

1

♠ AK1084
♥ 952
♦ K4
♣ AJ9

♠ 63
♥ J10864
♦ 986
♣ 1082

♠ 2
♥ AKQ3
♦ J752
♣ Q653

♠ QJ975
♥ 7
♦ AQ103
♣ K74

Dealer: North
Neither Vulnerable

West	North	East	South
	1 ♠	Dbl	4 ♥
Pass	4 NT	Pass	5 ♦
Pass	6 ♠	Pass	Pass
Pass			

Opening Lead: ♥ A

Splinter Bids
Bidding: Over a takeout double, splinters still apply, and South's splinter is like gold! North might well jump to 6♠ after finding a missing ace. If you follow the recommendation that South's singleton is not an ace, it must be ♦A, which makes it easier for North to bid the slam.
Play: After losing the first trick, ruff a heart, draw trumps in 2 rounds, ruff the last heart, and discard ♣9 on dummy's good diamond.

<-Makeable contracts->

....C	D	H	S	NT
....=	=	=	=	==
N	-	-	6	2
S	-	-	6	2
E	-	-	-	-
W	-	-	-	-

2

♠ QJ75
♥ AJ84
♦ QJ42
♣ Q

♠ K843
♥ Q65
♦ K76
♣ KJ10

♠ 96
♥ K1093
♦ 105
♣ A6542

♠ A102
♥ 72
♦ A983
♣ 9873

Dealer: East
N-S Vulnerable

West	North	East	South
		Pass	Pass
1 NT	Pass	Pass	Pass

Opening Lead: ♠ 5

Bidding: 1NT should be passed out.
Lead: Suppose North leads a spade.
Play: Suppose South wins ♠A and continues with ♠10, continuing with spades until West takes ♠K. Declarer's best bet is clubs: lead ♠K - North plays ♠Q, which is good and bad news. You can cash ♣J10 but cannot really afford to overtake (unless South has discarded a club). Fortunately you can get to dummy with a heart to run the clubs.

<-Makeable contracts->

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

3

♠ A1075
♥ QJ107
♦ 4
♣ AK106

♠ Q94
♥ 985
♦ A975
♣ 875

♠ KJ62
♥ 6
♦ Q10832
♣ Q32

♠ 83
♥ AK432
♦ KJ6
♣ J94

Dealer: South
E-W Vulnerable

West	North	East	South
			1 ♥
Pass	4 ♦	Pass	4 ♥
Pass	Pass	Pass	

Opening Lead: ♥ 5

Bidding: North can make a splinter in support of hearts, but South has a minimum hand, with a poor diamond holding and with nothing to cue-bid and retreats to 4♥.
Lead: I would not lead a diamond, but maybe a trump. The computer has found that the best lead is ♠9!
Play: Declarer may lose 1♠, 1♦ and 1♣. You may be able to discard a spade loser on the 4th club. If the the opponents do not lead a diamond, the best way to play this suit is lead ♦4 from dummy and see what East plays. Many defenders would play ♦A if they had it, so play ♦J, losing to ♦A.

<-Makeable contracts->

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

4

♠ 4
♥ Q987642
♦ 532
♣ J3

♠ 3
♥ K10
♦ KQ10876
♣ K762

♠ KQJ762
♥ J3
♦ A
♣ A1084

♠ A10985
♥ A5
♦ J94
♣ Q95

Dealer: West
Both Vulnerable

West	North	East	South
1 ♦	Pass	1 ♠	Pass
2 ♦	Pass	4 ♠	Pass
Pass	Pass		

Opening Lead: ♦ 4

Bidding: If West rebids 2♦, maybe East will jump to 4♠. If South passes, that will end the auction. If South doubles 4♠, maybe West will try 4NT - which cannot be Blackwood after the double.
Lead: A tough choice!
Play: In 4♠ with the 5:1 trump break, declarer may lose 3♠ and ♥A.

