Board 1
North Deals
None Vul

	♠ 5 3 2 ♥ Q 4 ♦ Q J 10 6 4 3 2 ♣ 3	
♠ Q 10 4 ♥ J 10 9 7 ♦ K 7 ♣ K 9 8 2	N W E S	♠ J ♥ K 8 5 3 2 ♦ A 9 ♣ 10 7 6 5 4
5 **9 8** **18**	♠ A K 9 8 7 6 ♥ A 6 ♦ 8 5 ♣ A Q J	

West	*North*	*East*	*South*
	3 ♦	Pass	3 ♠
Pass	4 ♠	All pass	

4 ♠ by South
Lead: ♥ J

South bids 3 ♠ (forcing) over North's pre-empt. With 3-card support for partner's suit, North bids the spade game.

South takes the heart lead with the ♥ A. Declarer should play the ♣ A followed by the ♣ Q, taking the ruffing finesse, throwing a heart from dummy if the ♣ Q is not covered.

Play theme: Ruffing finesse

Pre-empts

Board 2
East Deals
N-S Vul

	♠ 10 8 6 ♥ J 6 ♦ A 9 7 3 ♣ K 8 6 2	
♠ A 9 2 ♥ 8 7 5 ♦ K Q 8 ♣ 10 9 7 3	N W E S	♠ 7 4 3 ♥ A K Q 10 9 4 3 2 ♦ — ♣ J 5
8 **9 10** **13**	♠ K Q J 5 ♥ — ♦ J 10 6 5 4 2 ♣ A Q 4	

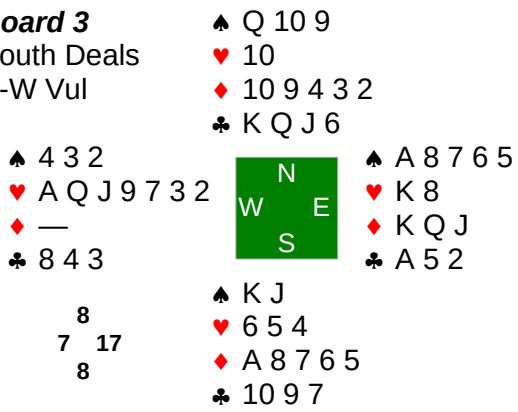
West	*North*	*East*	*South*
		4 ♥	All pass

4 ♥ by East
Lead: ♠ K

With eight likely tricks, East should open 4 ♥.

Declarer must take an immediate ruffing finesse in diamonds. The trumps provide a second entry to reach the now-established diamond winner, on which declarer can discard a spade loser.

Board 3
South Deals
E-W Vul



West	*North*	*East*	*South*
			Pass
3 ♥	Pass	4 ♥	All pass

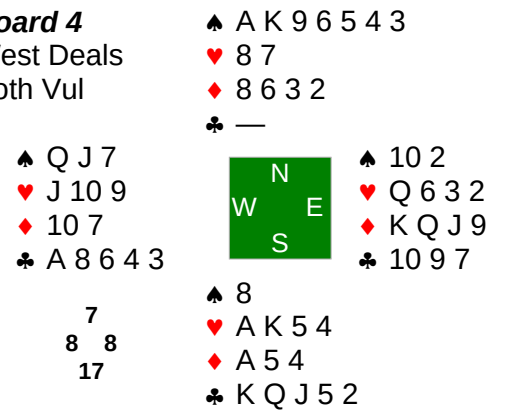
4 ♥ by West
Lead: ♣ K

West has six certain tricks, but the suit is good enough to bid a vulnerable pre-empt. With at least three tricks opposite, East raises to game.

On the lead of the ♣ K, declarer draws two rounds of trumps finishing in dummy, and takes the ruffing diamond finesse. The established diamonds will then provide discards for declarer's spade losers.

Pre-empts

Board 4
West Deals
Both Vul



West	*North*	*East*	*South*
Pass	3 ♠	Pass	4 ♠
All pass			

4 ♠ by North
Lead: ♦ K

North's hand is perfect for a 3 ♠ opening. South can see four tricks in their hand so bids the spade game. Game in 3 NT is not a good choice as the spade suit is unlikely to score many tricks in a no-trump contract.

Declarer wins the ♦ A, plays two rounds of hearts, crosses back to dummy and plays the ♣ K for the ruffing finesse. If it is not covered, declarer discards a diamond loser from hand. If it is, declarer ruffs and returns to dummy to cash clubs.

Board 5
North Deals
N-S Vul

	♠ A Q 10 7 4 3 2 ♥ 7 6 5 ♦ A 5 3 ♣ —	
♠ J 9 ♥ A J 9 3 ♦ Q 10 ♣ A 10 7 6 4	N W E S	♠ — ♥ K Q 10 ♦ J 7 6 4 2 ♣ J 9 8 5 2
10 **12 7** **11**	♠ K 8 6 5 ♥ 8 4 2 ♦ K 9 8 ♣ K Q 3	

West	*North*	*East*	*South*
	1 ♠	Pass	3 ♠
Pass	4 ♠	All pass	

4 ♠ by North
Lead: ♥ K

With two Aces and a good seven-card suit, North is too strong to open 3 ♠. Instead, 1 ♠ should be preferred. South bids 3 ♠ (invitational with four-card support). Even with only 10 high card points, North should raise to game as the void is very powerful.

The defence cash three heart tricks. Declarer can get home by taking the ruffing club finesse.

Pre-empts

Board 6
East Deals
E-W Vul

	♠ A 8 4 3 ♥ K 10 3 2 ♦ 9 8 5 3 ♣ 3	
♠ Q 10 9 6 ♥ Q J 9 8 ♦ A Q ♣ A J 5	N W E S	♠ 5 2 ♥ 4 ♦ 10 4 2 ♣ K Q 10 8 6 4 2
7 **16 5** **12**	♠ K J 7 ♥ A 7 6 5 ♦ K J 7 6 ♣ 9 7	

West	*North*	*East*	*South*
		3 ♣	Pass
3 NT	All pass		

3 NT by West
Lead: ♥ 2

West can count eight tricks in no trumps with a ninth possible from the diamond finesse or a major suit trick. West bids game in 3 NT and not 5 ♣.

Declarer can count eight tricks off the top. The diamond finesse or a heart will provide the ninth.