


Board 1
 North Deals
 None Vul

Bidding Slams
 ♠ K Q J 6
 ♥ A Q 10
 ♦ Q 6 4
 ♣ 8 4 2

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

♠ A 10 7
 ♥ K J 5
 ♦ A K 3
 ♣ A J 10 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 NT	Pass	4 NT ¹
Pass	6 NT	Pass	Pass
Pass			

1. Invitational to 6 NT

Lead: ♦ J

We have 11 top winners, 4 in ♠, 3 in ♥, 3 in ♦ and 1 in ♣. The only hope for an extra trick is clubs.


Our best chance is a "double finesse". We finesse twice, and will make our extra trick as long as West does not hold both missing honours (75% chance of success).

We win the opening lead, and play a small club to dummy's ♣ J. It will probably lose. When we regain the lead, we lead a 2nd small club to the ♣ 10.

It wins, and we have our 12th trick.

Board 2
 East Deals
 None Vul

Bidding Slams
 ♠ 6 4
 ♥ 10 7 6 4
 ♦ J 10 8 7
 ♣ 9 6 3

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

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		2 NT	Pass
4 NT ¹	Pass	6 NT	Pass
Pass	Pass		

1. Invitational to 6 NT

Lead: ♠ Q

We have 11 top winners: 2 in ♠, 4 in ♥, 1 in ♦ and 4 in ♣.

The only hope of an extra trick is that South has ♦ K and we can make ♦ Q. It is important that we lead a low card towards ♦ Q.

Leading ♦ Q from dummy will never work. If North has ♦ K he will cover the queen. The ♦ J will be promoted (whichever defender holds it) and we will end up playing both the ♦ Q and ♦ A on the same trick!

There's more than one way to play the hand, but the simplest is to win the opening lead in hand with ♠ A and immediately lead ♦ 4.

If South plays low, dummy plays Q, which wins the trick. This is our twelfth trick, so we can now cash our remaining winners to make the contract, just conceding the final trick.

If South plays ♦ K at trick 2, play low from dummy. Win South's return with ♠ K, unblock ♥ AKQ, enter dummy with ♣ A and discard the losing spade on ♥ J. We can now claim the rest of the tricks with our minor suit winners.

Board 3
 South Deals
 E-W Vul

Bidding Slams

♠ Q 7
 ♥ A 6 5
 ♦ Q 6 4 3
 ♣ K Q 9 8

♠ K 9 8
 ♥ Q 10 8
 ♦ 10 9 8 7 2
 ♣ 10 3

♠ J 10 4 3 2
 ♥ 9 7 4 2
 ♦ —
 ♣ 7 5 4 2

♠ A 6 5
 ♥ K J 3
 ♦ A K J 5
 ♣ A J 6

West	North	East	South
			2 NT
Pass	6 NT ¹	Pass	Pass
Pass			

1. A combined 33 HCP even if opener is minimum

Lead: ♦ 10

Our ♠ A, ♥ AK, ♦ AKQJ and ♣ AKQJ provide us with 11 top winners. If East has ♥ Q we could make a twelfth trick by finessing ♥ J. We might also make a second trick in spades. There's no point in leading ♠ Q, since if East has ♠ K he'll cover with that card and we'll still only make one spade trick. But if West has ♠ K we could make a second spade trick by leading towards ♠ Q. Which major suit do we try first? If we finesse ♥ J and it loses, we won't be able to try for our twelfth trick in spades, since we would have to lose a second trick first. By contrast, if we play unsuccessfully on spades first, we'll still be able to make the contract if the heart finesse is right. Taking all this into account, we win the first trick in hand and immediately lead ♠ 5. When West wins with ♠ K, our problems are over. We win the return, unblock ♠ Q and cash the rest of our top tricks (in any reasonable order).

Board 4
 West Deals
 None Vul

Bidding Slams

♠ J 8 3 2
 ♥ Q J 9
 ♦ 8 4
 ♣ Q 9 6 3

♠ 6 5
 ♥ A K 7 6 4 3 2
 ♦ K 10
 ♣ A J

♠ A Q
 ♥ 10 8 5
 ♦ A Q J 9 5
 ♣ 8 7 4

♠ K 10 9 7 4
 ♥ —
 ♦ 7 6 3 2
 ♣ K 10 5 2

West	North	East	South
1 ♥	Pass	2 ♦	Pass
3 ♥ ¹	Pass	4 NT ²	Pass
5 ♥ ³	Pass	6 ♥ ⁴	Pass
Pass	Pass		

1. Jump, showing 16+point and 6+ hearts
2. Blackwood; 30+ combined points including shortage and at least nine hearts. Just enough to go slamming .
3. 2 aces
4. No missing aces.

