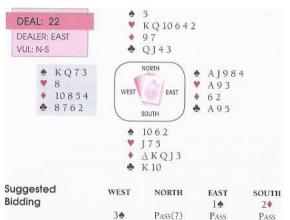|	
North hand: ♠QJ94 ♥KQ ♦A842 ♣A65 West hand: ♠5 ♥J9654 ♦32 ♣653J3 East hand: ♠A862 ♥108 ♦QJ109 ♣KQ10 South hand: ♠K1073 ♥A7 ♦K79 ♣8742	**Brd 1:** (Vul: None, Dlr N Decl N) **Stayman, cross ruff** **North East South West** 1NT P 2C (stayman) P 2S P 4S **All Pass** **Lead Card:** ♣Q by East (top of touching honours) **Expected Results:** after pulling trump twice & realising West is out has the 4 highest trump remaining (assuming East has won a trick with SA). North then cross-ruffs the 2 losing clubs & ♦s to make 10 tricks. **Defence:** East should hold up SA until 2nd round & then play another spade to stop cross ruffing
DEAL: 22 DEALER: EAST VUL: N-S NORTH ♠ 5 ♥ K Q 10 6 4 2 ♦ 9 7 ♣ Q J 4 3 WEST ♠ K Q 7 3 ♥ 8 ♦ 10 8 5 4 ♣ 8 7 6 2 EAST ♠ A J 9 8 4 ♥ A 9 3 ♦ 6 2 ♣ A 9 5 SOUTH ♠ 10 6 2 ♥ J 7 5 ♦ A K Q J 3 ♣ K 10 Suggested Bidding 	WEST	NORTH	EAST	SOUTH
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		1♠	2♦
3♠	PASS(?)	PASS	PASS		**Brd 2:** (Vul: NS, Dlr E Decl E) **Ruff in short hand before drawing all trumps** **Lead:** South leads DA, DK & then DQ **Play:** East has 2 heart losers & needs to ruff these in Dummy. East ruffs 3rd round of ♦s, play HA & then leads low heart
DEAL: 27 DEALER: SOUTH VUL: E-W NORTH ♠ A 4 ♥ Q 8 5 ♦ J 7 2 ♣ Q 10 7 5 3 WEST ♠ K Q J 10 9 7 ♥ 9 7 4 ♦ 6 3 ♣ 8 4 EAST ♠ 6 2 ♥ A 10 3 2 ♦ A 8 5 4 ♣ A 9 2 SOUTH ♠ 8 5 3 ♥ K J 6 ♦ K Q 10 9 ♣ K J 6 Suggested Bidding 	WEST	NORTH	EAST	SOUTH
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			1♦
2♠	PASS	PASS	PASS		**Brd 3:** (Vul: EW, Dlr S Decl W) **Weak Two overcall** **Lead:** North leads ♦2 (low from honour in partner's suit) **Play:** Win first round & draw trumps immediately. Will win 5 spades & 3 Aces
North hand: ♠Q72 ♥KJ3 ♦854 ♣8753 West hand: ♠43 ♥AQ65 ♦AQJ3 ♣A104 East hand: ♠AKJ85 ♥874 ♦K7 ♣J92 South hand: ♠1096 ♥1092 ♦10962 ♣KQ6	**Brd 4:** (Vul: All, Dlr W Decl W) **Hold Up or not, finessing** **West North East South** ♠♥♦♣ 1NT P 2H P 2S P 3NT All Pass 3NT All Pass **Lead:** ♦8 "top of nothing". South will play high & West should play ♦A (don't "duck" as either ♦J or ♦10 will be a stopper & will win one more trick later) **Play:** Winners: 4S (& maybe a finesse for 5th trick), 4C, 1H & 1 or 2Ds. West should try ♠ finesse (play ♠A first, then back to W's hand, lead a low ♠ to ♠K/J)

