

Board 1

North Deals
None Vul

♠ A K 2
♥ A 5 4
♦ A K Q J
♣ 4 3 2

♠ 7 5 4 3
♥ Q 7 3 2
♦ 9 8 7
♣ A K



♠ 8 6
♥ J 10 9 8
♦ 10 6 2
♣ 10 9 8 7

21
9 1
9

♠ Q J 10 9
♥ K 6
♦ 5 4 3
♣ Q J 6 5

	♣	♦	♥	♠	N
N	4	5	2	4	4
S	4	5	2	4	4
E	-	-	-	-	-
W	-	-	-	-	-

West <i>Walter</i>	North <i>Nancy</i>	East <i>Esther</i>	South <i>Sandy</i>
Pass	2 N	Pass	3 ♣ ¹
All pass	3 ♦ ²	Pass	3 N

- Stayman
 - No 4-card Majors
- 3 NT by North

Trick	Lead	2nd	3rd	4th
1. E	♥ J	6	7	<u>A</u>
2. N	♦ A	2	3	7
3. N	♦ K	6	4	8
4. N	♦ Q	10	5	9
5. N	♦ J	♠ 6	♣ 5	♠ 3
6. N	♠ A	8	9	4
7. N	♠ K	♣ 7	10	5
8. N	♠ 2	♥ 8	J	7
9. S	♠ Q	♥ 2	♥ 4	♥ 9
10. S	♥ K	3	5	10
11. S	♣ Q	<u>K</u>	2	8
12. W	♣ A	3	9	6
13. W	♥ Q	♣ 4	♣ 10	♣ J

Made 4 — NS +430

The North-South partnership **have sufficient** points for game in NT. They look for an 8-card major fit, via Stayman.

East has a nice sequence of hearts, headed by the Jack. A good lead is ♥ J.

Declarer

The first job is to count top tricks. in suit order, they are:
4 + 2 + 4 + 0 = 10

That is one more than is needed, but declarer always needs to make a plan to take the tricks in the right order.

Defenders

The ♥ J normally promises the ten. West should encourage because they have the queen.
So many points in the other hands mean that the best is to hope to make 2 or 3 Club tricks.

Board 2

East Deals
N-S Vul

♠ 5 3 2
♥ Q J 4 2
♦ 3 2
♣ K 10 8 7

♠ 8 7
♥ K 8 6
♦ K 10 9 6 4
♣ Q J 2



♠ A K 6
♥ A 7 3
♦ A Q J 8
♣ 9 6 4

6
9 18
7

♠ Q J 10 9 4
♥ 10 9 5
♦ 7 5
♣ A 5 3

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	1	4	2	1	3
W	1	4	2	1	3

West	North	East	South
<i>Walter</i>	<i>Nancy</i>	<i>Esther</i>	<i>Sandy</i>
2 ♦	Pass	1 ♦	Pass
3 N	All pass	2 N	Pass
3 NT by East			
Lead: ♠ Q			
Made 3 — EW +400			

East-West **have sufficient for game** in NT.

South has a good spade suit, with a sequence. Lead the ♠ Q.

Declarer

The first job is to count top tricks. in suit order, they are:
2 + 2 + 5 + 0 = 9

That is just enough, but declarer still needs to make a plan to take the tricks in the right order.

Defenders

The best you can hope for is to take the ♣ A and ♣ K, plus two more elsewhere (in hearts or spades).

Board 3

South Deals
E-W Vul

♠ A 4
♥ 6 3 2
♦ Q 5 3 2
♣ K Q 8 7

♠ 10 9 7 3
♥ K Q 10 9 7
♦ 9 4
♣ 10 6



♠ K Q 8 2
♥ J 5 4
♦ J
♣ A J 9 3 2

11
5 12
12

♠ J 6 5
♥ A 8
♦ A K 10 8 7 6
♣ 5 4

	♣	♦	♥	♠	N
N	-	4	-	-	2
S	-	4	-	-	2
E	1	-	2	2	-
W	1	-	2	2	-

West <i>Walter</i>	North <i>Nancy</i>	East <i>Esther</i>	South <i>Sandy</i>
			1 ♦

