

**1**

♠ 8532  
♥ 106  
♦ A842  
♣ Q42

♠ AKJ74  
♥ 932  
♦ 75  
♣ 653

♠ Q10  
♥ AQJ84  
♦ K63  
♣ K97

♠ 96  
♥ K75  
♦ QJ109  
♣ AJ108

Dealer: North  
Neither Vulnerable

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

Opening Lead: ♦ Q

Attacking dummy  
Bidding: East will probably rebid 2♥ or 1NT.  
Lead: Top of a sequence looks attractive. This denies ♦K, so North wins with ♦A and must realise declarer has ♦K. With that threatening spade suit North must lead into dummy's weakness: ♣Q. Good defence will take 3♣, 1♥ and 1♦. Otherwise declarer may discard on that good spade suit.

<-Makeable contracts->

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

Best Opening Leads:

vs North 3D: S-Q10 H-AQJ84 D-63 C-K97

**2**

♠ Q8  
♥ J107  
♦ J1096  
♣ AQJ7

♠ 10965  
♥ 863  
♦ A84  
♣ 965

♠ K742  
♥ Q42  
♦ K72  
♣ 1032

Dealer: East  
N-S Vulnerable

West	North	East	South
		Pass	Pass
1 ♥	Pass	Pass	Pass

Opening Lead: ♦ J

Bidding: 1♥ will probably be passed out.  
Play: If declarer plays low from dummy, what should South play? The lead makes it clear that declarer has ♦Q, so the best play is to win ♦K and switch to dummy's weakness ♣10 - higher than any club in dummy. Declarer should end up losing: 1♠, 1♥, 1♦ and 3♣. If North plays a 4th round of clubs, and South ruffs high, West can overruff, but now North can make an extra trump.

<-Makeable contracts->

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

Best Opening Leads:

**3**

♠ QJ1092  
♥ A83  
♦ 542  
♣ 92

♠ 87543  
♥ KQJ4  
♦ Q8  
♣ J4

♠ A  
♥ 1065  
♦ J10973  
♣ Q1063

♠ K6  
♥ 972  
♦ AK6  
♣ AK875

Dealer: South  
E-W Vulnerable

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

Opening Lead: ♥ K

Bidding: South shows 17-18 point by jumping to 2NT and North might pass or bid 3NT.

Lead: ♥K

Play: Declarer has 5 top tricks. The best bet is spades. After ducking the first trick (rule of 7) and the winning ♥A, lead a spade from dummy. When East plays ♠A, declarer must throw ♠K or you will never get to dummy again. Correct play will make 9 tricks.

<-Makeable contracts->

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

**4**

♠ KQ72  
♥ Q63  
♦ 953  
♣ AK8

♠ A  
♥ J10742  
♦ A74  
♣ 10975

♠ J10954  
♥ K85  
♦ 62  
♣ QJ4

♠ 863  
♥ A9  
♦ KQJ108  
♣ 632

Dealer: West  
Both Vulnerable

West	North	East	South
Pass	1 NT	Pass	Pass
Pass			

Opening Lead: ♠ J

Bidding: South is close to inviting game (2NT)

Lead: ♠J

Play: Declarer should aim to establish the diamonds. After winning the first trick with ♠A, West should switch to ♥J to try to knock out ♥A. When diamonds are played, East plays HIGH->LOW to show an even number. This holds declarer to 2♠, 1♥, 2♦ and 2♣ - just making 7 tricks.

<-Makeable contracts->

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

**5**

♠ A86  
♥ 73  
♦ 863  
♣ KQJ104

♠ Q10743  
♥ J102  
♦ AJ10  
♣ 63

♠ K5  
♥ Q654  
♦ 974  
♣ A872

♠ J92  
♥ AK98  
♦ KQ52  
♣ 95

Dealer: North  
N-S Vulnerable

West	North	East	South
	Pass	Pass	1 NT
Pass	Pass	Pass	

Opening Lead: ♠ 4

Bidding: 1NT should be passed out.  
Play: Declarer should play low from dummy and East wins ♠K. Now what? With that strong club suit in dummy, East should continue with spades to knock out ♠A. When clubs are played as long as East ducks at least once, declarer will be unable to establish the clubs.

