

Board 1
 North Deals
 None Vul

♠ A 9 8 7	♠ K Q 5	♠ 10 4 3 2			
♥ A 9 4	♥ K Q 2	♥ 3			
♦ 10 9 6	♦ K J 7 5	♦ 8 4 3			
♣ A 6 5	♣ 8 4 3	♣ K Q J 10 9			
<table style="border: 1px solid black; background-color: #008000; color: white; width: 60px; height: 60px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>			N	W E	S
N					
W E					
S					
♠ J 6 ♥ J 10 8 7 6 5 ♦ A Q 2 ♣ 7 2					

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 NT	Pass	2 ♦ ¹
Pass	2 ♥	Pass	Pass ²
Pass			

1. 5+ hearts, please bid 2 ♥
2. Weak sign off

Lead: ♣ K

Win the lead in hand, drive out the ♥ A, and when back in draw trumps and force out the ♠ A. The defence will win just four tricks, three aces and the ♣ K.

Note that 1 NT is one off if East leads the obvious club.

Board 2
 East Deals
 N-S Vul

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

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



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 NT	Pass
2 ♦ ¹	Pass	2 ♥	Pass
2 NT ²	Pass	3 ♥ ³	All pass

1. 5+ hearts, asking partner to bid 2 ♥.
2. 11=12 HCP and exactly 5 hearts.
3. Minimum, sign off with 3 card heart support.

Lead ♠ 10

Declarer ruffs the third round of spades and forces out the ♥ A. On regaining the lead declarer draws the outstanding trumps and makes 9 tricks, losing only one more trick, a club.

Board 3
 South Deals
 E-W Vul

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2♦ ¹	Pass	1 NT
Pass	2 NT ²	Pass	2♥
All pass			3 NT ³

1. 5+ hearts, please bid 2♥.
2. Exactly 5 HCP, 11-12 HCP
3. Maximum opener, no heart fit.

Lead: ♠ 4.

Declarer wins the third round of spades and counts 3 more top tricks in clubs, 1 in hearts and 4 in diamonds. That's 9 tricks. 3 NT makes 9 or 10 tricks. A heart contract loses 2 spade tricks and 3 hearts.

Board 4

West Deals
Both Vul

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 NT	Pass	2 ♦ ¹	Pass
2 ♥	Pass	3 NT ²	Pass
Pass ³	Pass		

1. 5+ hearts, please bid 2 ♥.
2. Exactly 5 hearts and maximum.
3. Only 2 hearts so no heart fit.

Lead: ♠ 4.

Declarer wins the third round of spades and counts 3 more top tricks in clubs, 1 in hearts and 4 in diamonds. That's 9 tricks. 3 NT makes 9 or 10 tricks. A heart contract loses 2 spade tricks and 3 heart tricks.

Board 5
 North Deals
 E-W Vul

♠ 10 8 4 2	♠ A 3	♠ Q
♥ A J 5	♥ 10 6 4	♥ K Q 8 3 2
♦ Q 6 3	♦ A K 10 5	♦ J 9 8 4
♣ 8 7 6	♣ K 5 4 3	♣ J 10 9
	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; text-align: center; border: 1px solid black;"> N W E S </div>	
	♠ K J 9 7 6 5	
	♥ 9 7	
	♦ 7 2	
	♣ A Q 2	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 NT	Pass	2 ♥ ¹
Pass	2 ♠	Pass	3 ♠ ²
Pass	4 ♠ ³	All pass	

1. 5+ spades. Please bid 2 ♠.
2. 6+ spades and a game try.
3. Maximum so North raises to 4S.

Lead: ♥ K

4 ♥ makes 11 tricks if declarer ruffs a spade in dummy and sets up a length trick for his fifth spade. 3 NT is one off on a diamond lead.