Pass 3 ♦ All pass
3 ♦ by South

Trick	Lead	2nd	3rd	4th
1. W	♥ K	2	4	<u>A</u>
2. S	♦ A	4	2	J
3. S	♦ K	9	3	♠ 2
4. S	♣ 5	6	K	<u>A</u>
5. E	♥ 5	8	<u>9</u>	3
6. W	♥ Q	6	J	<u>♦ 6</u>
7. S	♠ 5	3	<u>A</u>	8
8. N	♠ 4	<u>Q</u>	6	7

Made 4 — NS +130

The North-South partnership **do not** have sufficient points for game, so they settle for a part-score in Diamonds.

East has a nice sequence of hearts, headed by the King. A good lead is the ♥ K.

Declarer

The first job is to count top tricks. in suit order, they are:

$$1 + 1 + 6 + 0 = 8.$$

After playing a club (losing to the Ace of clubs), there will be another trick.

First job: win the opening lead

Second job: draw trumps (playing 2 rounds of trumps)

Third job: play a club to create the 9th trick. Play a low one towards dummy.

Fourth job: trump a spade in dummy (to make an overtrick).

Defenders

When East takes the ♣ A, play back a heart. Partner normally promises the Queen (because of the opening lead of the ♥ K).

Board 4

West Deals ♠ 6 4
 Both Vul ♥ J 10 9 5 4 3
 ♦ A Q 8
 ♣ 3 2

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



7 ♠ 10 9 8 7 5
 14 10 ♥ A Q 7
 9 ♦ K 10 6
 ♣ 6 4

	♣	♦	♥	♠	N
N	-	-	3	-	-
S	-	-	3	-	-
E	3	1	-	-	-
W	3	1	-	-	-

West	North	East	South
<i>Walter</i>	<i>Nancy</i>	<i>Esther</i>	<i>Sandy</i>
1 ♣	Pass	1 ♦	Pass
2 ♣	All pass		

2 ♣ by West

Trick	Lead	2nd	3rd	4th
1. N	♥ J	2	<u>A</u>	K
2. S	♥ Q	<u>♣ 5</u>	3	6
3. W	♣ 7	2	<u>K</u>	4
4. E	<u>♣ 10</u>	6	8	3
5. E	<u>♠ A</u>	10	2	4
6. E	<u>♠ K</u>	5	J	6
7. E	♠ 3	7	<u>Q</u>	♥ 4

Made 3 — EW +110

The East-West partnership **do not** have sufficient for game. A club partscore is the best contract for them.

North has a good heart suit, with a sequence. Lead the ♥ J.

Declarer

The first job is to count top tricks. in suit order, they are:

$$3 + 0 + 0 + 6 = 9$$

(what a shame that having those nice spades can only mean 3 tricks).

The first priority is to draw trumps. Attempting to trump hearts in the West hand will not make any more tricks. The Club suit will always make 6 tricks.

Defenders

After the lead of the ♥ J, defender sitting South, in third seat, must play high.

Who played the ♥ K? Was it singleton? You will end up with 4 tricks (those nice diamonds ...)

Board 5

North Deals
N-S Vul

♠ Q J 10 9 3 2
♥ A 3 2
♦ 8 4
♣ K Q

♠ A 5
♥ K Q 8 7
♦ K 10 9
♣ 8 5 4 3



♠ 8
♥ J 9 5
♦ A Q 5 3 2
♣ J 10 9 7

♠ K 7 6 4
♥ 10 6 4
♦ J 7 6
♣ A 6 2

12
12 8
8

	♣	♦	♥	♠	N
N	-	-	-	2	-
S	-	-	-	2	-
E	3	3	3	-	-
W	3	3	3	-	-

West <i>Walter</i>	North <i>Nancy</i>	East <i>Esther</i>	South <i>Sandy</i>
	1 ♠	Pass	2 ♠

All pass

2 ♠ by North

Trick	Lead	2nd	3rd	4th
1. E	♣ J ↓	2	3	<u>K</u>
2. N	♠ Q	8	4	<u>A</u>
3. W	♣ 4	<u>Q</u>	7	6
4. N	♠ 2	♦ 5	<u>K</u>	5
5. S	♣ A	5	♥ 2	9
6. S	♥ 4	7	<u>A</u>	5

Made 3 — NS +140

The North-South partnership **do not** have sufficient points for game, so they settle for a part-score in Spades.

