**Board 1 Dealer N Vul none**

 **N E S W**

 **1♣ 1**♥ **1**♠ **p**

 **2**♠ **all pass**

***Lead partner’s bid suit***

***Lead top card of 2-card holding***



Always lead partner’s bid suit and, with two cards, lead the higher one.

This works well here as West can retain the lead with ♥9 and EW will make the first three tricks in hearts regardless of when dummy’s ♥K is played.

East then leads the top clubs (NOT a fourth heart as that would allow South to discard a club loser) and if West has either a natural trump trick or is able to trump the third club the contract will be beaten.

**Board 2 Dealer E Vul NS**

 **E S W N**

 **p 1NT p 3NT all pass**

***Lead longest suit against notrumps***

***Keep leading the same suit***



West has a clear-cut lead: the longest suit and the ♥Q, the top of the sequence in that suit.

Declarer will lead diamonds and when East wins he must lead another heart.

Declarer will lead diamonds and when East wins he must lead another heart. For East to lead the other top diamond now is **WRONG** (That is equivalent to a spectacular own-goal in football!)

After returning a heart, East leads his last heart on winning the second diamond trick, and West gets three more heart tricks.

**Board 3 Dealer S Vul EW**

 **S W N E**

**1NT all pass**

***Play low in second position***



West should lead the longest suit even though these hearts do not look very inspiring (and lead the ♥2, the 4th card when there is no honour sequence).

East must play high but “lowest of equal-highest” that is ♥9 or ♥J depending on whether dummy plays ♥8 or ♥10 respectively.

Declarer has only five top tricks and needs to set up the club suit for more.

West must play low when South leads a club. To play the ♣A will crash partner’s ♣K, immediately giving declarer four club tricks and nine in all.

**Board 4 Dealer W Vul all**

 **W N E S**

 **p p p 1**♠

 **p 2♠ p 4♠**

 **all pass**

***Honour sequence is a good lead***

***Lead the highest card of sequence***



The sequence makes clubs the best suit to lead and ♣K, the top card should be led.

A *low* club lead would give declarer a bonus trick with the ♣J.

If any suit other than clubs was led declarer would draw trumps, give up a trick to the ♥K and then discard the club loser on the ♥J.

**Board 5 Dealer N Vul NS**

 **N E S W**

 **p p 1NT all pass**

***Play high on partner’s lead***

***Continue leading the same suit***



To lead the longest suit against notrumps is always preferred over a good but shorter holding like the clubs.

Here, without a sequence, West should lead ♠4 (4th highest).

East must play ♠K on that trick. Although that loses to South’s ♠A, when East later wins with ♦A returning the other spade gives West four more tricks in the suit.

Only then should West cash the ♣AK which beats the contract.

**Board 6 Dealer E Vul EW**

 **E S W N**

 **p 1**♠ **p 4**♠

 **all pass**

***Lead top of sequence***

***Don’t lead suit if dummy can trump***



West should start with ♣AK. Although the ♣10 is now the highest if it is led now it can be trumped in dummy and, on the same trick, declarer can discard one of the losing diamonds.

West must lead something other than a club at trick 3.

Any non-club card will do!

Declarer will ultimately lose two tricks in diamonds.

**Board 7 Dealer S Vul all**

 **S W N E**

 **1**♠ **p 2**♠ **all pass**

***Lead short suit in trump suit contract***



The singleton ♥J is the best lead here. As East can see “a lot of hearts” it will be likely the ♥J is a singleton.

(In fact if declarer first wins with ♥K in dummy East will KNOW the ♥J is a singleton as the only unseen hearts would be ♥Q and ♥A and the lead of the ♥J denies both!)

So, after winning with ♠A, East leads a heart for West to trump.

West will lead a diamond next (not a club, seeing the ♣A in dummy) and trump another heart.

Only now is it time to cash whatever further diamond tricks they have.

**Board 8 Dealer W Vul none**

 **W N E S**

 **p 1**♦ **1**♠ **1NT**

 **p 3NT all pass**

***Lead partner’s bid suit***



Always lead partner’s bid suit; having only one of them is no excuse not to (especially with a hand as bad as West’s).

Declarer wins with the ♠A but East has four more spade tricks to cash immediately on winning with the ♦A.

On the lead of any other suit declarer still has the ♠A when losing to the ♦A so will be able to make at least ten tricks (5 diamonds, two clubs, two hearts (plus a third heart if West started with a heart lead) and a spade.