Board 6
 East Deals
 E-W Vul

♠ A Q 6 4 3	♠ J 10 8 2	♠ K 7									
♥ K Q 8 5	♥ 6 2	♥ A J 10 4									
♦ 7 2	♦ A 8 4	♦ 9 5 3									
♣ K 3	♣ Q 9 8 4	♣ A 7 5 2									
<table style="border: 2px solid green; width: 60px; height: 60px; margin: auto; text-align: center; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>				N		W		E		S	
	N										
W		E									
	S										
	♠ 9 5										
	♥ 9 7 3										
	♦ K Q J 10 6										
	♣ J 10 6										

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 NT	Pass
2 ♥ ¹	Pass	2 ♠	Pass
3 ♥ ²	Pass	4 ♥ ³	All pass

1. 5+ spades, requesting partner to bid 2 ♠.
2. 4+ hearts as well as 5+ spades.
3. 4 card heart support so raising to 4 ♥,

Lead: ♣ 4.

Declarer draws trumps in three rounds, cashes ♠ AKQ and ruffs a spade, setting up a 5th round spade length trick. 11 tricks made.
 3 NT is one off on a diamond lead.

Board 7
 South Deals
 Both Vul

♠ A 3 2	♠ J 10 8 7 6	♠ 5 4
♥ K Q J 10 6	♥ 8 7	♥ A 4 2
♦ 10 9 8	♦ K J 5	♦ 7 6 2
♣ 9 8	♣ J 10 4	♣ 7 6 5 3 2
	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; text-align: center; border: 1px solid black;"> N W E S </div>	
	♠ K Q 9	
	♥ 9 5 3	
	♦ A Q 4 3	
	♣ A K Q	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	3 ♥ ¹	Pass	2 NT
Pass	3 NT ²	Pass	3 ♠
			4 ♠ ³

- All pass
1. 5+ spades, transfer request.
 2. Exactly 5 spades,
 3. 3 card spade support.

Lead: ♥ K

Declarer wins the third round of hearts and then drives out the ♠ A. Declarer immediately regains the lead, draws trumps and makes 10 tricks.
 3 NT is two off on a heart lead.

Board 8

West Deals
None Vul

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2 NT	Pass	3 ♥ ¹	Pass
3 ♠	Pass	3 NT ²	Pass
Pass ³	Pass		


1. 5+ spades; transfer request
2. Exactly 5 spades.
3. West does not have a third spade so passes East's 3 NT.

Lead ♥ 6

On a heart led West makes 10 tricks.

4 ♠ loses 4 trump tricks and maybe a heart as well.

Board 9
 North Deals
 None Vul

♠ J 10 8 7 2 ♥ A 8 5 ♦ Q 10 5 ♣ 9 6		♠ A Q 4 ♥ 7 6 ♦ K J 6 3 ♣ K J 4 2	♠ K 9 6 ♥ K 4 2 ♦ A 9 8 ♣ Q 10 7 3
		♠ 5 3 ♥ Q J 10 9 3 ♦ 7 4 2 ♣ A 8 5	
<i>West</i> Pass	<i>North</i> 1 NT 2 ♥ ²	<i>East</i> Pass All pass	<i>South</i> 2 ♦ ¹

1. Transfer, showing 5+ hearts
2. Doing as commanded, reluctantly

Lead ♣ 3

Top tricks: 1 ♠; 0 ♥; 0 ♦; 3 ♣ (after the fortunate club lead): Total = 4 top tricks,

Extra trick possibilities:

2 hearts by force, and a possible third heart length trick if they split 3-3 (37%)
 Deep diamond finesse (75% probability of producing 1 trick).
 Finesse the ♠ Q (50% probability)

Discard Opportunities: None

Plan:

Win with the ♣ J and lead a heart, which loses to the ♥ A or ♥ K. On regaining the lead, drive out the remaining heart honour. Eventually you will be able to lead twice to your ♦ KJxx, finessing the ♦ J first (deep finesse). The defence will win 5 tricks: ♥ AK, ♠ K, ♦ A, and a club ruff.

Note that if not playing transfers, South would have been declarer and West would have led the ♠ J. When declarer tackled clubs East's ♣ Q would have killed North's ♣ J.