Board 5

Board 5: (Nov3.2)
Vul: All
Dealer: South

♠A K
♥J 7 6
♦Q 8 5 4 3
♣K T 6

No fit => NT

♠J T 8 4
♥Q 8 2
♦A 7 6
♣J 9 8

N
W   E
S

♠Q 9 6 5 3
♥A 9 5 3
♦9 2
♣4 3

♠7 2
♥K T 4
♦K J T
♣A Q 7 5 2

Brd 5: (Vul: NS, Dlr N Decl N) **2/1, thinking ahead**

N	E	S	W
1D	P	2C	P
2NT	P	3NT	All Pass

Lead: East leads ♠5 (4th highest)
Play: 5 sure winners (2S & 3C), can promote 4♦s & 2♣s while have a stopper in ♥s
- win ♠A & look to promote ♦s first
- don't run ♣s first as difficult discards on last 2 ♣s

Board 6

Board 6: (More 1NT 2)
Vul: N/S
Dealer: East

♠9 6
♥Q T 9 8
♦Q 7 6
♣9 8 7 4

Leads ag[...]
Against S[...]

♠Q T 8 5
♥J 3 2
♦8 5
♣A K J 6

N
W   E
S

♠A 7
♥A K 5 4
♦A T 9
♣Q T 5 3

♠K J 4 3 2
♥7 6
♦K J 4 3 2
♣2

Brd 6: (Vul: EW, Dlr E Decl E) **Using bidding to find best lead**

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

Bidding: West with 4 card ♠ suit, shortage in ♦ & 8+pts bids 2C. East shows 4 card ♥ suit, West bids 3NT (no fit but 11pts)
Play: South knows East has ♥s & West ♠s so leads ♦3 (4th highest). East ducks ♦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 & plays last ♦s to get contract down

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Board 7

Brd 7: (Vul: All, Dlr S Decl S) **Draw trumps immediately**

Bidding:
South	West	North	East
1S	P	1NT (limit 6-10pts)	P
2D	All Pass		

Lead: West leads ♣Q (top of sequence)
Play: Sure winners 3 ♥s. Losers: 2♠s, 1♦, 1♣. 1st trick play low in North in case East goes up with Ace. Have all tricks you need so play trumps immediately & then set up spades.

Board 8

Board 8: (More JB1)
Vul: All
Dealer: North

♠K Q T
♥4 3 2
♦7 6
♣A Q J 9 8

Leads ag[...]
4th highe[...]

♠3 2
♥A 7 6 5
♦K T 5 2
♣7 6 4

N
W   E
S

♠5 4
♥Q J 9 8
♦Q 9 8 3
♣K 5 2

♠A J 9 8 7 6
♥K T
♦A J 4
♣T 3

Board 8: (Vul: Nil, Dlr W Decl S) **West Passes first** Defence lead round to weakness

West	North	East	South
	1C	Pass	1S
Pass	2S (min hand, only 3♠ but good ones)	Pass	4S - All Pass

Lead: West should lead a red suit. Rather than lead away from A in ♥s, West leads 4th highest ♦2 & East plays ♦Q - 3rd hand high.
Play: South has no losers in ♠s, maybe 2 in ♥s, 1 in ♦s & maybe 1 in ♣s. Declarer will look to trump a ♦ in dummy & then look to ♣s for extra tricks. The downside is that if ♣ finesse fails & East wins with K then East can lead through declarer's ♥K. This is what happens & East should then lead ♥Q to trap declarer's K & E/W get 2 ♥ tricks to get contract 1 down.

Board 9

NORTH
♠ A K J 6 3
♡ A Q 2
♢ K 10
♣ A 5 4

WEST
♠ 2
♡ J 10 9 8
♢ A Q 8 5
♣ 9 7 6 2

EAST
♠ Q 10 9 8 5
♡ 6 4 3
♢ 7 3
♣ Q J 10

SOUTH
♠ 7 4
♡ K 7 5
♢ J 9 6 4 2
♣ K 8 3

Board 9: (Vul: EW, Dlr N Decl N) **Using length & entries**
Bidding: North   **East South West**
     2NT (21HCP & bal)   P   3NT   All Pass
Some North's may bid 1S, then South bids 1NT, North 3NT
Lead: ♥J (top of 3 card sequence)
Winners: only 7 sure tricks – 2S, 3H & 2C
Play: Need to use ♦ length to get extra tricks (more likely than spades). Must win heart lead with HA (or HQ) to keep South's HK as an entry as need 2 entries to set up diamonds..