<-Makeable contracts->

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

Best Opening Leads:
vs North 1H: Any Card

5

♠ 976
♥ 42
♦ KQ42
♣ Q1062

♠ KJ532
♥ A6
♦ J1097
♣ J8

♠ AQ108
♥ KQ1098
♦ 6
♣ AK9

♠ 4
♥ J753
♦ A853
♣ 7543

Dealer: North
N-S Vulnerable

West	North	East	South
	Pass	1 ♥	Pass
1 ♠	Pass	4 ♦	Pass
4 ♥	Pass	4 NT	Pass
5 ♥	Pass	6 ♠	Pass
Pass	Pass		

Opening Lead: ♠ 6

Bidding: East can splinter to show spade support, enough for game and a singleton or void in diamonds. East needs something like 19 points (including dummy points), as partner has only promised 6 points. The 5♥ response to RKCB 4NT shows 2 key cards. Lead: A trump or ♦K

Play: Draw trumps in 3 rounds, and then play hearts. You will have to ruff a heart, but can still discard 2 diamonds, and ruff a diamond in dummy. Another line of play is to ruff a couple of diamonds before drawing trumps. Still making 12 tricks.

<-Makeable contracts->

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

6

♠ Q1064
♥ AK
♦ 876
♣ J1093

♠ 82
♥ J54
♦ K943
♣ 8654

♠ K5
♥ Q632
♦ AJ1052
♣ K2

♠ AJ973
♥ 10987
♦ Q
♣ AQ7

Dealer: East
E-W Vulnerable

West	North	East	South
		1 ♦	1 ♠
Pass	3 ♠	Pass	4 ♠
Pass	Pass	Pass	

Opening Lead: ♦ 3

Bidding: South is suitable for an overcall, and North should jump to show 10+ pts and a good fit.

Play: Suppose the defence try to cash 2 diamonds. Declarer can ruff and should cross to ♥A in order to lead ♠Q for a successful finesse. Based on his bidding, East is likely to have both ♠K and ♣K, so you can finesse against him twice to make 12 tricks!

<-Makeable contracts->

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

Best Opening Leads:
vs North 2N: D-AJ1052

7

♠ AQJ82
♥ 865
♦ 1093
♣ 54

♠ K63
♥ J10
♦ K842
♣ J1082

♠ 1095
♥ Q74
♦ A5
♣ AK963

♠ 74
♥ AK932
♦ QJ76
♣ Q7

Dealer: South
Both Vulnerable

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

Opening Lead: ♥ A

Bidding: A competitive auction could end in 3♣ or 3♥.

Play: If South leads ♥A, a good switch is to partner's suit: ♠7, which allows the defence to take the first 5 tricks: 3♠ and 2♥. The computer has found a way to hold declarer to 7 tricks.

<-Makeable contracts->

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

Best Opening Leads:
vs North 1S: D-A C-AK
vs South 1S: D-842 C-J1082

8

♠ KJ76542
♥ Q98
♦ 94
♣ Q

♠ 3
♥ A1053
♦ AQ832
♣ K108

♠ A98
♥ 764
♦ J75
♣ J943

♠ Q10
♥ KJ2
♦ K106
♣ A7652

Dealer: West
Neither Vulnerable

West	North	East	South
1 ♦	3 ♠	Pass	Pass
Pass			

Opening Lead: ♦ 5

Bidding; Perhaps pre-emptive overcall will end the auction in 3♠.

Play: Declarer should just make 3♠: losing 1♠, 1♥ and 2♦.

<-Makeable contracts->

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

Best Opening Leads:
vs North 3S: Any Card
vs South 3S: S-3 H-A1053 C-K108
vs East 1N: S-Q10 H-K
vs West 1N: S-KJ76542 H-98
vs East 2H: S-Q10 H-KJ2 C-A7652

9

♠ 83
♥ A987
♦ AK653
♣ A8

♠ AQ754
♥ J10
♦ 10
♣ QJ1064

♠ J1062
♥ KQ432
♦ 87
♣ 97

♠ K9
♥ 65
♦ QJ942
♣ K532

Dealer: North
E-W Vulnerable

West	North	East	South
	1♦	1♠	3♦
3♠	4♦	Pass	Pass
Pass			

Opening Lead: ♣ Q

Bidding: West should compete to the 3 level with 9 trumps. It sounds to North like both sides have a good fit, which may influence North to bid 4♦.

Play: The bidding makes it likely that East has ♠A. Trumps fall in 2 rounds, so declarer can ruff 2 hearts in dummy to lose just 1♠ and 1♥, though 5♦ or 3NT are both hard to bid.

