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| W should lead KH. E should realise $W$ lead is from a $H$ suit headed by KQ and also that unless the defence is dynamic, declarer will draw trumps and pitch his losers on dummys long $D$ suit. $E$ holds a singleton $A D$ but if he plays it can he get his partner back in to give him a ruff? Yes. E should overtake Ws KH with his AH. Cash his AD and then return $a \mathrm{H}$ to Ws $Q$. $W$ recognises $E$ AD must be singleton and returns a D or a ruff. | You, South, lead 0 H . Declarer plays low from dummy and wins in hand with Kh. He now leads KS. You duck this trick because you know from bidding N has only one trump and you will get a chance to see an informative discard on the second round of trumps. <br> Declarer continues with a low trump and you hop up with your AS and watch for partner's card. He plays 2D. $N$ is telling you he likes diamonds rather than a club. Looking at dummy, $p$ surely has the AD. You play KD then 9 D and N sends a D back for a ruff to defeat the contract. |
|  <br> E should lead AH ... asking for attitude. W should play the 6 saying no $p$, I do not have a shortage and I do not hold the $Q$. then switches to a trump to defeat the contract. How do you pick 6 H as W's highest? A couple of clues: which ones can you see that are missing? why did declarer NOT play the 2? Tip for declarers - the 2 is a very telling card. You should think twice before showing that you have it. |  <br> E may use Puppet Stayman. EW should end up in the same contract. N leads KH . S should see the Ds in dummy and see there is no other entry to the hand. It is therefore crucial to give count to p on his D holding so N can hold up the A correctly. W should duck the first $H$ and $S$ should play the 6 H showing an odd number. When w wins the second H trick and leads the 10D, N should duck and S must play the 2 showing an odd number. N then knows the count and knows to play the A at trick 2. |

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| If you always play the highest in ps suit see what happens here. If you play the QS your $p$ doesn't know where the $J$ is. Best to lead low from the Q. Declarer is kept to 1 trick in spades instead of being gifted 2. | S leads KH which must be from KQJ or KQT... $N$ can both discourage (as he does not hold the $J$ if $p$ has led from $K Q T$ ) and show count by playing 8 H . Play 8 H to show an even number. Declarer should duck. S now knows to discontinue Hs and find the diamond switch (lead through strength) to ps hand to have the $H$ led through. This is all about timing. A switch to any other suit gives declarer a tempo to set up the clubs and make his contract. |
|  <br> Lead ps suit unless you have something better. Play 7H ... doubleton. West should keep attacking Hs and try not to switch suits unless some better plan opens up. |  <br> N leads JC top of internal sequence. South should give count. When W develops Ds S must be alive to the auction and put up the $A$ to protect the only possible entry for $N$ to those clubs. Protect ps potential entry and fire back a club straight away. |

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