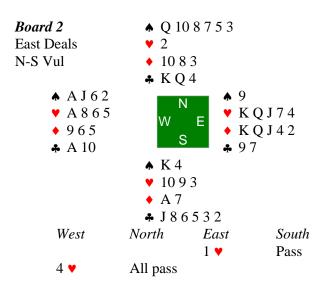


South opens  $1 \checkmark$ . North raises (i.e. bids)  $2 \checkmark$  with  $4+\checkmark$ s and 6-9 points. South has a strong hand, enough to raise to game.

Opening lead: • 3

(Lowest ♦ from their long suit with honour(s) in it.) South should draw trumps as soon as they get the lead. If they start with a small ♥ to the ♥ K they will see West show out and they can finesse East's ♥ Q on the way back to avoid any trump losers.

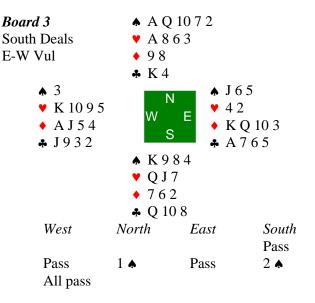


East opens 1 ♥.

With 4-card support and 13 points (enough for game), West bids 4 ♥.

Opening lead: **\*** 2

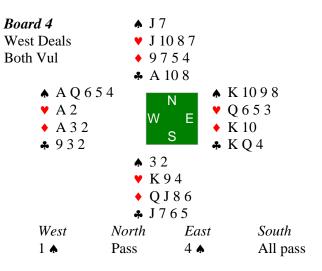
South's lead of a small  $\clubsuit$  is from their longest suit. Declarer should draw trumps, then set up their next longest suit, which is  $\blacklozenge$  s.



North opens  $1 \bigstar$  and South raises to  $2 \bigstar$ . North has a minimum hand, so they pass.

Declarer is best to draw trumps ending in dummy on the 3rd round, Then they can lead  $\checkmark$  Q and run it, trying the finesse of  $\checkmark$  K. Once this wins, they should lead a  $\clubsuit$  to the  $\clubsuit$  K in dummy to establish a trick in that suit.

Lead:  $\blacklozenge$  K

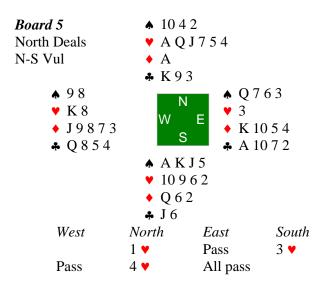


West opens 1 ♥ and East bids 4 ♥, having 4 card support and 13 points.

Opening lead: ¥ J

The ♥ J lead is the top of a sequence.

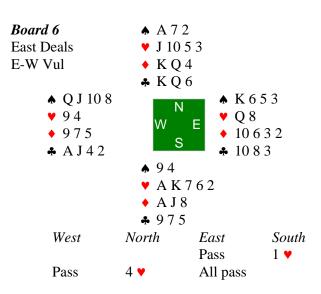
Declarer draws trumps and then leads towards the \* KQ4 club honours twice. This will allow declarer to make an overtrick in their contract.



North opens 1 ♥ and South responds 3 ♥ showing 4+♥ support and 10-12 points. With a good 14 HCP distributional hand, North accepts invite as there are at least 24 points total and probably more.

Opening lead: • 4

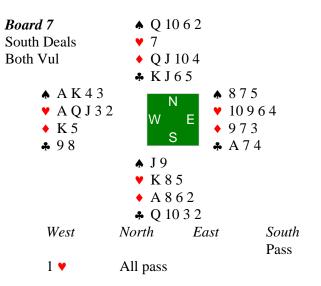
Declarer crosses to dummy with a top  $\bigstar$  to draw trumps with a finesse of the  $\forall$  K, hoping to avoid any trump losers. They lead the  $\forall$  10 and let it run if  $\forall$  K isn't played. After drawing trumps, Declarer can finesse the  $\blacklozenge$  Q for an overtrick.



South opens  $1 \checkmark$  and North raises to  $4 \checkmark$  with 15 points and 4 of partner's Major suit.

Declarer should draw trumps first before playing the other suits. When playing on s, declarer can play twice towards North's honours - playing towards strength. This allows South to make 11 tricks for an overtrick in their contract.

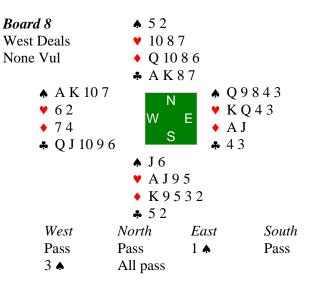
Lead:  $\bigstar$  Q (top of a sequence)



West opens  $1 \\ \checkmark$  and with less than 6 points, East passes. West can take advantage of the position of the trump honours to make an extra overtrick in their  $1 \\ \checkmark$  contract. Cross to  $\\ \clubsuit$  A in dummy and lead the  $\\ \checkmark$  10 to finesse the  $\\ \checkmark$  K, repeating if necessary and then finish drawing trumps.

As ◆ K is also fortunately well positioned, West can make 9 tricks.

Lead: • Q (top of a sequence)



East opens 1  $\bigstar$  and West responds 3  $\bigstar$  (showing 4+ $\bigstar$ s and inviting to game with a 10-12 point limit raise). East has a very minimum hand and passes.

Opening lead:  $\blacklozenge$  2

South leads a low card from their long suit with honour(s) in the suit.

Declarer draws trumps and then plays s their next longest suit to set up 9 tricks for their contract.