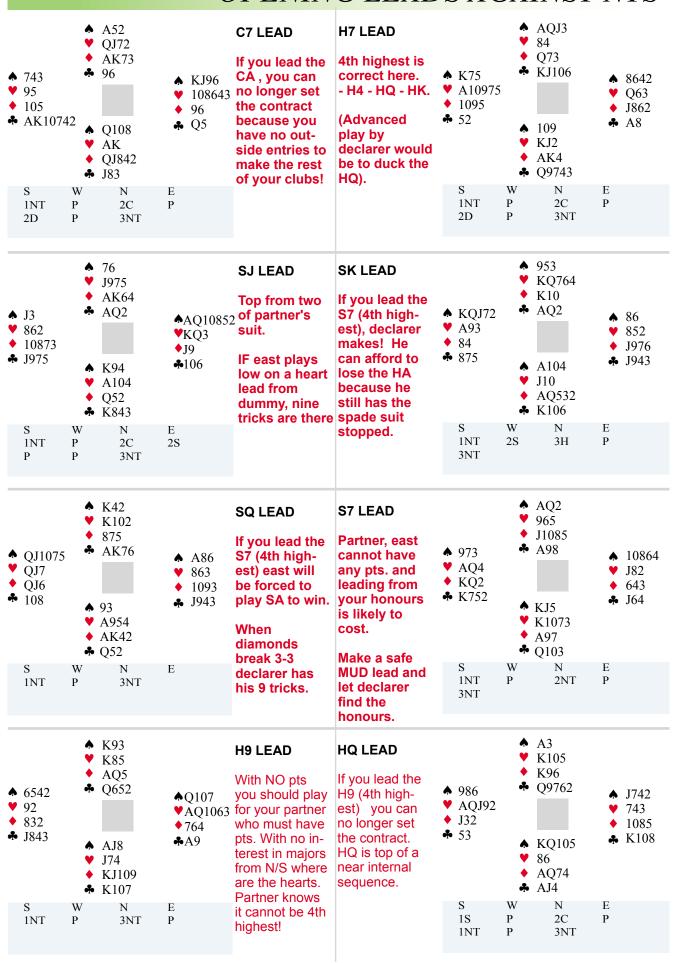
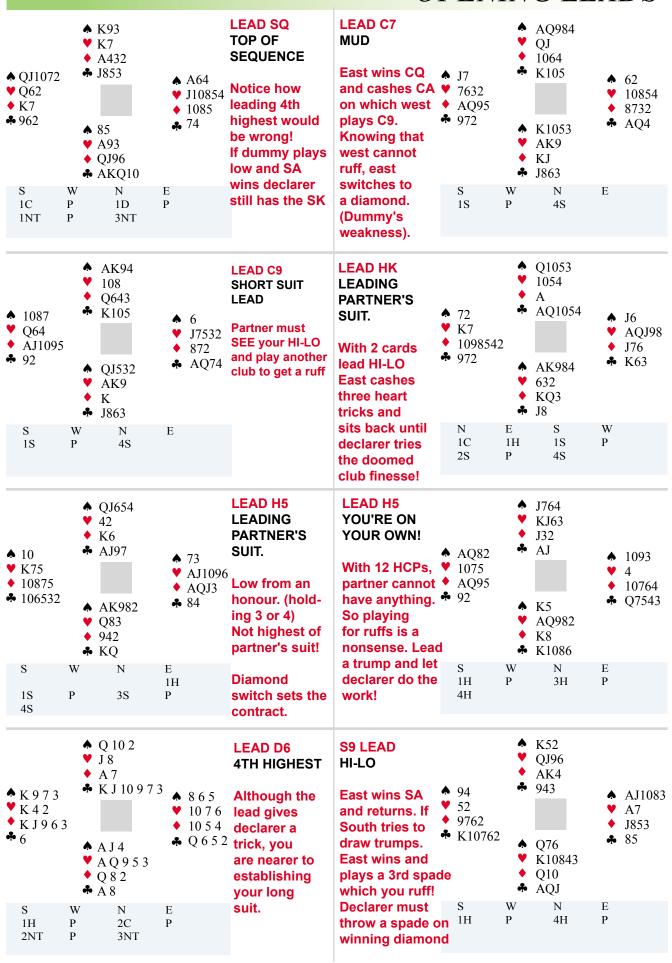
OPENING LEADS AGAINST NTS



OPENING LEADS

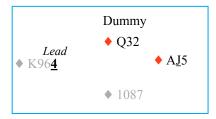


WHAT TO PLAY ON PARTNER'S LEAD

Keeping a Guard on Dummy's Honour Card



East, 3rd in hand, should play ◆10, **keeping ◆A to guard ◆Q.** If east plays ◆A, declarer gets two tricks instead of one!



East, 3rd in hand, should play ◆J, keeping ◆A to guard ◆Q.
When ◆J holds, east cashes ◆A and returns ◆5



East, 3rd in hand, should play ♦9, **keeping ♦K to guard ♦Q**. ♦9 DOES NOT give a trick away. Declarer is entitled to 1 diamond trick.

Play *Highest When there is NOTHING to Guard in Dummy.



With nothing to guard in dummy, east, 3rd in hand, should play ◆A. On this layout, declarer is not entitled to any tricks.



With nothing to guard in dummy, east, 3rd in hand, should play ◆K. Important to return ◆J (hi-lo) from the two remaining diamonds.

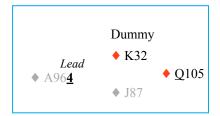


With nothing to guard in dummy, east, 3rd in hand, should play ◆K. If declarer ducks, return ◆J (hi-lo) from the two remaining diamonds.

*When you are defending, ALWAYS try to win with the lowere or lowest of touching honours. e.g. With $Q\underline{J}8$



Because east cannot beat the ◆A pretend it's not there and play ◆K This holds declarer to one trick.



Because east cannot beat the ◆K pretend it's not there and play ◆Q This holds declarer to one trick.



Dummy

East only plays • K if • Q is played from dummy. • 4 is the correct card. This is a count signal!

As you would if there was nothing to guard in dummy

What to Play on Partner's Top of Sequence Leads



The one card that west DOESN'T have, is the ♦Q. East must therefore play ♦K and return ♦8



With only two cards, east must unblock ♦K and return ♦8
This holds declarer to one trick.



With only two cards, east must overtake ◆K and return the ◆8.

King leads against NTs are special! More later!