Lead: ♠ 2

If trumps are breaking 2-1 then we have 13 tricks on top. If trumps are breaking 3-0, then we'll have to lose a trick in that suit. What's the best way of avoiding a side suit loser? One possibility is to finesse ♠ Q at trick one. People do lead away from kings, even against a slam contract. But as the cards lie this would lead to a rapid defeat. We stand a much better chance by playing ♠ A at trick one and cashing ♥ AK. When the suit breaks 3-0 we leave the outstanding trump at large and play ♦ K, followed by a diamond to dummy's ♦ A. We play a third round of diamonds and discard our losing spade. North wins and tries a spade, but we ruff, enter dummy with ♥ 10 and discard our losing club on ♦ J.

Board 5
North Deals
E-W Vul

Bidding Slams

♠ A Q 8 7
♥ K
♦ A 7 6 3 2
♣ A K 4

♠ J 9 4
♥ 9 8 4 3 2
♦ 5
♣ J 9 3 2

N	E
W	S

♠ K 10 3 2
♥ —
♦ K J 9 8
♣ 10 8 7 6 5

♠ 6 5
♥ A Q J 10 7 6 5
♦ Q 10 4
♣ Q

West	North	East	South
	1 ♦	Pass	1 ♥
Pass	2 ♠ ¹	Pass	4 ♥ ²
Pass	6 ♥ ³	Pass	Pass
Pass			

1. Reverse; 16+ unlimited
2. Enough for game opposite 16 points.
Very good 6+ card suit.
3. Enough to go for slam. Holding 3 aces so no need to use Blackwood

Lead: ♦ 5

Even if trumps are breaking 5-0 we can count 12 top winners here: ♠ A, ♦ A, ♣ AKQ and seven trumps.

If East is void in diamonds, then we would need to play low from dummy at trick 1 to prevent our ♦ A from being ruffed. In practice, it's much more likely that West's ♦ 5 is a singleton, in which case playing low would be immediately fatal.

We therefore win the first trick with ♦ A. When East follows suit we cash ♥ K and come to hand with ♣ Q. We draw four more rounds of trumps, enter dummy with ♠ A and discard two of our losers on dummy's ♣ AK.

We have a diamond or spade loser remaining, but still make our contract exactly.

Board 6
East Deals
N-S Vul

Bidding Slams

♠ 10
♥ 8 3 2
♦ A 8 5 2
♣ K 8 7 4 2

♠ K Q 5 4 3
♥ A 9 5
♦ Q 10 9
♣ A 3

N	E
W	S

♠ A 2
♥ K Q J 10 7 6
♦ K J 4
♣ Q 6

♠ J 9 8 7 6
♥ 4
♦ 7 6 3
♣ J 10 9 5

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

1. 16+ HCP and 6+ hearts
2. Blackwood
3. 1 ace.
4. Just 1 missing ace.

Lead: ♣ J

Our ♠ AKQ, ♣ A and six trumps give us ten top winners. Knocking out ♦ A would give us the two extra tricks that we need.

As for losers, it looks as if we have one in each minor suit, but we can discard our losing club on one of dummy's high spades.

We don't need to risk playing low from dummy, hoping that South has led away from ♣ K. We win with ♣ A, draw trumps in three rounds and cash ♠ A (high from the short hand first).

We play a spade to dummy's ♠ K and discard our losing club on ♠ Q. We now switch to diamonds and when North takes his ♦ A we can claim the rest.