East has a nice sequence of clubs, headed by the Jack. A good lead is the ♣ J.

Declarer

The first job is to count top tricks. in suit order, they are:

$$0 + 1 + 0 + 3 = 4$$

Once the ♠ A has been taken by the defenders, there are **5 more spade** tricks available.

So there will be an overtrick. The total number for North-South should be 9.

First job: win the opening lead

Second job: play trumps (playing 2 rounds of trumps)

Third job: play clubs, and discard a heart on a winning club. Make sure you worked out a way to reach that third club. Did you?

Defenders

Although the ♣ J is the correct lead for the East hand, as it happens, whatever is led, declarer will make 8 tricks. If a heart is led, then the defenders can take two heart tricks.

From ♥ J95, the card to lead is ♥ 5. It would be wrong to lead a diamond against a suit contract, when the hand on lead has ♦ AQ.

Board 6

East Deals
E-W Vul

♠ 9 4
♥ K Q J 9 8
♦ A 8 7
♣ 10 8 7

♠ A K Q J
♥ A 3 2
♦ K 9 4 2
♣ K 9



♠ 6 3 2
♥ 10 7
♦ 10 6 5 3
♣ A Q J 6

10
20 7
3

♠ 10 8 7 5
♥ 6 5 4
♦ Q J
♣ 5 4 3 2

West	North	East	South
<i>Walter</i>	<i>Nancy</i>	<i>Esther</i>	<i>Sandy</i>
2 N	Pass	3 N	All pass

3 NT by West

Trick	Lead	2nd	3rd	4th
1. N	♥ K	7	4	<u>A</u>
2. W	♣ K	7	6	2
3. W	♣ 9	8	<u>A</u>	3
4. E	♣ Q	4	♦ 2	10
5. E	♣ J	5	♥ 2	♥ 8

Made 3 — EW +600

The East-West partnership **do have sufficient** combined HCP for game, and a bit spare.

North has a good heart suit, with a sequence. Lead the ♥ K.

Declarer

The first job is to count top tricks. in suit order, they are:
4 + 1 + 0 + 4 = 9

Best is to win the opening lead and take the tricks with care. Always start with **high honours** in the **short suit**.

When Declarer wants to take the club tricks, start with the ♣ K, then play the 9. It is good practice to remember to think ahead and avoid a "blockage".

Defenders

North should discard high-low in diamonds to tell partner that they have a high card in that suit.

Board 7

South Deals
Both Vul

♠ J 9 8 6 5
♥ 10 8 5
♦ A K
♣ 10 8 4

♠ K 10 7 4
♥ A
♦ 10 9 3 2
♣ Q J 3 2



♠ A Q
♥ 6 3 2
♦ J 8 7 4
♣ K 9 7 6

8
10 10
12

♠ 3 2
♥ K Q J 9 7 4
♦ Q 6 5
♣ A 5

	♣	♦	♥	♠	N
N	-	-	3	-	-
S	-	-	3	-	-
E	3	3	-	-	-
W	3	3	-	-	-

West <i>Walter</i>	North <i>Nancy</i>	East <i>Esther</i>	South <i>Sandy</i>
Pass	1 ♠	Pass	1 ♥ 2 ♥

All pass

2 ♥ by South

Trick	Lead	2nd	3rd	4th
1. W	♣ Q	4	9	<u>A</u>
2. S	♥ K	<u>A</u>	5	2
3. W	♣ 2	8	<u>K</u>	5
4. E	♣ 6	<u>♥ 7</u>	3	10
5. S	♥ Q	♦ 2	8	3
6. S	♥ J	♠ 7	10	6
7. S	♦ 5	3	<u>A</u>	4
8. N	♦ K	7	6	9
9. N	♠ 5	<u>A</u>	2	4
10. E	♠ Q	3	10	6

Made 3 — NS +140

The North-South partnership **do not** have sufficient for game. There is a nice 9-card heart fit between the two hands.