<-Makeable contracts->

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

Best Opening Leads:  
vs North 1D: S-K5 D-974

**6**

♠ 65  
♥ A3  
♦ J10973  
♣ QJ103

♠ 10983  
♥ KJ95  
♦ Q54  
♣ 94

♠ J72  
♥ Q6  
♦ AK6  
♣ AK872

♠ AKQ4  
♥ 108742  
♦ 82  
♣ 65

Dealer: East  
E-W Vulnerable

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

Opening Lead: ♠ K

Bidding: East shows 17-18 point by jumping to 2NT and West should pass.

Lead: ♠K, and South should switch (to a heart or diamond) or a spade trick will be established in dummy.

Play: If South plays a diamond at trick 2, win ♠A - keep your entries to the weaker hand and lead ♥Q - you should manage 8 tricks: 2♣, 3♦, 2♥ and 1♠.

<-Makeable contracts->

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

Best Opening Leads:  
vs North 1D: Any Card

**7**

♠ 74  
♥ K65  
♦ J953  
♣ 9854

♠ 93  
♥ 10983  
♦ AK84  
♣ AK10

♠ J865  
♥ 2  
♦ Q1076  
♣ Q762

♠ AKQ102  
♥ AQJ74  
♦ 2  
♣ J3

Dealer: South  
Both Vulnerable

West	North	East	South
	Pass	2 ♦	1 ♠
Dbl	3 ♦	3 ♥	2 ♥
Pass	Pass	Pass	Pass

Opening Lead: ♦ A

Bidding: East is not strong enough to pass 1♠ or to bid 1NT, so bids his better suit. This should lead to a competitive auction. Lead: ♠A or a trump.

Play: Declarer has 2♣ and 1♦ loser. The only other loser is a possible spade, and this can be avoided by ruffing a spade in dummy before drawing trumps. Note that the double should tip off declarer that the spades will be divided unevenly.

<-Makeable contracts->

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

**8**

♠ AJ73  
♥ K8652  
♦ A85  
♣ K

♠ K62  
♥ J3  
♦ 732  
♣ 76532

♠ Q984  
♥ 10974  
♦ KQ6  
♣ A4

♠ 105  
♥ AQ  
♦ J1094  
♣ QJ1098

Dealer: West  
Neither Vulnerable

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

Opening Lead: ♠ 4

Bidding: North does not really have a balanced hand, but perhaps a rebid of 2NT is the best choice, once partner bids clubs. Lead: A spade lead is likely, though the computer finds a heart lead is best, as it cuts down on entries to dummy.

Play: A tough hand to play, involving unblocking in hearts and clubs. Beat ♠K with ♠A and play ♠K. If East mistakenly plays ♠A, you now have 9 tricks. Otherwise, cross to ♥A and play clubs. You still have ♥Q as an entry to your clubs in dummy.

<-Makeable contracts->

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

**9**

♠ AKQ  
♥ J83  
♦ A986  
♣ AK8

♠ 9764  
♥ K10  
♦ KQJ52  
♣ 63

♠ J1052  
♥ Q9754  
♦ 7  
♣ Q74

♠ 83  
♥ A62  
♦ 1043  
♣ J10952

Dealer: North  
E-W Vulnerable

West	North	East	South
	2 NT	Pass	3 NT
Pass	Pass	Pass	

Opening Lead: ♥ 5

Knocking out the entry to dummy.  
Bidding: South might well bid 3NT.  
Play: Declarer's aim - which should be obvious to the defence - is to set up the clubs. If declarer plays low from dummy, West can win ♥K and must return a heart - so that ♥A is removed from dummy. Do not be tempted to play a diamond,

<-Makeable contracts->

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

Best Opening Leads:

**10**

♠ A3  
♥ 753  
♦ KQJ108  
♣ 643

♠ Q102  
♥ 98642  
♦ 64  
♣ Q72

♠ 98754  
♥ A10  
♦ A93  
♣ 1098

♠ KJ6  
♥ KQJ  
♦ 752  
♣ AKJ5

Dealer: East  
Both Vulnerable

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

Opening Lead: ♥ 8

Bidding: South shows a balanced 17-18pts, leading to 3NT.  
Lead: Maybe West will choose a high heart - a high card shows no strength in that suit.  
Play: Win ♥A and you can see there is little future in that suit (especially when South drops an honour). From looking at dummy, you can see you will get in with ♦A, so maybe try a spade to knock out the only entry to dummy. If South plays ♠J, West plays ♠Q and this forces ♠A before the diamonds are established. Declarer should have played ♠K and then played diamonds, with ♠A still in dummy.