Board 7
South Deals
Both Vul

Bidding Slams

♠ K Q
♥ A 6
♦ Q 9 8 6
♣ A K Q 8 7

♠ 9 4 3 2
♥ J 10 9 7 4
♦ A 3
♣ 9 4

N		E
W		S

♠ 10 8 7 5
♥ K 5 3 2
♦ 2
♣ 10 6 3 2

♠ A J 6
♥ Q 8
♦ K J 10 7 5 4
♣ J 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♦
Pass	2 ♣	Pass	2 ♦
Pass	4 NT ¹	Pass	5 ♦ ²
Pass	6 ♦ ³	Pass	Pass
Pass			

1. Blackwood
2. 1 ace
3. Just 1 ace missing

Lead: ♥ J

We have plenty of potential winners on this hand, but we must be careful not to lose two tricks first. The opponents are certain to make ♦ A, so we need to avoid a heart loser. It's possible that West has led from a suit headed by ♥ KJ10, in which case we could simply play low from dummy at trick 1. In practice it's much better to dispose of our heart loser on a black suit winner. We'll need to do this before playing on trumps, otherwise the defence would win the first round with ♥ A and cash their heart winner. One approach would be to discard a heart on dummy's top clubs, but this will probably only work if clubs are splitting 3-3. It's much better to cash our spades and discard dummy's heart loser, which only requires a 4-4 or 5-3 spade break. We therefore win the first trick with ♥ A, cash ♠ K and overtake ♠ Q with ♠ A. We continue with ♠ J, on which we discard dummy's low heart. We can now draw trumps to make our contract.

Board 8
West Deals
E-W Vul

Bidding Slams

♠ J 9 3
♥ Q 10 6 5 2
♦ 7
♣ 10 6 5 4

♠ A K Q 4 2
♥ A
♦ K 8 5 2
♣ K 9 7

N		E
W		S

♠ 8 7 6 5
♥ K 9 8
♦ A Q 10
♣ Q 3 2

♠ 10
♥ J 7 4 3
♦ J 9 6 4 3
♣ A J 8

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	Pass	3 ♠ ¹	Pass
4 NT ²	Pass	5 ♦ ³	Pass
6 ♠ ⁴	Pass	Pass	Pass

1. 4+ spades, 10-12 points
2. Blackwood; a 9+ card spade fit and lovely shape.
3. 1 ace
4. Just one missing ace.

Lead: ♦ 7

Unless trumps are breaking 4-0 we can count five trump winners in hand. Our ♥ AK and ♦ AKQ bring our total to ten. We can knock out ♣ A for our eleventh trick and ruff a diamond in dummy for our twelfth. In terms of losers West potentially has two in clubs and one in diamonds, but one club loser can be discarded on dummy's ♥ K and the diamond loser can be ruffed in dummy. We only need one ruff in dummy, so we can afford to draw all the trumps first, even if they break 3-1. We win the opening lead in either hand and draw trumps in three rounds. A simple approach is to unblock ♥ A and play a club to ♣ Q. South wins with ♣ A and may return a club, but we win with ♣ K, enter dummy in diamonds and discard ♣ 9 on dummy's ♥ K. We cash our remaining minor suit winners and claim the rest on a cross ruff. Note: if we fail to draw trumps immediately, North will get a diamond ruff to defeat the contract.

Board 9
North Deals
N-S Vul

Bidding Slams

♠ K 10 6 5
♥ A J 7 4 3 2
♦ 8 3
♣ A

♠ 4
♥ K 10 9
♦ J 10 9
♣ Q 10 8 7 4 3

♠ 8 7 3 2
♥ 8
♦ K 7 6 5 4 2
♣ 6 2

♠ A Q J 9
♥ Q 6 5
♦ A Q
♣ K J 9 5

West	North	East	South
	1 ♥	Pass	1 ♠
Pass	2 ♠ ¹	Pass	4 NT ²
Pass	5 ♥ ³	Pass	6 ♠ ⁴
Pass	Pass	Pass	

1. 12-15 points
2. Blackwood
3. 2 aces
4. No missing aces

Lead: ♦ J

After the opening lead we can count nine top winners: ♥ A, ♦ AQ, ♣ AK and four trumps. We should be able to make three extra tricks from the heart suit, so we don't need to take ruffs in dummy.

We win the opening lead in hand and cash ♠ AQ, but West discards on the second round. Even so, it's best to draw the remaining trumps, since we won't lose anything by playing the rest of the hand in No Trumps. We take care to win the fourth round of trumps in hand.

We finesse ♥ J successfully, but when we cash ♥ A East discards. This just denies us the overtrick: we lose the third round of hearts, win the diamond return in hand and claim the rest with dummy's winners.

