCP bids 3NT

Play: South knows East has ♥s & West ♠s so looks to another suit & leads ♦3 (4th highest). East should duck ♦s twice (rule of 7) in the hope if North wins lead will not be able to lead a • back. East needs 2 ♠ tricks to make contract so will lead ♠7 towards West's Q. South wins with K & play remaining *s to get contract down

Board 3 (EW Dir S Decl S) - Rule of 11

Hint: East must use Rule of 11 to get contract down



Lead: West leads **♠**7 (4th highest)

Play: East, using Rule of 11, works out that South has no spade higher than the 7. Looks like E/W need 4 spade tricks & ♥A to get contract down. East must play ♠2 so West remains on lead & North's ♠K is covered.

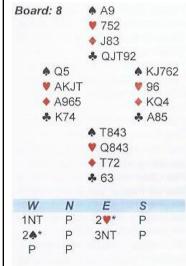
Board 4 (All Dir W Decl W) - Transfer

3NT

All Pass

Lead: ♣Q & lead ♣s at every opportunity Play: 7 sure winners & can promote ♠s. If still have a ♣

stopper can try a ♥ finesse



West opens 1NT and East Transfers to Spades West must accept the Transfer by bidding 2♠. The Transfer, might just be a weak bid and a rescue from 1NT.

East now raises to 3NT, giving West a choice of games. West only has 2 Spades, so passes 3NT.

North should lead the &Q against 3NT, and continue playing Clubs whenever she gets the chance. East-West have 2 Club stoppers, and 5 top tricks in the red suits. To make 3NT, they need to establish at least two tricks, and the Spades look like the best option. Declarer should play Spades and lose the A. but win two tricks. Depending on the play and defence, Declarer might be able to establish some tricks from the Hearts as well, but risks going down if she has no more Club

Playing in Spades, it looks like Declarer will make her game, but with the Spades splitting badly, there is a risk that she will go down.

stoppers.



Board 9: Dealer: North Declarer: North

Bidding: North East South West

1NT Pass 3NT All Pass

Lead: East leads ♣3 (4th highest)

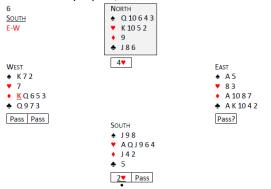
Play: 8 sure winners (3S, 2D, 3C). Note: N/S are very weak in hearts & a heart lead from West will likely mean the contract will go down. We can promote an extra ◆ trick but must take the finesse so that West does not win - West is the danger hand. Win the lead in South, play ◆K (just in case ◆Q is a singleton) & then play ◆J & let it run. This loses but there is no danger to North's ▼K.

Score: 3NT making 9 tricks = 400

Board 7: (All Dir S Decl S) Weak Two, jump raise, sacrifice Hint: If have 3 trumps raise to 3lvl, if 4 raise to 4lvl

East encourages ♦ lead

Wrap Up - E/W can make a slam in & or



South opens 2H & North raises to 4H with 4 trumps & singleton Lead: ◆K (top of sequence), East encourages with ◆7

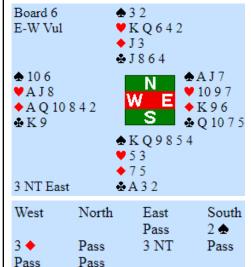
Play: Declarer has 2 spade losers, 2 ♦ losers & a club loser. Declarer can trump 2 of the ♦ losers in dummy, so unless the defenders manage to ruff a spade before trumps are drawn, South will only be defeated one trick.

Defence: The defenders can defeat 4♥ two tricks if East can manage to get a spade ruff, but that's not easy to do. It's likely that the defenders will take only four tricks.

Conclusion: The preemptive action by N-S may lead to an

excellent result. "Down one is good bridge" is certainly applicable on this deal. East & West can make 6. or 6. but may not even reach game, let alone slam.

