

## PROFITABLE LEADS

### ANSWERS TO PROBLEMS

- SLIDE 8**
1. Lead J♣ because trumps are unsuitable for ruffing
  2. Lead a trump. Singleton lead unwise in dummy's long suit
  3. Lead a trump. Singleton is in declarer's other suit
  4. Lead K♥ - attacking lead suggested because of your poor club holding.
  5. Lead 6♣. Singleton is wrong because partner cannot have an entry and you may enable declarer to pick up the spade suit.
  6. Lead the 10♦ because partner may hold only 2
- SLIDE 10**
7. Lead the Q♠ - trump lead is strongly suggested
  8. Lead the 3♥ because of your strong diamond holding
  9. Lead a trump expect dummy to be worthless and this is the safest lead.
  10. Lead the K♦. Best chance is to force declarer's trumps
  11. Lead a trump when dummy is known to have a shortage
  12. Lead a trump when your side has the balance of power
- SLIDE 12**
13. Lead the 4♠. 4<sup>th</sup> best from a 5 card suit
  14. Lead the 7♠ (or 9♠). Never lead from an AQxx suit
  15. Lead the Q♥ (broken sequence)
  16. Lead the J♠ (top of an interior sequence)
  17. Lead the J♠ (top of sequence even if only a 3 card suit)
  18. Lead the A♠ (for attitude signal)
- SLIDE 14**
19. Lead the 9♠.
  20. Lead 5♥. Any honour in partner's hand will help promote this suit.
  21. Lead 2♣ because declarer probably has at least 4 clubs.
  22. Unsafe to lead this suit as it is dummy's. Prefer 9♦ lead. Compare hand 20.
  23. Lead J♦ - same principle as hand 17.
  24. Lead 9♥ as you would like later to take all 5 diamond tricks

**SLIDE 16**

25. Lead 2♥ - attack because spades behave well for declarer.
26. Lead 7♣ (or 8♣) because diamonds break badly for declarer – thus passive lead indicated.
27. Lead 10♥ - good chance of developing 4 tricks in the suit.
28. Lead 9♦ - hearts breaking badly, limited auction, passive defence indicated.
29. Lead K♥ - attacking defence needed (everything breaking well)
30. Lead Q♣ - partner did not overcall 1♠ so maybe their suit is clubs.

**SLIDE 17**

31. Lead 2♠ (better to lead from length in declarer's suit than dummy's suit). Dummy is presumed to hold 4 hearts.
32. Lead K♠ because attacking defence needed. Second option to lead 2♠.
33. Lead 7♦ (or 9♦). Better than clubs because partner did not make a lead directing double.
35. Lead A♣ because you have a sure entry and you will be able to decide whether to continue with Q♣ or 10♣,
35. Lead 4♦ - don't cash a top one first as partner may hold a doubleton.
36. Lead 8♣ - not ideal but passive defence indicated because hearts break badly.

**SLIDE 19**

37. Lead a trump as dummy may have short diamonds.
38. Lead the J♣ - a trump forcing game is better when you have 4 trumps.
39. Lead 2♥ - attack when things are breaking well.
40. Lead a trump because dummy has 2 suits (majors)
41. Lead A♠ - unbid suit in which they probably do not hold the K
42. Lead 3♦. Ideal to lead singleton in an unbid suit. No need to cash A♠ first – you may need to underlead spades to get an entry for your ruffs.

**SLIDE 21**

43. Risk bidding 4♣ (NV). Partner is likely to be short in hearts and they will probably not double.
44. Double to suggest a club lead.
45. Double to suggest a heart lead
46. Double to show a club lead is safe
47. Double to show values in spades
48. Pass – you don't particularly want a diamond lead

- SLIDE 23**
- 49. Double asking partner to try to find your suit to lead
  - 50. Double to suggest a spade lead. Safe because the bidding is limited.
  - 51. Double to ask partner to find a different lead (ie not spades)
  - 52. Double suggests to partner that it is safe to lead their own suit
  - 53. Double to suggest a heart lead
  - 54. Open 1♥ in 3<sup>rd</sup> seat to suggest a lead. Pass any response by partner.

**SLIDE 26/7** When East wins the A♦ they can see at least 9 tricks for declarer. The only chance lies in clubs and the lead must be the Q♣ to hold the lead to capture declarer's King.

**SLIDE 28/9** East should switch to the Q♠ at trick 2. This is a 'surround' play. Whatever declarer does, the defence can establish 3 tricks in the suit.

**SLIDE 30/31** The bidding strongly suggests that declarer has a singleton spade at most. So, when in with the K♥, West should switch to the Q♠.

**SLIDE 32/33** West should lead a low heart. An attacking lead is indicated (both spades and clubs are behaving kindly for declarer and the suits are breaking well). A diamond lead would be passive. A spade lead is the worst.

**SLIDE 34/35** East can see that it is essential to kill the entry to dummy to prevent the establishment of the diamond suit. The lead of the K♥ will certainly achieve this. Even if this costs a trick or two in hearts, it will save 4 in diamonds.

**SLIDE 36/7** West should switch to the Q♠ after winning the first or second diamond. It is possible to count 9 tricks for declarer (2♠, 3♥, 2♦ and 2♣) so it is essential to promote a spade trick. If declarer has 2 spades only as seems probable, the Q♠ is the only safe card to lead.

**SLIDE 38/9**

**West can see a probable 9 tricks for declarer (2 or 3♠, 3♥ and 3 or 4♣). Partner is known to hold at most 1 HCP so desperate measures are called for. Switch to the 2♦ at trick 3 and you may make an unexpected 5<sup>th</sup> trick.**

**SLIDE 40/41**

**After the lead, East can count a probable 9 tricks for declarer (1♠, 6♥ and 2♣). With the diamond establishment threatened urgent action is required. East should go up with the K♦ (no chance if declarer has the Ace) and switch to the 10♠ (surround play).**

**SLIDE 42/43**

**West can see at least 9 tricks for declarer (4♠, 2♦ and 3♣) so must take 4 heart tricks immediately. Switch to the A♥ (or the Q♥) at trick 4.**

**SLIDE 44/45**

**Although East knows that partner has led a singleton, they should return the 3♣ at trick 2 to prepare for their own ruff. Now, after winning the A♥, the lead of the 4♦ (suit preference) will ensure 3 ruffs for the defence. (An alternative is to return the 4♦ at trick 2 but the recommended line of defence is clearer).**

**Chris Dixon**

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