Board 10
 East Deals
 None Vul

♠ K 7 5	♠ 10 8 3	♠ A Q J 4
♥ A K 7 6 3	♥ J 5 4	♥ 9 8 2
♦ J 7	♦ A K 6 3	♦ Q 8
♣ 6 5 2	♣ A Q J	♣ K 10 7 3
	<div style="display: inline-block; border: 1px solid black; background-color: #008000; color: white; padding: 5px; text-align: center; margin: 5px;"> N W E S </div>	
	♠ 9 6 2	
	♥ Q 10	
	♦ 10 9 5 4 2	
	♣ 9 8 4	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 NT	Pass
2 ♦ ¹	Pass	2 ♥ ²	Pass
2 NT ³	Pass	3 ♥ ⁴	All pass

1. Transfer, 5+ hearts, any strength
2. Dutifully completing the transfer
3. 11-12 points, exactly five hearts, invitational
4. Minimum so declining the game invitation, preferring hearts to No Trumps

Lead: ♦ 10

Top tricks: 4 ♠; 2 ♥; 0 ♦; 0 ♣ Total = 6 top tricks,

Extra trick possibilities:

0, 1, or 2 heart length tricks depending on the heart split.

♣ K finesse (50%)

Discard Opportunities: One of Dummy's losing clubs may be discarded on the 4th round of spades.

Plan: On winning the lead, draw two rounds of trumps (Rule of 1). Finesse the ♣ K, and then play four rounds of spades, happy to let South win the fourth round with her ♥ Q winner, discarding a losing club from dummy.

Board 11
 South Deals
 None Vul

	♠ 7 5		
	♥ K J 9 7 6 2		
	♦ A 4 2		
	♣ Q J		
♠ 10 8 2	<div style="display: inline-block; background-color: green; color: white; padding: 5px; text-align: center;"> N W E S </div>	♠ J 9 4 3	
♥ A 8 3		♥ 5 4	
♦ Q 10 9 7		♦ K J 5	
♣ 9 6 5		♣ A 10 7 3	
	♠ A K Q 6		
	♥ Q 10		
	♦ 8 6 3		
	♣ K 8 4 2		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 NT
Pass	2 ♦ ¹	Pass	2 ♥ ²
Pass	3 ♥ ³	Pass	4 ♥ ⁴
All pass			

1. Transfer, showing 5+ hearts
2. Competing the transfer
3. 3+ hearts, game invitational (11-12 points)
4. Maximum (14 points) so accepts

Lead: ♦ Q

Top tricks: 3 ♠; 0 ♥; 1 ♦; 0 ♣ Total = 4 top tricks,

Extra trick possibilities:

4 heart length tricks (100%)

2 club tricks by force (100% once trumps are drawn)

Discard Opportunities: Discard a diamond loser on a top spade. (You must do this right away. If you set about drawing trumps immediately you will lose to the ♥ A and the opponents will cash the ♦ KJ and then the ♣ A. One down!)

Plan: On winning the opening lead, Play your top three spade honours, throwing a diamond loser on the third spade. Then draw trumps and play on clubs.

Board 12
 West Deals
 None Vul

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

♠ 8 5	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ A Q 10 6
N					
W E					
S					
♥ K Q J 9		♥ A 7 6			
♦ A 7 6		♦ K 10			
♣ Q J 10 2		♣ 9 7 5 4			

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1 NT	Pass ¹
2 ♠ ²	Pass	3 ♣ ³	Pass
3 ♦ ⁴	All pass		

1. Opening values but no sensible bid.
2. Weak takeout into a minor.
3. Forced, enabling South to pass with a long club suit.
4. Showing a weak hand with a long diamond suit.

Lead: ♣ A

Top tricks: 1 ♠; 1 ♥; 0 ♦; 0 ♣ Total = 2 top tricks.

Extra trick possibilities:

5 diamond length tricks (100%)

2 spade finesses (25% chance of both succeeding provided you take a deep finesse)

Discard Opportunities: None

Plan: You lose to the ♣ A and ♦ A. When you win the lead, draw trumps, and lead a low spade to the ♠ 10 (deep finesse). Ruff a club and lead a low spade to the ♠ Q.