<-Makeable contracts->

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

Best Opening Leads:
vs North 3N: Any Card

10

♠ J
♥ QJ74
♦ J742
♣ AK84

♠ A10974
♥ A1083
♦ A10
♣ 106

♠ KQ832
♥ K92
♦ K986
♣ 9

♠ 65
♥ 65
♦ Q53
♣ QJ532

Dealer: East
Both Vulnerable

West	North	East	South
		1♠	Pass
4♣	Pass	4♦	Pass
4♠	Pass	Pass	Pass

Opening Lead: ♠ 5

Bidding: 4♣ is a splinter bid, 4♦ is a cuebid, which fits well with the West hand, but West has nothing to cuebid, so maybe settles for 4♠.

Play: There is no obvious way to avoid a heart and a club loser. If declarer leads a low heart from dummy at some point, North must split his honours.

<-Makeable contracts->

....C	D	H	S	NT
....=	=	=	=	==
N	1	-	-	-
S	1	-	-	-
E	-	2	4	5
W	-	2	4	5

Best Opening Leads:
vs North 1C: S-A10974 H-A1083 D-A10
vs South 1C: S-KQ832 H-K92 D-K986

11

♠ KJ532
♥ AK4
♦ J10652
♣

♠ 76
♥ 10953
♦ KQ
♣ Q9762

♠ AQ10984
♥ Q2
♦ A3
♣ 1043

♠ J876
♥ 9874
♦ AKJ85
♣

Dealer: South
Neither Vulnerable

West	North	East	South
			1♠
2♣	4♣	5♣	5♦
Pass	5♥	Pass	6♠
Pass	Pass	Pass	

Opening Lead: ♣ A

Alternatives to finesses.

Bidding: If West overcalls 2♣, North can still make a splinter bid of 4♣ to show spade support with a singleton or void. A 5♣ bid means you cannot use Blackwood, but you could cuebid!

Play: If a club is led, ruff in dummy. You can draw trumps, cash ♥Q, ♥AK, discarding ♦3, and then crossruff for 13 tricks.

<-Makeable contracts->

....C	D	H	S	NT
....=	=	=	=	==
N	-	3	-	7
S	-	3	-	7
E	2	-	2	-
W	2	-	2	-

Best Opening Leads:
vs North 2N: C-Q9762

12

♠ Q94
♥ 985
♦ A975
♣ 875

♠ A1075
♥ QJ107
♦ 4
♣ AK106

♠ 83
♥ AK432
♦ KJ6
♣ J94

♠ KJ62
♥ 6
♦ Q10832
♣ Q32

Dealer: West
N-S Vulnerable

West	North	East	South
1♥	Pass	4♦	Pass
4♥	Pass	Pass	Pass

Opening Lead: ♥ 5

Bidding: East can make a splinter in support of hearts, but West has a minimum hand, with a poor diamond holding and with nothing to cue-bid and retreats to 4♥.

Lead: I would not lead a diamond, but maybe a trump. The computer has found that the best lead is ♠9!

Play: Declarer may lose 1♠, 1♦ and 1♣. You may be able to discard a spade loser on the 4th club. If the the opponents do not lead a diamond, the best way to play this suit is lead ♦4 from dummy and see what South plays. Many defenders would play ♦A if they had it, so play ♦J, losing to ♦A.

<-Makeable contracts->

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

13

♠ AK1098
♥ Q98
♦ 6
♣ KQ87

♠ 65
♥ 543
♦ KQ8532
♣ 53

♠ J4
♥ AK10762
♦ 74
♣ J106

♠ Q732
♥ J
♦ AJ109
♣ A942

Dealer: North
Both Vulnerable

West	North	East	South
	1 ♠	2 ♥	4 ♥
Pass	4 NT	Pass	5 ♠
Pass	6 ♠	Pass	Pass
Pass			

Opening Lead: ♥ A

Bidding: Even if East overcalls, South can splinter with a 4♥ bid to show support for spades and enough points for game. 4NT is RKCB and 5♠ shows 2 keycards and ♠Q. If you follow the recommendation that a splinter bid should not be a singleton ace, North will know that this shows ♣A and ♠A.

Lead: ♥A, then maybe a trump?

Play: Declarer should aim to ruff 2 hearts in dummy before drawing trumps.

<-Makeable contracts->

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

14

♠ 963
♥ KQ105
♦ K1062
♣ K8

♠ Q52
♥ AJ943
♦ 94
♣ AJ9

♠ AKJ74
♥ 2
♦ A5
♣ 106532

♠ 108
♥ 876
♦ QJ873
♣ Q74

Dealer: East
Neither Vulnerable

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

Opening Lead: ♦ Q

Bidding: Once East rebids 2♠, this should lead to 4♠.

