

## LEADS AND DEFENCE

### ANSWERS TO PROBLEMS

SLIDE 9  
Lead to 1NT

1. 4♠ - Always attack with a 5 card suit
2. 7♠ - Prefer a passive lead
3. Q♥ - Top of a broken sequence
4. J♠ - Top of an interior sequence
5. J♠ - Prefer a passive lead
6. A♠ or 8♦ - avoid 4<sup>th</sup> best with AKxx

SLIDE 10  
Lead to 3NT

1. 8♠ - avoid 4<sup>th</sup> best from AQxx
2. 6♠ - 4<sup>th</sup> best – in case partner has xx
3. A♦ - after seeing dummy you can see how to continue. This is right because you have a sure outside entry.
4. 7♠ or A♥ - Avoid leads from Jxxx if possible
5. Q♠ - same reasons as on hands 1 and 4 of this set
6. 7♠ - Better to play for partner's suit with this entryless hand

SLIDE 11

1. 2♣ - Attack because of danger of diamond suit
2. 2♠ - Attacking lead because you know hearts are 3-3
3. 2♥ - Passive when dummy is probably very weak
4. 2♣ - Attack – Note partner did not double 5♠
5. 9♠ - Passive because cards are lying badly. Lead top because dummy will have 4♠ and partner will be able to read the situation better.
6. K♠ - Attack on this confident bidding

SLIDE 12

1. 2♥ - Attack with a trump lead because dummy will be short in spades
2. K♣ - Bidding screams for trump lead
3. K♥ - Forcing game best here. If you lead 2♦ you may only be able to ruff one of declarer's losers.
4. 5♦ - even if it is opponent's suit. This offers best chance (partner may have J♦ or even 9♦).
5. 8♦ - passive because hearts are not going to break

SLIDE 15

1. 2♦ - Attack because of danger of club suit
2. 3♥ - Singleton might be right but you may only be able to ruff one of declarer's losers.
3. 3♣ - Good lead – trump control is useful
4. K♦ - Play for a forcing game here
5. 2♦ - Attack because of danger of club suit
6. A♠ - Cash because partner may have unexpected trump tricks

- SLIDE 19**
1. Play the 10 (declarer has at least 3)
  2. Play the 9 (only wrong if partner has AKxxx)
  3. Play the K (don't finesse 'against partner')
  4. Play the J (lower of touching high cards)
  5. Play the A (or the Q if partner may have no entry)
  6. Play the K (declarer would have tried the Q with Ax)
- SLIDE 20**
1. Win the A and return the 10 (higher of 2 remaining)
  2. Win the A and return the 2 (original 4<sup>th</sup> best)
  3. Win the K and return the Q (alert showing a doubleton)
  4. Win the K and return the 3
  5. Play the 9 (opening lead is probably not 4<sup>th</sup> best)
  6. Play the J under dummy's Ace and continue with the 10 when you gain the lead.
- SLIDE 22**
1. Cover in case partner has Q8xx
  2. Don't cover – Declarer may be looking for the Q
  3. Cover – Declarer may have Q98xx
  4. Don't cover – declarer probably has QJ
  5. Cover in case partner has Q9x
  6. Don't cover – same as 2 above
- SLIDE 23**
1. Don't cover – but cover the J if led next
  2. Don't cover – hope declarer misreads and leads J next
  3. Cover to destroy the power of the 10
  4. Hmmm – don't cover if you think declarer may have a 6 card suit but they may have A1098x. So if the suit was opened and rebid, don't cover – otherwise do.
  5. Don't cover – declarer probably has A109x
  6. May be right to cover (except in trumps) as partner may have, eg, Q9xx. Covering gets you 3 tricks
- SLIDE 24**
- Count of declarer's distribution reveals almost certainly a singleton diamond – so cash the A♦ at trick 2.
- SLIDE 26**
- Target must be to get this 3 down (you probably can make a game). return 10♠ at trick 2 as suit preference for diamonds. You hope for 1♠, 3♥ and 4 tricks in the minors.
- SLIDE 28**
- Lead Q♠ - passive. This is much better than 4<sup>th</sup> best from either suit. This leads to an 1100 penalty.
- SLIDE 31**
- Lead 7♠ (attacking).
- SLIDE 32**
- 7♠ lead goes to J♠ and A♠. Declarer leads 2♥. Win with the Ace and lead the 2♠ to partner's known Q♠ for a club return (in case partner has QJ♠)

- SLIDE 34**            **Lead A♥ - safest Ace to lead is in longest suit.**
- SLIDE 35**            **Opening A♥ lead goes to 2, 6 and 4. Partner may well have Qxx. Exit passively with Q♠ and wait for your tricks.**
- SLIDE 37**            **Play to first trick reveals 7 of declarer's points. K♣ may be inferred because of failure to lead ♣. So win with A♠ (otherwise 9 tricks) and switch to J♥.**
- SLIDE 39**            **Play to first trick reveals AK♦ - no room for the K♥ in declarer's hand, so switch to A and Q♥ (Q♥ first if you wish)**
- SLIDE 41**            **Opening lead of Q♥ holds, you win the next spade. Urgent to switch to clubs now in case diamonds can supply 4 tricks after trumps are drawn.**
- SLIDE 43**            **Partner's play of the 9♠ at the second trick means they started with 3 cards. So duck the Q♠.**
- SLIDE 45**            **Opening lead is probably a singleton (declarer probably not short in spades and diamonds). Defer giving a ruff and play your own singleton first. Then when you win the A♥ you may be able to give 2 ruffs and get one yourself.**
- SLIDE 47**            **You can count 7 heart tricks, plus AK♦ and A♠. If you win this trick there are 2 spade tricks for 12. So you must duck hoping declarer has a singleton. You may then make a diamond and a club.**
- SLIDE 49**            **Lead AK♦. Now, continue a diamond and even if this is a ruff and discard you will be able to come to a second trump trick by ducking trumps twice and then leading a 4<sup>th</sup> diamond when you win the A♠.**
- SLIDE 51**            **Essential to attack spades before the clubs are established. You must lead the 10♠ to kill the value of declarer's J♠ and 9♠ in dummy. This is called a surrounding play.**