<-Makeable contracts->

....C	D	H	S	NT
....=	=	=	=	==
N	4	4	2	1 4

Best Opening Leads:

**11**

♠ A654  
♥ 764  
♦ K82  
♣ K109

♠ KQJ9  
♥ 532  
♦ J106  
♣ 872

♠ 103  
♥ AKQ  
♦ AQ43  
♣ A653

♠ 872  
♥ J1098  
♦ 975  
♣ QJ4

Dealer: South  
Neither Vulnerable

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

Opening Lead: ♥ J

Bidding: East has a balanced 19pts so rebids 3NT.  
Lead: East wins ♥J with whatever card he thinks will be to his advantage ♥A/K/Q?  
Declarer hopes to make 3♠, 3♥, 1♣ and maybe 3 or 4♦. Suppose declarer leads ♠10 and another spade if North (correctly) ducks. Suppose North wins 2nd spade and plays another heart. Now declarer needs to force an entry to dummy's spades, which he can achieve by lead a low diamond twice.

<-Makeable contracts->

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

Best Opening Leads:

**12**

♠ Q1042  
♥ 954  
♦ K104  
♣ 942

♠ 765  
♥ AKQ  
♦ QJ932  
♣ 63

♠ K83  
♥ J108  
♦ A8  
♣ KQJ75

♠ AJ9  
♥ 7632  
♦ 765  
♣ A108

Dealer: West  
N-S Vulnerable

West	North	East	South
1 NT	Pass	3 NT	Pass
Pass	Pass		

Opening Lead: ♠ 2

Bidding: West's hand is suitable for 1NT, leading to 3NT.  
Play: Suppose declarer plays low from dummy. South should play ♠J, which wins. Now what? South can see that long club suit - and so should shift to a diamond to try to knock out dummy's only entries. Good defence should defeat 3NT.

<-Makeable contracts->

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

Best Opening Leads:

**13**

♠ Q10842  
♥ K  
♦ Q2  
♣ 109854

♠ 76  
♥ QJ4  
♦ J10954  
♣ Q32

♠ AK53  
♥ 97632  
♦ 87  
♣ 76

♠ J9  
♥ A1085  
♦ AK63  
♣ AKJ

Dealer: North  
Both Vulnerable

West	North	East	South
	Pass	Pass	2 NT
Pass	3 ♥	Pass	3 ♠
Pass	3 NT	Pass	Pass
Pass			

Opening Lead: ♦ J

Attacking dummy's entries  
Bidding: North shows a 5-card spade suit with this transfer sequence, so South passes 3NT.  
Play: Declarer may be tempted to play ♦Q at trick 1 (a mistake). He might now lead a club to ♣J but if West wins ♣Q he should lead a heart - which knocks out the last entry to dummy - and now declarer will not be able to run his spades or clubs: making only 2♥, 3♦, 2♣.  
There are many ways to make 3NT, winning the first trick with ♦K and giving up on the club finesse to make 4♣, for example.

<-Makeable contracts->

....C	D	H	S	NT
....=	=	=	=	==
N	4	2	3	5
E				4

**14**

♠ Q106  
♥ 952  
♦ J653  
♣ Q75

♠ 984  
♥ A8  
♦ A4  
♣ KJ10986

♠ K75  
♥ K76  
♦ KQ872  
♣ A3

♠ AJ32  
♥ QJ1043  
♦ 109  
♣ 42

Dealer: East  
Neither Vulnerable

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

Opening Lead: ♥ Q

The bidding is likely to reach 3NT  
Play: Suppose declarer wins ♥K and leads clubs. If North is able to win ♣Q he must realise the clubs are now established, so this is a time for an active defence. Lead ♠10 or ♠Q (cards higher than any in dummy). Now you can collect 4 spades, plus ♣Q. Without this defence, declarer could make 5♣, 3♦ and 2♥.  
Note: Declarer played the clubs the wrong way. He should have finessed into the safe hand, as ♠K is vulnerable to an attack from North.

