

Board 13 Dealer N Both Vul	♠A54 ♥QJT43 ♦98 ♣A98	Contract: 3NT / W      South must take 9 tricks (6+3) Lead ♥Q Score: (3×30+10) + 500 (vul. game bonus) = 600									
♠QJT9 ♥AK ♦A74 ♣T543	<table border="1" style="margin: auto;"> <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		♠876 ♥52 ♦KQJT32 ♣K2
	N										
W		E									
	S										
	♠K32 ♥9876 ♦65 ♣QJ76	There are 8 top tricks, 6 diamonds and 2 hearts. There's no time to knock out the ace and king of spades - NS will get in and cash enough heart tricks to beat you. You need one more trick and you need it fast. Win the ♥A at trick 1 and lead a club, hoping that North has the ♣A and that your ♣K will be the ninth trick.									

Board 14 Dealer E Nil Vul	♠J875 ♥AK ♦8643 ♣KQ4	Contract: 4♠ / S      South must take 10 tricks (6+4) Lead ♥Q Score: (4×30) + 300 (n.v. game bonus) = 420									
♠AQ ♥QJT ♦T2 ♣J98532	<table border="1" style="margin: auto;"> <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		♠KT ♥987532 ♦K95 ♣AT
	N										
W		E									
	S										
	♠96432 ♥64 ♦AQJ7 ♣76	Win the ♥A and play a trump. When next in, play another trump. Then use entries to dummy to take diamond finesses. You need the trumps 2-2, diamonds 3-2 and the diamond finesse to work. All this is approximately a 13% chance - not surprising that it's such a low percentage when you only have a combined 20 HCP.									

Board 15 Dealer S NS Vul	♠KJ5 ♥976432 ♦T ♣874	Contract: 6♦ / E      South must take 12 tricks (6+6) Lead ♥K Score: (6×20) + 300 (n.v. game bonus) + 500 (n.v. slam bonus) = 920									
♠42 ♥85 ♦432 ♣AKQJT9	<table border="1" style="margin: auto;"> <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		♠A9876 ♥A ♦AK8765 ♣2
	N										
W		E									
	S										
	♠QT3 ♥KQJT ♦QJ9 ♣653	Win the ♥A and play ♦A, ♦K and a third diamond. There are no more trumps out and dummy's long clubs will take care of all your small spades. Dummy has no entry outside the club suit, so if you neglect to draw all the opposing trumps, South will ruff in on the fourth round of clubs and you will be left with a spade loser in hand.									

Board 16 Dealer W EW Vul	♠KJ7 ♥A765 ♦AK ♣K952	Contract: 6♥ / N      South must take 12 tricks (6+6) Lead ♣Q Score: (6×30) + 300 (n.v. game bonus) + 500 (n.v. slam bonus) = 980									
♠T953 ♥K32 ♦T983 ♣64	<table border="1" style="margin: auto;"> <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		♠642 ♥Q4 ♦762 ♣QJT87
	N										
W		E									
	S										
	♠AQ8 ♥JT98 ♦QJ54 ♣A3	Win the ♣A and run the ♥J when West plays low. East will win and (probably) play another club. Win with the ♣K, play a spade to dummy and then run the ♥10 when West plays low again. Now draw the last trump and play off all your winners in a sensible order.									