

Board 1

North Deals

None Vul

Establish winners in a long suit

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

1 NT by East

Establish winners in a long suit

South should lead ♠10. Top of a sequence in best suit.

East can see six top tricks (2♠, 0♥, 1♦, 3♣)

East must make two spades on the lead and hopes for the

extra trick from clubs. Win ♠Q, play ♣2 to ♣Q and ♣3 to

♣A. Cash ♣K. When South shows out, lose a club to

North to set up seventh trick. ♠A is entry to cash the club.

Cash the honour in the short hand first.

Board 2

East Deals

N-S Vul

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

3 NT by South

Establish winners in a long suit

West should lead ♥10, top of sequence in best suit.

East can see seven top tricks (2♠, 2♥, 1♦, 2♣)

East can make the two extra tricks by setting up the small

cards in the club suit. Win ♥A, play ♣A and ♣7 to ♣K.

Provided both opponents follow, there is only one club

outstanding. Play a third club and give East the trick. The

♣5 4 are now winners and ♥K is an entry to cash them.

Board 3
South Deals
E-W Vul

Establish winners in a long suit

♠ 7 5 3		
♥ A 7 6 4		
♦ 9		
♣ Q J 10 9 2		
♠ Q 9 2		♠ A K 6
♥ J 10 3		♥ Q 9 8 5
♦ A K Q 5 4		♦ 6 3 2
♣ A K		♣ 8 7 6
	♠ J 10 8 4	
	♥ K 2	
	♦ J 10 8 7	
	♣ 5 4 3	
7		
19 9		
5		

3 NT by West

Establish winners in a long suit

North should lead ♣Q.

West can see eight top tricks (3♠, 0♥, 3♦, 2♣)

If opponents' diamonds break 3-2, West has two more

diamond winners. West plays diamonds from the top.

North shows out on the second round, so South has four

diamonds. Give South his diamond trick and ♦5 becomes

the ninth trick. The ♣A is the entry to cash it.

Board 4
West Deals
Both Vul

	♠ Q J 3	
	♥ A 9 6	
	♦ A K 7	
	♣ 10 7 5 3	
♠ 9 8 6 5 4		♠ A 10 7
♥ K 7 3 2		♥ J 5 4
♦ 3 2		♦ J 10 9 6 5
♣ K 9		♣ A Q
	♠ K 2	
	♥ Q 10 8	
	♦ Q 8 4	
	♣ J 8 6 4 2	
14		
6 12		
8		

1 NT by North

Establish winners in a long suit

East should lead ♦J, longest suit to set up tricks.

North can see four top tricks (0♠, 1♥, 3♦, 0♣)

Win ♦K. South can drive out ♠A for two more tricks but

three are needed. Play on clubs and hope they break 2-2.

If they do, that sets up three more tricks with ♥A or ♦Q

as the entry to cash them.

Board 5
North Deals
N-S Vul

Planning in NT Giving up the lead

		♠ 9 7 3	
		♥ 8 5 4	
		♦ Q J 8	
		♣ Q 10 9 5	
♠ K 4 2			♠ A 6
♥ K 6 2			♥ Q J 10 9
♦ 7 4 3			♦ A K 6 2
♣ A K 8 7			♣ 6 4 3
	♠ Q J 10 8 5		
	♥ A 7 3		
	♦ 10 9 5		
	♣ J 2		
5			
13 14			
8			

3 NT by East

You need to make 9 tricks. Be prepared to lose the lead. Plan!

South should lead ♠Q.

East can see 6 top tricks (2♠, 0♥, 2♦, 2♣)

East can make 3 heart tricks by driving out ♥A.

East must play hearts before cashing winners in the other suits.

If you have to lose the lead, do so before cashing your other winners.