<-Makeable contracts->

....C	D	H	S	NT
....=	=	=	=	==
N	-	-	-	-
S	-	-	-	-
E	6	4	1	3
W				5

**15**

♠ K65  
♥ KQJ10875  
♦ K3  
♣ 2

♠ J104  
♥ 32  
♦ A8542  
♣ J53

♠ AQ82  
♥ 96  
♦ QJ107  
♣ 764

♠ 973  
♥ A4  
♦ 96  
♣ AKQ1098

Dealer: South  
N-S Vulnerable

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

Opening Lead: ♦ Q

Bidding: After South opens and rebids clubs North will surely jump to 4♥.  
Lead: Top of a 3-card sequence is attractive. This denies the ♦K so West wins ♦A and must realise there are no more diamond tricks available for the defence. With that threatening club suit West must lead into dummy's weakness: ♠J. Without this defence declarer has up to 13 tricks in hearts and clubs.

<-Makeable contracts->

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

Best Opening Leads:

**16**

♠ 76  
♥ 7642  
♦ J10854  
♣ 32

♠ Q9  
♥ K1085  
♦ AK63  
♣ AQJ

♠ J10842  
♥ A  
♦ Q2  
♣ 109854

♠ AK53  
♥ QJ93  
♦ 97  
♣ K76

Dealer: West  
E-W Vulnerable

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

Opening Lead: ♦ J

Bidding: West shows a balanced 19 points by rebidding 3NT.  
Play: Declarer may be tempted to play ♦Q at trick 1 (a mistake). He might now lead a club to ♣J and then maybe ♠Q. South wins, and should switch to a low heart - which knocks out the last entry to dummy - and now declarer will not be able to run his spades or clubs: making only 2♥, 3♦, 3♣.  
There are many ways to make 3NT, winning the first trick with ♦K and giving up on the club finesse to make 4 clubs.

<-Makeable contracts->

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

**17**

♠ 1043  
♥ KQJ  
♦ AKQJ8  
♣ 53

♠ 8752  
♥ 109852  
♦ 109  
♣ 62

♠ KQJ  
♥ A74  
♦ 754  
♣ A874

♠ A96  
♥ 63  
♦ 632  
♣ KQJ109

Dealer: North  
Neither Vulnerable

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

Opening Lead: ♥ 10

Attacking dummy (weakness or entries).  
Bidding: Is likely to end in 3NT.  
Lead: Top of a sequence.  
Play: With 14 pts, West must realise partner has nothing. Win ♥A and play ♠K to knock out the only entry to dummy. You still have ♣A and will be able to prevent declarer getting to dummy to run the clubs. Declarer should always manage 9 tricks: 1♠, 2♥, 5♦ and 1♣, but will make more if you allow him to run the clubs.

<-Makeable contracts->

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

**18**

♠ KQJ4  
♥ 87  
♦ A1083  
♣ AQ5

♠ 10763  
♥ 65  
♦ K94  
♣ J1063

♠ A8  
♥ AK10932  
♦ 72  
♣ K42

♠ 952  
♥ QJ4  
♦ QJ65  
♣ 987

Dealer: East  
N-S Vulnerable

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

Opening Lead: ♥ A

Bidding: North should start by doubling, and should compete to 3♦. West's 2♥ bid shows extra length or strength.  
Lead: ♥A, and East should play high low.  
Play: If West plays a 3rd round of diamonds, East can overruff with ♦9 if dummy ruffs low, and still make ♦K - declarer will lose 1 spade, 2 hearts, 2 diamonds and at least 1 club. Declarer does best to discard a losing club from dummy at trick 3, rather than ruffing.

<-Makeable contracts->

	C	D	H	S	NT
....	=	=	=	=	==
N	-	2	-	1	-
S	-	2	-	1	-
E	2	-	2	-	-

**19**

♠ QJ  
♥ Q9  
♦ QJ932  
♣ J1084

♠ 743  
♥ J65  
♦ 75  
♣ AKQ32

♠ AK65  
♥ A43  
♦ AK64  
♣ 65

♠ 10982  
♥ K10872  
♦ 108  
♣ 97

Dealer: South  
E-W Vulnerable

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

Opening Lead: ♦ Q

Bidding: Should be straightforward.  
Play: Declarer has 8 top tricks. With no other entries to dummy, declarer must duck the first club trick, in order to ensure the contract against the most likely 4:2 club division.