Play: Declarer's best bet is to establish the clubs: Win ♠A, draw trumps and lead a low club to ♣9 and ♣K. If a diamond is returned, ruff the 3rd round and lead another club to ♣J, losing only 1♦ and 1♣.

<-Makeable contracts->

....C	D	H	S	NT
....=	=	=	=	==
N	-	1	-	-
S	-	1	-	-
E	5	-	2	5
W	5	-	2	5

Best Opening Leads:
vs North 1D: S-AKJ74 H-2 D-A C-106532
vs South 1D: Any Card
vs East 2N: D-QJ873

15

♠ 432
♥ KJ84
♦ J54
♣ 853

♠ KQ98
♥ 1093
♦ AK
♣ AKJ4

♠ AJ7
♥ Q65
♦ Q987
♣ Q97

♠ 1065
♥ A72
♦ 10632
♣ 1062

Dealer: South
N-S Vulnerable

West	North	East	South
			Pass
2 NT	Pass	4 NT	Pass
Pass	Pass		

Opening Lead: ♥ 4

Bidding: East's 4NT in response to 2NT is not Blackwood, but is quantitative (invitational) to 6NT. West passes with a minimum.

Play: If declarer plays low from dummy at trick 1 he will make his contract, as the opponents can only take 2 tricks, and he has 11 tricks outside the heart suit. If he plays ♥Q, the opponents can run the first 4 hearts.

<-Makeable contracts->

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

Best Opening Leads:

16

♠ 5
♥ J54
♦ KQ53
♣ J9763

♠ J87
♥ 8763
♦ 8
♣ AKQ105

♠ 9632
♥ A9
♦ AJ9764
♣ 4

♠ AKQ104
♥ KQ102
♦ 102
♣ 82

Dealer: West
E-W Vulnerable

West	North	East	South
Pass	Pass	2 ♦	2 ♠
Pass	Pass	Pass	

Opening Lead: ♣ A

Bidding: Neither side has a good fit. A 2♠ overcall, over a weak 2♦ could end the auction.

Lead: Maybe start with ♣AK and then a singleton diamond. If declarer calls for ♦K or ♦Q, win ♠A and give partner a ruff.

Declarer could easily lose 6 tricks: 2♠, 1♥, 1♦ and 2♣, though the computer finds that best defence will defeat 2♠ by 2 tricks.

<-Makeable contracts->

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

Best Opening Leads:

17

♠ 9754
♥ 94
♦ 852
♣ QJ98

♠ KQ32
♥ Q87
♦ J1063
♣ 72

♠ 86
♥ K652
♦ AKQ9
♣ A43

♠ AJ10
♥ AJ103
♦ 74
♣ K1065

Dealer: North
Neither Vulnerable

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

Opening Lead: ♣ 5

Bidding: East shows a balanced hand with 15-16pts.
Lead: Perhaps a club.
Play: Suppose you duck twice, and lead a low spade towards dummy. If that wins, cross to ♠A and lead another spade. You will probably manage 8 tricks: 2♠, 1♥, 4♦ and 1♣.
-<Makeable contracts->

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

Best Opening Leads:
vs North 1C: Any Card
vs South 1C: S-KQ H-Q87 D-J1063 C-72
vs East 2N: Any Card

18

♠ A109
♥ 4
♦ AQ1087
♣ 10753

♠ 8765
♥ A975
♦ 952
♣ Q9

♠ Q32
♥ J10832
♦ 6
♣ KJ62

♠ KJ4
♥ KQ6
♦ KJ43
♣ A84

Dealer: East
N-S Vulnerable

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

Opening Lead: ♥ 5

Bidding: After a raise to 3♦, South should try 3NT, rather than 5♦.
Play: Suppose you beat ♥10 with ♥Q. You have 9 tricks: 2♠, 1♥, 5♦ and 1♣. You can make one more in spades, but do not risk East gaining the lead, as a spade could defeat the contract.
-<Makeable contracts->