Board 10

14 D

N XLesleyX   8
♠
♥AJ10953
♦A73
♣Q953

W semmett   4+
♠AKQ10843
♥8
♦982
♣108

W	N	E	S
		Pass	Pass
3♠	4♥	4♠	5♥
Pass	Pass	Pass	

E SMedwa
♠J972
♥K74
♦KQ65
♣72

S Hms3737   6
♠65
♥Q62
♦J104
♣AKJ64

Board 10: (Vul: All, Dlr E Decl W or N) **Preempt / Sacrifice; Discard loser on a winner**
Bidding: West has a solid 3S preempt bid. With great ♥s North should go 4H. East, with 4 spades, should bid 4S keeping the preempt going.
Lead: East lead ♠2 (low from an honour in partner's suit).
Play: Try ♥ finesse (fails); otherwise draw trumps & discard a D in North on a club

Note: E/W make 9 tricks so if discourage N/S from bidding 5H it will be a good result

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Board 11

15 D

N stevepping   6
♠Q10632
♥5
♦J74
♣AJ75

W vicahill   6
♠AK
♥973
♦K10932
♣1062

W	N	E	S
			1♦
Pass	1♠	Pass	1NT
Pass	Pass	Pass	

E teresawils
♠8754
♥AK642
♦5
♣Q94

S calvertg   6+
♠J9
♥QJ108
♦AQ86
♣K83

Board 11: (Vul: Nil, Dlr S Decl S) **Use length while have stoppers**
Lead: H8 (unbid suit, top of nothing)
Play: Sure winners: 3. Can promote 3 spades, D & C finesses, possible extra trick in Ds if split 3:3

East wins ♥A, ♥K & leads a 3rd ♥which South wins.

Spades is the suit that will get the most extra winners so South should play SJ immediately. Need to preserve CA as an entry to play winning spades.

Board 12

Board 12
N-S Vul

♠ 10 8 5
♥ A 10 6 5 4
♦ 7 4
♣ Q 8 7

♠ A Q 3
♥ K Q 3
♦ Q J 10 6
♣ K 9 3

♠ K 4 2
♥ 8 7 2
♦ A 9 8 5
♣ A 10 2

♠ J 9 7 6
♥ J 9
♦ K 3 2
♣ J 6 5 4

3 NT West

West	North	East	South
1 NT[1]	Pass	3 NT[2]	Pass
Pass	Pass		

1. 17HCP & balanced
2. no major just points for game

Brd 12: (Vul: NS, Dlr W Decl W) Truscott pg 39 **Hold Up**
Lead: ♥5 (4th highest) & East play ♥J
Winners: 3S, 1D (finesse/promotion), 2C. We'll get 1♥ thru promotion so need extra trick from ♦s

Play: Should West take this trick or not? Declarer must refuse the first trick; South will lead another ♥ at trick two. But when he wins the ♦K, he will not have any ♥s left to return. (If West has 5 ♥s, East can only have 2)

Board 13

```
Board 13          ♠ A K J 10 8
Both Vul          ♥ K J
                  ♦ Q 10 9 4
                  ♣ 9 2
♠ 3                              ♠ 9 6 5
♥ 9 8 4 3          N             ♥ Q 6 5 2
♦ A K 6 3 2    W       E         ♦ 8
♣ A J 10          S             ♣ 8 7 5 4 3
                  ♠ Q 7 4 2
                  ♥ A 10 7
4 ♠ North         ♦ J 7 5
Lead: ♦ 8         ♣ K Q 6
```