West has a sequence in Clubs as well as Diamonds. Lead the ♣ Q, because it is the better of the two sequences.

Declarer

The first job is to count top tricks. in suit order, they are:

$$0 + 0 + 3 + 1 = 4$$

After losing to the ♥ A, there are **5 more tricks** for declarer (so one more than needed).

Best is to win the opening lead and aim to promote more tricks by losing to the ♥ A.

When Declarer wants to take the Diamond tricks, start with the ♦ A and ♦ K, then reach the ♦ Q using trumps.

It is good practice to remember to think ahead and to identify the need to "unblock", or to work out how to reach winners.

Defenders

East should play the ♣ 9 on the first trick, to encourage clubs. When West takes the ♥ A, they know it is best to play another Club.

There are 4 tricks available for the partnership. 2 ♠, 1 ♥ and 1 ♣.

Board 8

West Deals
None Vul

♠ 6 4 2
♥ 7 5 2
♦ K J 5 3
♣ 8 5 2

10
4 20
6

♠ K J 10 5
♥ Q 6 4
♦ 10 7 6
♣ A 10 3



♠ A 7
♥ A K 3
♦ A Q 4 2
♣ K 9 6 4

♠ Q 9 8 3
♥ J 10 9 8
♦ 9 8
♣ Q J 7

	♣	♦	♥	♠	N
N	-	-	-	1	-
S	-	-	-	1	-
E	3	3	1	-	2
W	3	3	1	-	2

West	North	East	South
<i>Walter</i>	<i>Nancy</i>	<i>Esther</i>	<i>Sandy</i>
Pass	Pass	2 N	All pass
2 NT by East			
<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>
1. S	♥ J	2	6
2. E	♦ 2	8	J
3. W	♣ 2	3	K
4. E	♦ 4	9	K
5. W	♦ 3	10	Q
Made 2 — EW +120			

The East-West partnership **almost** have enough points for game, but not quite. West should pass.

South has a choice of two nice suits to lead. The sequence in hearts make that the better lead. So, J♥ is best.

Declarer

The first job is to count top tricks. In suit order, they are:

$$1 + 2 + 4 + 0 = 7.$$

There are not enough; declarer should make a plan to get one more trick. Hoping that the ♣ A is with North (so that the ♣ K is not captured by it) is the best try for the 8th trick.

Plan ahead, to play a small ♣ from dummy (the West hand) towards the ♣ K. This time it works.

Defenders

When South leads the ♥ J, North should play high-low to encourage.

Remember what your target is. Declarer is in 2 NT, so we hope to take **6 or more** tricks to defeat the contract.

When declarer leads a small club from dummy towards their hand, North should play low. Aces are made for beating kings.

Board 9

North Deals
E-W Vul

♠ 7 5 4 3
♥ Q 7 3 2
♦ 9 8 7
♣ A K

♠ A K 2
♥ A 5 4
♦ A K Q J
♣ 4 3 2

♠ 8 6
♥ J 10 9 8
♦ 10 6 2
♣ 10 9 8 7

♠ Q J 10 9
♥ K 6
♦ 5 4 3
♣ Q J 6 5



9
9 21
1

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	4	5	2	4	4
W	4	5	2	4	4

West <i>Walter</i>	North <i>Nancy</i>	East <i>Esther</i>	South <i>Sandy</i>
	Pass	2 N	Pass
3 ♣ ¹	Pass	3 ♦ ²	Pass
3 N	All pass		

- Stayman
- No 4-card Majors

3 NT by East

Trick	Lead	2nd	3rd	4th
1. S	♥ J	6	7	<u>A</u>
2. E	♦ A	2	3	7
3. E	♦ K	6	4	8
4. E	♦ Q	10	5	9
5. E	♦ J	♠ 6	♣ 5	♠ 3
6. E	♠ A	8	9	4
7. E	♠ K	♣ 7	10	5
8. E	♠ 2	♥ 8	J	7
9. W	♠ Q	♥ 2	♥ 4	♥ 9
10. W	♥ K	3	5	10
11. W	♣ Q	<u>K</u>	2	8
12. N	♣ A	3	9	6
13. N	♥ Q	♣ 4	♣ 10	♣ J

Made 4 — EW +630

The East-West partnership **have sufficient** points for game in NT. They look for an 8-card major fit, via Stayman.