Board 6 (EW DIr E Decl E or W when play hand) Weak 2 (3 lvl overcall need good 5+cards & 14+pts) Encourage 3NT. Lead to 3+ is +3, to 3NT is +8 Need to work on clubs

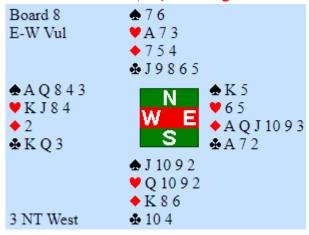


West should overcall 3•, showing a normal opening hand, & at least 5•s, usually 6 cards. East might pass, but with two stoppers in ◆s, & the very helpful •K, bid 3NT. If E/W miss game here, then full credit to South for getting in the way.

In 3♦ South can win the lead & draw trumps. She will lose a ♠, ♠A & probably a ♥ or two. Making 9 or 10 tricks.

If North elects to play in 3NT, then she will probably receive a \clubsuit lead. There are 6 \bullet winners, plus the \blacktriangledown A & \spadesuit A, for 8 easy tricks. Declarer either needs another \spadesuit or a \clubsuit trick to make her game. So long as she loses a trick, & is still in control, then she should game.

Board 8: (Nil Dir W Decl W) - 2/1 bid to game



WNES

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 now play a heart (around to Dummy's weakness).



Bidding: North East South West

1C Pass 1S (4+ spades & 6+pts) Pass

4S All Pass

Lead: West leads ♥Q (top of sequence)

Play: 7 sure winners (3D &4C), Losers 3+ (1+S, 2H) Extras: ♥K finesse, lead low ★ & hope Defence plays A or has doubleton Ax

- If West plays low win with ♠K & then lead another low ♠ from North & play low hoping West has Ax doubleton
- West will now win both ♠A & ♠J getting the contract down 1

Score: 4S non vulnerable down 1 = -50



Once E/W find heart fit South's hand becomes stronger. South's X should promise 4 spades (& 3+ other suits) & 10+pts; North knows they have a fit & 23+pts so jumps to 3S. (Maybe worth a gamble to 4S as EW points in hearts).

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: You plan to take the spade finesse. Trump the second heart, and cross back to the North hand to take the spade finesse. Take the spade finesse by playing the ♠Q up towards the ♠A. But it loses to the ♠K.

Here ♣ & ♦s are unkind & likely make 9 tricks.

Board 10 (All Dir E Decl E) - Unblock clubs Board 24: **•**6 2 Unblock, (JB6) **♥**K T 9 5 Comms Vul: N/S ♦AQ72 Dealer: East **♣**T 9 7 **♠**A 4 **♠**K Q J 3 **♥**J 8 6 ♥A 7 4 2 Ν **♦**J963 ♦T 5 4 W Ε **♣**QJ62 **♣**A K S **♠**T9875 **♥**Q 3 **♦** K 8 **9**8 5 4 3

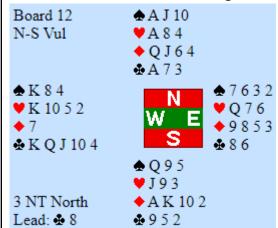
Bidding: West North East South
1NT Pass
2NT (weak 9pts) Pass 3NT (max 17HCP)All Pass

Lead: South leads ♠7 (4th highest)

Play: 9 sure winners (4S, 1H, 4C) providing we have entries. Note: we have stoppers in all suits

- To make 4 club tricks we need to play East's ♣A K first. So win first trick in East with ♠K & play ♣A K.
- Then play ♠3 to West's A & then play ♣Q J. You can then play remaining spades & ♥A for 9 tricks

Board 12 (NS DIr W Decl N) Card Reading



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

You have a balanced hand with 16 high card points, and a control ("stopper") in clubs, the opponent's first bid suit. Overcalling 1NT shows a hand like this.