Brd 13 (Vul: All, Dlr N Decl N) Lead of short suit for a ruff

West	North	East	South
	1 ♠	Pass	3 ♠[1]
Pass	4 ♠[2]	Pass	Pass
Pass			

1. Limit raise - fit & 12HCP
2. 14HCP & 1sp

Lead: ♦8 - hope West has ♦A & get a return ♦ to ruff
Defence: East tries the singleton ♦ hoping West has ♦A & can give East ruff. Works even better than hoped & contract should go down 1

Board 14

```
East Deals        ♠ K82
NS Vul            ♥ Q963
                  ♦ 962
                  ♣ 1093
♠ QJ63                           ♠ 1095
♥ A84          N                 ♥ J72
♦ AQ8       W       E            ♦ KJ75
♣ K86          S                 ♣ AQ5
                  ♠ A74
                  ♥ K105
                  ♦ 1043
                  ♣ J742
```

West	North	East	South
		P	P
1NT	P	3NT	P
P	P		

Brd 14: (Vul: None, Dlr E Decl W) Defender's finesse

Bidding: The opponents bid quickly to 3NT. They will have at least 25 points between them, maybe more.

Contract: 3NT West

Lead: ♥3

Defence: When it's South's turn to play, in the third seat, they will do the best they can for their side. But playing the ♥K, when dummy has the ♥J is not best. Try the ♥10, which will force the ♥A. Later when partner wins the ♠K, you will be able to take three heart tricks, and the ♠A and ♠K to beat the contract.

Score: 3NT West making 8 tricks: (minus 1 not vul = -50)

Board 15

```
Board 15          ♠ A Q 8 7 6 5
N-S Vul           ♥ J 2
                  ♦ 6 4 2
                  ♣ 5 4
♠ 10 9                           ♠ K J 3 2
♥ 8 7 6        N                 ♥ 5 4 3
♦ K 9 5 3   W       E            ♦ Q 8 7
♣ 10 9 3 2     S                 ♣ 8 7 6
                  ♠ 4
                  ♥ A K Q 10 9
                  ♦ A J 10
6 NT South        ♣ A K Q J
```

Lead: C10
Winners: 11 tricks. For 12th trick can either finesse SQ (50%) or take 2 finesses in ♦s (75%).

BOARD 15: (Vul: NS, Dlr S Decl S) Which finesse to take

West	North	East	South
			2 ♣[1]
Pass	2 ♦[2]	Pass	3 ♥
Pass	3 ♠[3]	Pass	4 NT
Pass	5 ♦[4]	Pass	6 NT
Pass	Pass	Pass	

1. 22+ or max 4 losers
2. 5+ spades & 8+pts
3. 6+ spades
4. 1 Ace (5C if 1430 RKCB)

Play: Win ♣ lead in hand & enter dummy with the ♥J to take one ♦ finesse. If this loses, you will eventually return to dummy with ♠A to take another ♦ finesse.

Board 16

```
Board 16          ♠ A K 7
E-W Vul           ♥ 10 5 4
                  ♦ K 9 8
                  ♣ Q 9 7 4
♠ 10 2                           ♠ Q 9 8 6 5 4 3
♥ K J 8 3      N                 ♥ A 9
♦ Q 7 6 2   W       E            ♦ A 3
♣ A K 10       S                 ♣ J 2
                  ♠ J
                  ♥ Q 7 6 2
4 ♠ East          ♦ J 10 5 4
Lead: ♦ J         ♣ 8 6 5 3
```

Brd 16: (Vul: EW, Dlr W Decl E) Second Hand low

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

4S - have a fit & points for game
Lead: DJ (top of sequence)
Defence: In 2nd seat, North needs to play low when a ♠ is played from Dummy. Declarer may not play ♠Q.

Play: Losers 2 or 3S & 1D. Potential to finesse ♣ or ♥s & dispose of a loser - just hard to pick who has what!