South has a nice sequence of hearts, headed by the Jack. A good lead is ♥ J.

Declarer

The first job is to count top tricks. in suit order, they are:
4 + 2 + 4 + 0 = 10

That is one more than is needed, but declarer always needs to make a plan to take the tricks in the right order.

Defenders

The ♥ J normally promises the ten. North should encourage because they have the queen. So many points in the other hands mean that the best is to hope to make 2 or 3 Club tricks.

Board 10
 East Deals
 Both Vul

♠ 8 7
 ♥ K 8 6
 ♦ K 10 9 6 4
 ♣ Q J 2

♠ 5 3 2
 ♥ Q J 4 2
 ♦ 3 2
 ♣ K 10 8 7

♠ A K 6
 ♥ A 7 3
 ♦ A Q J 8
 ♣ 9 6 4

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



9
 7 6
 18

	♣	♦	♥	♠	N
N	1	4	2	1	3
S	1	4	2	1	3
E	-	-	-	-	-
W	-	-	-	-	-

West <i>Walter</i>	North <i>Nancy</i>	East <i>Esther</i>	South <i>Sandy</i>
Pass	2 ♦	Pass	1 ♦
Pass	3 N	All pass	2 N

3 NT by South

Trick	Lead	2nd	3rd	4th
1. W	♠ Q	7	2	A
2. S	♦ A	5	4	2
3. S	♦ Q	7	6	3
4. S	♦ J	♣ 3	9	♣ 7
5. S	♦ 8	♠ 4	K	♠ 3
6. N	♦ 10	♥ 2	♥ 3	♥ 5
7. N	♥ K	4	7	9
8. N	♥ 6	J	A	10
9. S	♠ K	9	8	5

Made 3 — NS +600

North-South **have sufficient for game** in NT.

West has a good spade suit, with a sequence. Lead the ♠ Q.

Declarer

The first job is to count top tricks. in suit order, they are:
 $2 + 2 + 5 + 0 = 9$

That is just enough, but declarer still needs to make a plan to take the tricks in the right order.

Defenders

The best you can hope for is to take the ♣ A and ♣ K, plus two more elsewhere (in hearts or spades).

Board 11
 South Deals
 None Vul

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

♠ A 4
 ♥ 6 3 2
 ♦ Q 5 3 2
 ♣ K Q 8 7

♠ K Q 8 2
 ♥ J 5 4
 ♦ 9
 ♣ A J 9 3 2

♠ J 6 5
 ♥ A 8
 ♦ A K 10 8 7 6
 ♣ 5 4



6
 12 11
 11

	♣	♦	♥	♠	N
N	1	-	2	2	-
S	1	-	2	2	-
E	-	4	-	-	2
W	-	4	-	-	2

West <i>Walter</i>	North <i>Nancy</i>	East <i>Esther</i>	South <i>Sandy</i>
1 ♦	Pass	3 ♦	Pass
All pass			

3 ♦ by West				
<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. N	♥ K	2	4	<u>A</u>
2. W	♦ A	4	2	9
3. W	♦ K	J	3	♠ 2
4. W	♣ 5	6	K	<u>A</u>
5. S	♥ 5	8	<u>9</u>	3
6. N	♥ Q	6	J	<u>♦ 6</u>
7. W	♠ 5	3	<u>A</u>	8
8. E	♠ 4	<u>Q</u>	6	7
9. S	♣ J	-	-	-

Made 4 — EW +130

The East-West partnership **do not** have sufficient points for game, so they settle for a part-score in Diamonds.

South has a nice sequence of hearts, headed by the King. A good lead is the ♥ K.

Declarer

The first job is to count top tricks. in suit order, they are:

1 + 1 + 6 + 0 = 8.