<-Makeable contracts->

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

Best Opening Leads:  
vs East 3N: S-10982 H-10872 D-108 C-97  
vs West 3N: Any Card  
vs East 3S: S-10982 H-10872 D-108 C-97  
vs West 3S: Any Card

**20**

♠ KQ42  
♥ 6  
♦ 87653  
♣ QJ6

♠ AJ  
♥ A10732  
♦ KQ2  
♣ 1032

♠ 108753  
♥ KQ95  
♦ J9  
♣ 54

♠ 96  
♥ J84  
♦ A104  
♣ AK987

Dealer: West  
Both Vulnerable

West	North	East	South
Pass	Pass	1 ♥	2 ♣
2 ♥	3 ♣	3 ♥	Pass
Pass	Pass		

Opening Lead: ♣ A

Bidding: A competitive auction might end in 3♥.  
Play: After cashing 2♣, the defence should manage 2♣, 1♦ and 1♠. North must split her honours if a spade is led from dummy, or declarer makes 10 tricks.

<-Makeable contracts->

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

Best Opening Leads:  
vs North 3D: Any Card  
vs South 3D: Any Card  
vs North 2C: C-1032

**21**

♠ AQ85  
♥ AJ76  
♦ A5  
♣ 432

♠ J104  
♥ K542  
♦ K973  
♣ 86

♠ K762  
♥ Q3  
♦ J108  
♣ AJ105

♠ 93  
♥ 1098  
♦ Q642  
♣ KQ97

Dealer: North  
N-S Vulnerable

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

Opening Lead: ♦ 3

Bidding: 1NT by South denies a 4-card spade suit, so should be passed out. 2♥ is another possible response.  
The computer's best lead is: S-J104 H-542 C-86, but maybe West will choose a diamond!  
Play: There are lots of finesses to try on this hand. The first key play is a low diamond from dummy, winning with ♦Q. Now lead ♥10 letting it run to ♥Q. East should knock out ♦A, and now declarer leads a low club, winning in hand unless East plays ♠A. Declarer may well manage 2♣, 2♦, 3♥ and 1♠.

<-Makeable contracts->

....C	D	H	S	NT
....=	=	=	=	==
N	2	-	1	-
S	2	-	1	-

Best Opening Leads:  
vs South 1N: S-J104 H-542 C-86

**22**

♠ J10954  
♥ K854  
♦ 62  
♣ J10

♠ KQ2  
♥ Q632  
♦ 953  
♣ AK8

♠ 863  
♥ A9  
♦ KQJ108  
♣ 632

♠ A7  
♥ J107  
♦ A74  
♣ Q9754

Dealer: East  
E-W Vulnerable

West	North	East	South
		Pass	Pass
1 NT	Pass	Pass	Pass

Opening Lead: ♠ J

Lead: ♠J  
Play: Declarer should aim to establish the diamonds. Suppose South wins the first trick with ♠A, rather than continuing spades, South should switch to ♥J to knock out the only possible entry to dummy ♥A. When diamonds are played, North plays HIGH->LOW to show an even number. This holds declarer to 2♠, 1♥, 2♦ and 2♣ - just making 7 tricks.

<-Makeable contracts->

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

Best Opening Leads:

**23**

♠ J53  
♥ 63  
♦ QJ92  
♣ A542

♠ AK108  
♥ J1072  
♦ 875  
♣ 76

♠ Q9  
♥ AQ854  
♦ K64  
♣ K93

♠ 7642  
♥ K9  
♦ A103  
♣ QJ108

Dealer: South  
Both Vulnerable

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

Opening Lead: ♣ Q

Bidding: West should raise to 2♥, which should end the auction  
Lead: Top of a 3-card sequence is attractive. This denies the ♠K so North wins ♠A and must realise there are no more club tricks available for the defence. The best switch is into dummy's weakness: ♦Q. Now the defence can take 1♥, 3♦ and 1♠. Otherwise declarer might be able to discard diamond losers on the spades.

<-Makeable contracts->

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

Best Opening Leads:

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♠ 7652  
♥ AK  
♦ QJ93  
♣ Q63

♠ A94  
♥ QJ62  
♦ K1052  
♣ 82

♠ QJ10  
♥ 9543  
♦ 764  
♣ A94

♠ K83  
♥ 1087  
♦ A8  
♣ KJ1075

Dealer: West  
Neither Vulnerable

West	North	East	South
Pass	1 NT	Pass	2 NT
Pass	Pass	Pass	

Opening Lead: ♠ Q

Bidding: South might invite game.  
Play: The defence might start with 3 spades, though this sets up a spade for declarer. After cashing 3 spades, perhaps the defence should play a diamond to try to knock out the only entry to dummy. Also East needs to hold up his ♠A to prevent declarer running the suit.

<-Makeable contracts->

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

Best Opening Leads:  
vs North 1N: S-QJ10 H-9543 D-764