....C	D	H	S	NT
....=	=	=	=	==
N	3	4	-	2
S	3	4	-	2
E	-	-	1	-
W	-	-	1	-

Best Opening Leads:
vs North 4N: Any Card
vs South 4N: S-8765 H-975 D-952 C-Q9

19

♠ AQ97
♥
♦ AKQ1032
♣ 974

♠ J106
♥ A52
♦ 764
♣ 10852

♠ 4
♥ KQ8643
♦ 98
♣ KQJ3

♠ K8532
♥ J1097
♦ J5
♣ A6

Dealer: South
E-W Vulnerable

West	North	East	South
	1 ♦	1 ♥	Pass
Pass	4 ♥	Dbl	5 ♣
2 ♥	6 ♠	Pass	Pass
Pass			

Opening Lead: ♥ A

Bidding: South's 1♠ should show 5 spades, as a negative double would show 4. North should count dummy points - and raise to game, or bid 4♥, if playing splinter bids. If South shows 1st rounds control in clubs, surely this will lead to a slam.
Play: If a heart is led, ruff in dummy, draw trumps and run the diamonds, discarding 4 losers: 1♣ and 3♥ to make 13 tricks on 24 combined points.
-<Makeable contracts->

....C	D	H	S	NT
....=	=	=	=	==
N	-	6	-	7
S	-	6	-	7
E	-	-	2	-
W	-	-	2	-

Best Opening Leads:

20

♠ K975
♥ J2
♦ A1084
♣ K107

♠ 82
♥ K1043
♦ 9752
♣ 983

♠ Q106
♥ 975
♦ KJ3
♣ AJ62

♠ AJ43
♥ AQ86
♦ Q6
♣ Q54

Dealer: West
Both Vulnerable

West	North	East	South
Pass	Pass	Pass	1 ♥
Pass	1 ♠	Pass	3 ♠
Pass	4 ♠	Pass	Pass
Pass			

Opening Lead: ♥ 7

Bidding: South is worth jumping with 15 points and a doubleton.
Lead: A horrible choice - perhaps a heart is the best choice.
Play: Suppose West wins ♥K and returns a diamond. One loser can be discarded on a heart, and with the trump finesse working, declarer should lose 1 heart, 1 diamond and 1 club.
-<Makeable contracts->

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

Best Opening Leads:
vs North 4N: Any Card

21

♠ 76
♥ AQ72
♦ AJ1087
♣ AQ

♠ AQ843
♥ 1098
♦ 5
♣ 8765

♠ 1095
♥ K543
♦ 62
♣ K1093

♠ KJ2
♥ J6
♦ KQ943
♣ J42

Dealer: North
N-S Vulnerable

West	North	East	South
	1 ♦	Pass	3 ♦
Pass	3 ♥	Pass	3 ♠
Dbf	4 ♦	Pass	Pass
Pass			

Opening Lead: ♠ 10

Bidding: North makes a game-try bid, by bidding 3♥ and North responds 3♠, showing a stopper. West can double this artificial bid, instructing partner to lead a spade. North might well retreat to 4♦, rather than 3NT.

Play: In 3NT, the defence can take at least 5 spades and 2 kings - down 2. Even 4♦ may not make after a spade lead, as declarer has 4 losers: 2♠, 1♣ and 1♥.

<-Makeable contracts->

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

Best Opening Leads:

22

♠ J
♥ 532
♦ KQJ107
♣ A986

♠ K10974
♥ 864
♦ 8
♣ QJ32

♠ A653
♥ AKQJ
♦ 954
♣ K5

♠ Q82
♥ 1097
♦ A632
♣ 1074

Dealer: East
E-W Vulnerable

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

Opening Lead: ♦ K

Bidding: Once West bids spades, East counts 6 losers so jumps to 3♠. West has 8 losers so might bid game.

Play: Suppose you ruff the 2nd diamond and led a low spade. When North drops ♠J, it makes it more likely (according to restricted choice) that South has ♠Q. So lead a spade back to ♠9. You might lose just 2 tricks: 1♣ and 1♦.

<-Makeable contracts->

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

Best Opening Leads:

23

♠ J10652
♥ KQ52
♦ AQ42
♣

♠ AQ4
♥ 63
♦ J1095
♣ Q976

♠ 987
♥ 7
♦ 8763
♣ AKJ85

♠ K3
♥ AJ10984
♦ K
♣ 10432

Dealer: South
Both Vulnerable

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

Opening Lead: ♦ J

Alternatives to finesses.

Bidding: North might try a splinter bid in support of hearts, but South might well return to 4♥, with nothing to cue bid and a minimum hand.