After playing a club (losing to the Ace of clubs), there will be another trick.

First job: win the opening lead

Second job: draw trumps (playing 2 rounds of trumps)

Third job: play a club to create the 9th trick. Play a low one towards dummy.

Fourth job: trump a spade in dummy (to make an overtrick).

Defenders

When South takes the ♣ A, play back a heart. Partner normally promises the Queen (because of the opening lead of the ♥ K).

Board 12
West Deals
N-S Vul

♠ Q J 2
♥ K
♦ J 9 3
♣ A Q J 8 7 5

♠ 6 4
♥ J 10 9 5 4 3
♦ A Q 8
♣ 3 2

♠ A K 3
♥ 8 6 2
♦ 7 5 4 2
♣ K 10 9

♠ 10 9 8 7 5
♥ A Q 7
♦ K 10 6
♣ 6 4



14
9 7
10

	♣	♦	♥	♠	N
N	3	1	-	-	-
S	3	1	-	-	-
E	-	-	3	-	-
W	-	-	3	-	-

West <i>Walter</i>	North <i>Nancy</i>	East <i>Esther</i>	South <i>Sandy</i>
Pass	1 ♣	Pass	1 ♦
Pass	2 ♣	All pass	

2 ♣ by North

Trick	Lead	2nd	3rd	4th
1. E	♥ J	2	<u>A</u>	K
2. W	♥ Q	<u>♣ 5</u>	3	6
3. N	♣ 7	2	<u>K</u>	4
4. S	<u>♣ 10</u>	6	8	3
5. S	<u>♠ A</u>	10	2	4
6. S	<u>♠ K</u>	5	J	6
7. S	♠ 3	7	<u>Q</u>	♥ 4

Made 3 — NS +110

The North-South partnership **do not** have sufficient for game. A club partscore is the best contract for them.

East has a good heart suit, with a sequence. Lead the ♥ J.

Declarer

The first job is to count top tricks. in suit order, they are:

$$3 + 0 + 0 + 6 = 9$$

(what a shame that having those nice spades can only mean 3 tricks).

The first priority is to draw trumps. Attempting to trump hearts in the North hand will not make any more tricks. The Club suit will always make 6 tricks.

Defenders

After the lead of the ♥ J, defender sitting West, in third seat, must play high.

Who played the ♥ K? Was it singleton? You will end up with 4 tricks (those nice diamonds ...)

Board 13
North Deals
Both Vul

♠ A 5
♥ Q J 8 7
♦ K 10 9
♣ 8 5 4 3

♠ Q J 10 9 3 2
♥ A 3 2
♦ 8 4
♣ K Q

♠ 8
♥ K 9 5
♦ A Q 5 3 2
♣ J 10 9 7

♠ K 7 6 4
♥ 10 6 4
♦ J 7 6
♣ A 6 2



10
8 12
10

	♣	♦	♥	♠	N
N	3	3	3	-	-
S	3	3	3	-	-
E	-	-	-	2	-
W	-	-	-	2	-

West <i>Walter</i>	North <i>Nancy</i>	East <i>Esther</i>	South <i>Sandy</i>	
	Pass	1 ♠	Pass	
2 ♠	All pass			
2 ♠ by East				
<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. S	♣ J ↓	2	3	<u>K</u>
2. E	♠ Q	8	4	<u>A</u>
3. N	♣ 4	<u>Q</u>	7	6
4. E	♠ 2	♦ 5	<u>K</u>	5
5. W	♣ A	5	♥ 2	9
6. W	♥ 4	7	<u>A</u>	5
Made 3 — EW +140				

The East-West partnership **do not** have sufficient points for game, so they settle for a part-score in Spades.

South has a nice sequence of clubs, headed by the Jack. A good lead is the ♣ J.

Declarer

The first job is to count top tricks. in suit order, they are:

$$0 + 1 + 0 + 3 = 4$$

Once the ♠ A has been taken by the defenders, there are **5 more spade** tricks available.

So there will be an overtrick. The total number for East-West should be 9.