Board 6
East Deals
E-W Vul

		♠ A K 5	
		♥ 10 4 3	
		♦ 4 3 2	
		♣ A Q 10 9	
♠ 8 7			♠ Q J 10 9 6
♥ K J 8 6			♥ Q 9 7
♦ K J 9			♦ Q 10 8
♣ 6 4 3 2			♣ K 8
	♠ 4 3 2		
	♥ A 5 2		
	♦ A 7 6 5		
	♣ J 7 5		
13			
8 10			
9			

3 NT by North

You need to make 9 tricks. Be prepared to lose the lead. Plan!

East should lead ♠Q.

North can see 5 top tricks (2♠, 1♥, 1♦, 1♣).

North can make 7 tricks by driving out ♣K before cashing the winners in other suits. Cash the ♣A and play another club. This ensures three club tricks.

North makes 2 spades, 1 heart, 1 diamond, and 3 clubs.

Board 7
South Deals
Both Vul

Planning in NT Giving up the lead

		♠ J 9 2	
		♥ A J 3 2	
		♦ A 10 6	
		♣ 10 4 2	
♠ 7 6 4			♠ A 8 3
♥ 8 6 5			♥ Q 10 9
♦ 9 8 3			♦ J 7 5 2
♣ K Q J 7			♣ 8 6 5
	♠ K Q 10 5		
	♥ K 7 4		
	♦ K Q 4		
	♣ A 9 3		
10			
6 7			
17			

3 NT by South

You need to make 9 tricks. Be prepared to lose the lead. Plan!

West should lead ♣K.

South can see 6 top tricks (0♠, 2♥, 3♦, 1♣).

South can set up three spade tricks by driving out ♠A before cashing the winners in other suits.

North makes 3 spades, 2 hearts, 3 diamonds, and 1 clubs.

If you have to lose the lead, do so before cashing your other winners.

Board 8
West Deals
None Vul

		♠ J 10 9 6 2	
		♥ A 10 8	
		♦ J 4 2	
		♣ A 9	
♠ A K 5			♠ Q 7 4
♥ Q J 6 3 2			♥ 9 4
♦ A 10			♦ 9 8 7 5
♣ J 3 2			♣ K Q 10 6
	♠ 8 3		
	♥ K 7 5		
	♦ K Q 6 3		
	♣ 8 7 5 4		
10			
15 7			
8			

3 NT by West

You need to make 9 tricks. Be prepared to lose the lead. Plan!

North should lead ♠J.

West can see 4 top tricks (3♠, 0♥, 1♦, 0♣).

West can make 7 tricks by driving out ♣A before cashing the winners in other suits.

West makes 3 spades, 0 hearts, 1 diamond, 3 clubs.

If you have to lose the lead, do so before cashing your other winners.

Establish extra top tricks by knocking out high card

Board 9

North Deals

E-W Vul

	♠ J 9 7	
	♥ Q J 10 8	
	♦ J 5 2	
	♣ A 6 4	
♠ 3 2		♠ A K 5
♥ A K 4		♥ 7 5 3 2
♦ A K 6		♦ Q 8 7 3
♣ Q J 10 9 8		♣ 3 2
	♠ Q 10 8 6 4	
9	♥ 9 6	
17 9	♦ 10 9 4	
5	♣ K 7 5	

3 NT by West

Knock out two high cards.

Check it's OK to lose the lead twice.

North should lead ♥Q.

West can see 7 top tricks (2♠, 2♥, 3♦, 0♣)

West can make 9 tricks by winning ♥K and playing ♣Q.

North need not win his ace straightaway. If South wins ♣K first and returns a heart (partner's lead), West wins ♥A and plays ♣J. North wins ♣A and can cash two heart tricks but West makes the rest.

Board 10

East Deals

Both Vul

	♠ A K 5	
	♥ K 4 3	
	♦ 4 3 2	
	♣ Q 10 9 4	
♠ 8 7		♠ Q J 10 9 6
♥ J 10 8 6		♥ Q 9 7
♦ K J 9		♦ Q 10 8
♣ A 6 3 2		♣ K 8
	♠ 4 3 2	
12	♥ A 5 2	
9 10	♦ A 7 6 5	
9	♣ J 7 5	

1 NT by North

Knock out two high cards.