Board 10
East Deals
Both Vul

Bidding Slams

♠ —
♥ Q 9 5
♦ 10 9 8 4
♣ A 10 8 6 3 2

♠ 6 2
♥ A J 6
♦ A K Q 7 6 3 2
♣ J

♠ A K Q J 10 8 7
♥ K 7
♦ 5
♣ Q 7 5

♠ 9 5 4 3
♥ 10 8 4 3 2
♦ J
♣ K 9 4

West	North	East	South
		1 ♠	Pass
2 ♦	Pass	3 ♠ ¹	Pass
4 NT ²	Pass	5 ♦ ³	Pass
6 ♠ ⁴	Pass	Pass	Pass

1. 16+ HCP and 6+ spades
2. Blackwood
3. 1 ace
4. Just one missing ace

Lead: ♦ J

After winning the opening lead with dummy's ♦ A we can count twelve top winners: ♦ AKQ, ♥ AK and seven trumps in hand. A 3-2 diamond break would provide us with a thirteenth trick. Do we therefore just draw trumps and cash our winners?
No, because we can make certain of an overtrick by ruffing a diamond high in hand at trick 2. Now when we draw trumps we have more than enough winners to make all thirteen tricks.

Board 11

South Deals
None Vul

Bidding Slams

♠ K Q 4
♥ K J 5
♦ A Q 6
♣ J 7 4 2

♠ 5
♥ 10 9 8 4
♦ J 7 2
♣ Q 9 8 6 3



♠ 9 6 2
♥ Q 7 6 3 2
♦ K 10 8 5
♣ 5

♠ A J 10 8 7 3
♥ A
♦ 9 4 3
♣ A K 10

West	North	East	South
			1 ♠
Pass	2 ♣	Pass	3 ♠ ¹
Pass	4 NT ²	Pass	5 ♠ ³
Pass	6 ♠ ⁴	Pass	Pass
Pass			

1. 16+ points and 6+ spades
2. Blackwood
3. 3 aces
4. No missing aces

Lead: ♥ 10

Our ♣ AK, ♦ A, ♥ AK and six trumps give us eleven top winners. The simplest (and safest) way to make a twelfth trick is to knock out ♣ Q. After winning the first trick with ♥ A we draw trumps and play ♣ AK10. West wins with ♣ Q and switches to ♦ J, but we win with ♦ A and discard our losing diamonds on ♥ K and ♣ J. It would be a mistake to try the club finesse. If we do so before drawing trumps East can get a ruff, while if we draw trumps first West knocks out dummy's ♦ A while the clubs are still blocked.

Bidding Slams**Board 12**

West Deals
None Vul

♠ J 10 9 7 5
♥ K 8
♦ J 9 8 6
♣ 7 3

♠ K Q 8
♥ A J 10
♦ K Q 7 2
♣ A K Q



♠ 6 4 3 2
♥ Q 7 6 5
♦ 10
♣ 10 8 5 4

West	North	East	South
2 ♣ ¹	Pass	2 ♦ ²	Pass
2 NT ³	Pass	3 ♣ ⁴	Pass
3 ♦ ⁵	Pass	4 NT ⁶	Pass
6 NT ⁷	Pass	Pass	Pass

1. 23+ HCP
2. Negative, 0-8 points
3. 23-24 HCP
4. Stayman
5. No 4 card major
6. Quantitative
7. maximum (24 HCP)

Lead: ♠ 10

Our ♠ AKQ, ♥ A, ♦ AKQ and ♣ AKQJ give us eleven top winners. A 3-2 diamond break would give us our twelfth trick. If diamonds break badly we'll need to establish an extra trick in hearts. We must also bear in mind that dummy is somewhat short of entries. After winning the first trick in dummy the best approach is to take a heart finesse. If ♥ J holds (or if South plays an honour) we'll make at least two tricks in hearts and twelve in all. In practice North beats our ♥ J with ♥ K and exits with a spade. We win in hand and cash ♣ AKQ and ♦ K before playing a diamond to ♦ A. If both opponents follow we can discard our losing heart on ♣ J and claim the rest. Unfortunately South shows out on the second round of diamonds, but we still have good chances. We discard our losing diamond on ♣ J and play a heart to ♥ 10. When this holds the trick we claim the rest with our ♠ Q, ♦ Q and ♥ A. Twelve tricks made.