Lead: ♦J Top of a sequence.

Play: Win ♦K. Ruff a club (low), cash ♦AQ, discarding 2 spades. Ruff a spade low, ruff a club low. You are now left with high trumps only, so crossruff for 13 tricks.

<-Makeable contracts->

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

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♠ 6
♥ 10962
♦ Q62
♣ AQ862

♠ 74
♥ AKJ
♦ A8743
♣ K53

♠ KQ10852
♥ 853
♦ 10
♣ J109

♠ AJ93
♥ Q74
♦ KJ95
♣ 74

Dealer: West
Neither Vulnerable

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

Opening Lead: ♣ 7

Bidding: If NS do not intervene, a 2♠ rebid should end the auction.

Lead: A doubleton club could be better than leading away from your red-suit honours.

Play: North can win ♣Q, ♣A and give partner a ruff. With the bad trump division, declarer will lose 2 more trumps but can avoid heart loser with a finesse - 8 tricks.

<-Makeable contracts->

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

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Dealer: North
E-W Vulnerable

West	North	East	South
	1 ♠	2 ♦	4 ♦
Pass	4 ♠	Pass	4 NT
Pass	5 ♠	Pass	6 ♥
Pass	Pass	Pass	

Opening Lead: ♦ A

♠ A4
♥ AQ532
♦ J1097
♣ KJ

♠ 109853
♥ 4
♦ 853
♣ 7543

♠ 2
♥ 976
♦ AKQ42
♣ Q1062

♠ KQJ76
♥ KJ108
♦ 6
♣ A98

Bidding: This slam can only really be bid if NS use splinter bids. Normally splinter bids are off after an overcall, unless you splinter in the opponents suit. 4♠ is a cuebid, which fits in well (if it is an ace). RKCB uncovers 2 aces and ♥Q.
Play: There is just one diamond loser.

<-Makeable contracts->

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

Best Opening Leads:
vs North 4N: D-AKQ
vs South 4N: D-853

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Dealer: East
Both Vulnerable

West	North	East	South
		1 ♠	Pass
2 ♣	Pass	2 ♠	Pass
4 NT	Pass	5 ♠	Pass
6 ♠	Pass	Pass	Pass

Opening Lead: ♥ Q

♠ 54
♥ K94
♦ 10752
♣ 10932

♠ 1097
♥ A5
♦ AK98
♣ AKQ5

♠ AKQJ6
♥ 82
♦ Q64
♣ 764

♠ 832
♥ QJ10763
♦ J3
♣ J8

Bidding: West has a difficult bid as a jump shift should show a 5 card suit. 2♣ is the best bid here - even with 20 pts. When East rebids spades, there must be a fit there. Roman key card blackwood finds ♠AKQ.
Play: It may seem to North that his hand is worthless, but he has to find the right defence. He should encourage by playing ♥9. Declarer has 12 top tricks, but can make a 13th if North discards a minor suit when East runs trumps. Declarer's best play is to play all his trumps, forcing North to discard his hearts, before touching the minor suits. North must discard hearts (partner should have ♥J), and keep length with dummy. Good defence holds declarer to 12 tricks.

<-Makeable contracts->

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Dealer: South
Neither Vulnerable

West	North	East	South
			1 ♣
Pass	1 ♥	Pass	3 ♠
Pass	4 ♦	Pass	6 ♥
Pass	Pass	Pass	

Opening Lead: ♦ J

♠ K1097
♥ Q85432
♦ A
♣ 85

♠ AQ52
♥ J10
♦ K853
♣ Q76

♠ J8643
♥ 6
♦ J10762
♣ 93

♠
♥ AK97
♦ Q94
♣ AKJ1042

Bidding: With 17 points and a void, South uses a splinter to show a singleton or void. North's spade holding is not good, but with 6 trumps and a singleton ace, North is happy to cue bid his ♦A, which leads to 6♥. North expects South to have control of the club suit as he bid that suit.

Lead: ♦J
Play: You have 4 spade losers in your hand. You can ruff 2 in dummy and discard 2 more on the clubs. The best way to establish the clubs is by ruffing the 3rd round.

<-Makeable contracts->

....C	D	H	S	NT
....=	=	=	=	==
N	6	1	7	1
S	6	1	7	1
E	-	-	-	-
W	-	-	-	-