First job: win the opening lead

Second job: play trumps (playing 2 rounds of trumps)

Third job: play clubs, and discard a heart on a winning club. Make sure you worked out a way to reach that third club. Did you?

Defenders

Although the ♣ J is the correct lead for the South hand, as it happens, whatever is led, declarer will make 8 tricks. If a heart is led, then the defenders can take two heart tricks.

From ♥ J95, the card to lead is ♥ 5. It would be wrong to lead a diamond against a suit contract, when the hand on lead has ♦ AQ.

Board 14
 East Deals
 None Vul

♠ A K Q J
 ♥ A 3 2
 ♦ K 9 4 2
 ♣ K 9

♠ 10 8 7 5
 ♥ 6 5 4
 ♦ Q J
 ♣ 5 4 3 2



♠ 9 4
 ♥ K Q J 9 8
 ♦ A 8 7
 ♣ 10 8 7

20
 3 10
 7

♠ 6 3 2
 ♥ 10 7
 ♦ 10 6 5 3
 ♣ A Q J 6

West	North	East	South
<i>Walter</i>	<i>Nancy</i>	<i>Esther</i>	<i>Sandy</i>
Pass	2 N	Pass	Pass
		Pass	3 N

All pass
 3 NT by North

Trick	Lead	2nd	3rd	4th
1. E	♥ K	7	4	<u>A</u>
2. N	♣ K	7	6	2
3. N	♣ 9	8	<u>A</u>	3
4. S	♣ Q	4	♦ 2	10
5. S	♣ J	5	♥ 2	♥ 8

Made 3 — NS +400

The North-South partnership **do have sufficient** combined HCP for game, and a bit spare.

East has a good heart suit, with a sequence. Lead the ♥ K.

Declarer

The first job is to count top tricks. in suit order, they are:
 4 + 1 + 0 + 4 = 9

Best is to win the opening lead and take the tricks with care.
 Always start with **high honours** in the **short suit**.

When Declarer wants to take the club tricks, start with the ♣ K, then play the 9. It is good practice to remember to think ahead and avoid a "blockage".

Defenders

East should discard high-low in diamonds to tell partner that they have a high card in that suit.

Board 16
West Deals
E-W Vul

♠ 6 4 2
♥ 7 5 2
♦ K J 5 3
♣ 8 5 2

♠ Q 9 8 3
♥ J 10 9 8
♦ 9 8
♣ Q J 7



♠ K J 10 5
♥ Q 6 4
♦ 10 7 6
♣ A 10 3

4
6 10
20

♠ A 7
♥ A K 3
♦ A Q 4 2
♣ K 9 6 4

	♣	♦	♥	♠	N
N	3	3	1	-	2
S	3	3	1	-	2
E	-	-	-	1	-
W	-	-	-	1	-

West	North	East	South
<i>Walter</i>	<i>Nancy</i>	<i>Esther</i>	<i>Sandy</i>
Pass	Pass	Pass	2 N

All pass

2 NT by South

Trick	Lead	2nd	3rd	4th
1. W	♥ J	2	6	<u>K</u>
2. S	♦ 2	8	<u>J</u>	6
3. N	♣ 2	3	<u>K</u>	7
4. S	♦ 4	9	<u>K</u>	7
5. N	♦ 3	10	<u>Q</u>	♠ 9

Made 2 — NS +120

The North-South partnership **almost** have enough points for game, but not quite. North should pass.

West has a choice of two nice suits to lead. The sequence in hearts make that the better lead. So, J♥ is best.

Declarer

The first job is to count top tricks. In suit order, they are:

$$1 + 2 + 4 + 0 = 7.$$

There are not enough; declarer should make a plan to get one more trick. Hoping that the ♣ A is with East (so that the ♣ K is not captured by it) is the best try for the 8th trick.

Plan ahead, to play a small ♣ from dummy (the North hand) towards the ♣ K. This time it works.

Defenders

When West leads the ♥ J, East should play high-low to encourage.

Remember what your target is. Declarer is in 2 NT, so we hope to take **6 or more** tricks to defeat the contract.

When declarer leads a small club from dummy towards their hand, East should play low. Aces are made for beating kings.