Check it's OK to lose the lead twice.

East should lead ♠Q.

♣North can make 7 tricks by driving out ♣A and ♠K before cashing the winners in other suits. Win ♠A and play ♣4 to South's ♣J at trick 2. Win the spade return with ♠K and play another club. North makes 2 spades, 2 heart, 1 diamond, and 2 clubs

Establish extra top tricks by knocking out high card

Board 11

South Deals

None Vul

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

5
11 15
9

3 NT by East

Knock out two high cards.

Check it's OK to lose the lead twice.

South should lead ♥J.

East can see 4 top tricks (0♠, 3♥, 0♦, 1♣)

East should drive out ♠A at trick two. This sets up three spade winners. Say South plays another heart. East wins and plays on diamonds to drive out ♦A.

East makes 3♠, 3♥, 2♦, and 1♣.

If you have to lose the lead, do so before cashing your other winners.

Board 12

West Deals

N-S Vul

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

8
14 5
13

1 NT by South

Knock out two high cards.

Check it's OK to lose the lead twice.

West should lead ♦Q.

South can see 5 top tricks (0♠, 2♥, 2♦, 1♣).

South wins ♦A and plays ♠Q before touching any other suit. Say West wins and plays another diamond. South wins and plays another spade to drive out ♠K. South now has two spade tricks to go with the five top winners.

Board 13
North Deals
None Vul

Make small cards winners

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

3 NT by North

Make small cards winners

East should lead ♠A.

North can see six top tricks (0♠, 3♥, 0♦, 3♣)
East will probably play ♠A K Q and the ♠2, hoping to get in with ♦A to cash the last spade winner. North must not throw away any of South's clubs on the spades. Win the ♠J and play clubs from the top.
Count them!
After ♣A K Q South's little clubs are all winners.

Board 14
East Deals
N-S Vul

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

3 NT by East

Make small cards winners

South should lead a heart, his best suit.
North plays ♥Q.
This sets up four heart winners for N/S.

East can see 8 top tricks (3♠, 1♥, 4♦, 0♣). A club trick could be set up by driving out ♣A, but N/S can cash four heart winners. Instead hope diamonds break 3-2 or 4-1.
Cash the ♦A J and play ♦4 to dummy. Unless diamonds break 5-0 the fifth diamond will be the ninth trick.

Board 15
South Deals
E-W Vul

Make small cards winners			
	♠ 3 2		
	♥ 6 4 2		
	♦ Q 7 5		
	♣ Q 7 6 4 2		
♠ Q 10 9 8 7		♠ A J 4	
♥ A Q 8		♥ J 10 9	
♦ 6 4 2		♦ K J 9 8	
♣ 10 3		♣ J 9 5	
	♠ K 6 5		
	♥ K 7 5 3		
	♦ A 10 3		
	♣ A K 8		

2 NT by South

Make small cards winners

West should lead ♠10, top of an internal sequence. East wins ♠A and returns ♠J, to set up spade winners.

South can see 5 top tricks (1♠, 0♥, 1♦, 3♣)

South's best chance is that the opposition clubs break 3-2, and then there will be five club tricks to cash. Play the ♣A, ♣K and the ♣8 to dummy. Count the clubs played and South finds the ♣7 and ♣6 are winners. Count the opponents' clubs as they are played.

Board 16
West Deals
Both Vul

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

1 NT by West

Make small cards winners

North should lead ♠K.

West can see 6 top tricks (1♠, 0♥, 4♦, 1♣)

Because West has only one diamond, the ♦J will have to be overtaken with ♦Q to get to dummy. West must hope the opponent's diamonds break 4-3 because then the ♦7 will be the seventh trick.

Count the opponents' diamonds as they are played.