Lead: East leads ♠8 (top of doubleton, OK to lead high ♠ or ♦)

Play: 7 sure winners (1S, 1H, 4D & 1C). Notice have 26HCP between N/S. West has opened so likely 12+pts leaving East a max of 2pts. This places ♠K in West so try ♠ finesse twice

Need to duck clubs twice. On 3rd round win & lead
 & win in Dummy

Score: 3NT making 9 vulnerable = 620

Board 13: must ruff in short hand b4 draw trumps (All Dir N Decl N) - changed Dealer to be North rather South **•**432 Board 7: Play of Hand Vul: All **♥**A K Q J 9 7 Delay drawing Dealer: South **♦**K 5 2 trumps so can ruff **4**4 ♠KJT98 **◆**A Q 6 **¥**3 Ν **♥**T86 J 8 6 w Ε ◆QT97 ◆K987 S **⊕**QJT ♦75 **♥**542 A 4 3 ◆A6532 West North East South Pass Pass 1H Pass 2H (9tps, 3 vs) 3H (16tps - invite) 4H - All Pass Pass Pass

Bidding: North with 6 losers & extra ♥ invites game & South with 2 aces & doubleton bids game.

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 spade in dummy to get 10th trick & to do that you should lead spades before drawing trumps. (If played trumps, East could win 2 ♠ tricks & lead ♥s each time so South has no more trumps for last ♠).

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

Board 11 Sacrifice. **•**2 Dealer: ♥QJ1083 cover an South ♦K87 honour **♠**10874 **♠**A J 10 3 **Q**98764 **7**6 Ν ♦A 10 5 W Ε ♦ J 4 3 2 **♠**K962 S **∳**5 3 **♠**K 5 ♥A K 5 4 2 ♦Q96 **♠**A Q J

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

Lead: South leads ♥A & then ♥K

Play: 2 sure winners & lots of losers! East ruffs the 2nd round, then leads &Q. Looking at dummy, South sees there is no point in covering. East should run the queen anyway and might throw the SJ underneath as an unblock. Try the finesse to the CK next - it works! Play the SA to drop the K & then a spade back to East. East then leads DJ, South must cover with ◆Q which promotes ♦9. Contract goes down 1 with 4th ♦ winning

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

Board 14 (Nil Dir E Decl S) - Hint: Loser on Loser Play (Cohen) **♠**K Q T 3 Loser on Loser ♥T 9 8 ♦AJT9 **♦**0.3 **♠**J72 **♠**8 **♥**6 2 Ν ♥A K Q 5 4 3 **♦**76 W E ♦852 **♠**KJT984 **♠**762 S ♠A 9 6 5 4 **♥**17 ♦ K Q 4 3 **♠**A 5 **Bidding: East South** West North

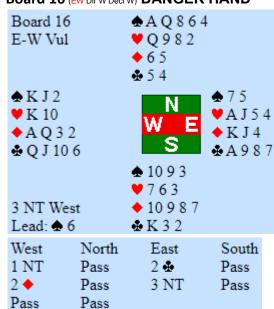
4S All Pass 2H 2S Pass

Lead: West leads ♥6 (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?

You should realise West has no more ♥s from the auction & play so far. You could ruff with ♠9, but that will lose if West has the ♠J & then you will have to lose a ♠ trick. Instead, discard a ♣ since you have a ♣ loser anyway. In the beginning you counted 2 ♥ losers & a ♣ loser. Now the defence is threatening to generate a third ♥trick/overruff. Since you can't get rid of the ♣ loser regardless, you might as well discard it here & guarantee your contract.

Board 16 (EW Dir W Decl W) DANGER HAND



Lead: North leads S6 - 4th highest

Winners: S 1, H 2, D 4, C 1

What could go wrong? If South leads ★ thru West's K Play: We win first trick with ♠J. We have 7 other sure winners so need 1 more. We can take 3 finesses:

- a) Run CO
- b) Play low ♥ from East & play ♥10 from West
- c) Play low ♥10 from West & play ♥4 from East South is the danger hand so need to finesse into North so b) is right approach. We lose to ♥Q but West's ♠K is still a stopper & we now have 3 heart tricks