In a suit contract, you usually want to grab your winners before declarer can discard her losers. It is almost <u>never</u> right to under-lead an ace against a suit contract.

Following is a chart of suggested opening leads against a suit contract:

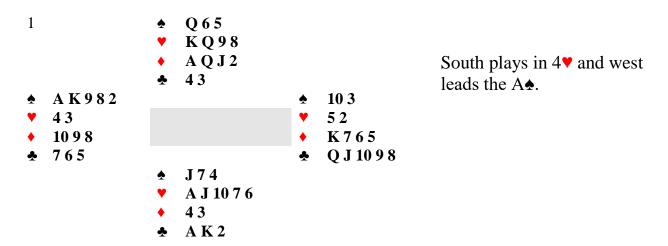
A-K combination	 Partner might be able to signal high-low and get a ruff. It allows you to view the dummy before your next lead. 				
Top of sequence or broken sequence	 K from K Q J or K Q 10. Q from Q J 10 or J from J 10 9 is less aggressive, but safe. Sometimes a passive lead is best e.g. slam. 				
Partner's suit	 Lead the top card from a doubleton: e.g. <u>7</u> 2; <u>Q</u> 5 Lead the top of touching honours: e.g. <u>Q</u> J 3; <u>10</u> 9 5 Otherwise lead low: e.g. K 8 <u>3</u>; Q 9 4 <u>2</u>; 9 7 <u>6</u> 				
Fourth highest from an honour in an unbid suit	Partner might have one or more honours in the suit and you will promote honours in your hand or partner's hand				
Singleton	 Can be risky but it might work if you are weak and partner has a good chance of winning the trick and giving you a ruff Bad idea if you are strong because partner will be weak Bad idea if you already have a natural trump trick 				
Trump	 Good idea if the bidding suggests that declarer may want to ruff a suit in dummy before drawing trumps. Mandatory if partner has made a penalty pass of your take-out double May be necessary if all other leads are more dangerous Bad idea if you have a singleton trump. You will likely finesse partner. 				

Notes for Week No. 1

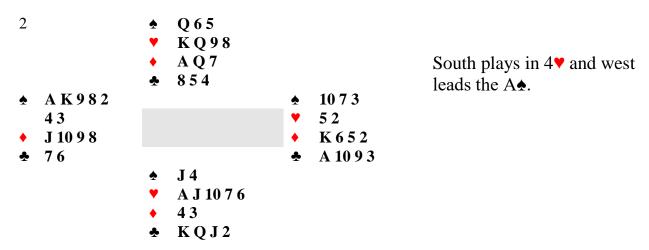
Leading from an AK Combination

Whether you lead the A or the K from A K x x is a matter of partnership agreement. In these examples, we will lead the A.

When an A is led the player in third seat must give a signal. A high card is encouraging and a low card is discouraging.



East is virtually certain that west holds $K \clubsuit$. He plays his highest spade $(10 \clubsuit)$ to encourage west to continue with the suit. West presumes that the 10 is the beginning of a high-low to show a doubleton. He continues with the $K \spadesuit$ and another spade which is ruffed by east. East exits with $Q \clubsuit$ (top of a sequence) and waits to win his $K \spadesuit$ for the setting trick.



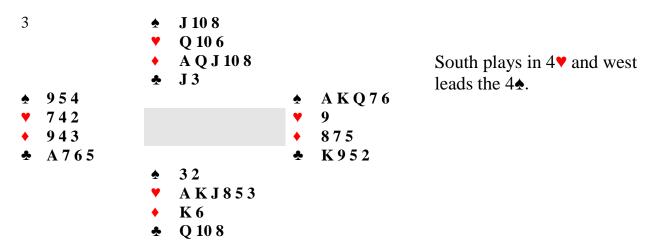
East does not want west to continue with a spade because it will establish the $Q \triangleq$ in dummy. He conveys this message by playing his lowest spade. West should switch to $J \spadesuit$, the top of a sequence, enabling east to win $K \spadesuit$. Defenders will be able to cash four tricks.

Week No. 2

Silver point game. No lesson.

Notes for Week No. 3

Leading partner's suit is usually a good idea. The card that you lead gives your partner valuable information about the number of cards that you hold in his suit. In bridge, we call this "count". If you held 9 3, you would lead the 9. When you play the 3 at the next trick, partner will know that you have a doubleton. But what if you have three cards in your partner's suit? You must lead the smallest card. The example below shows why this is important.



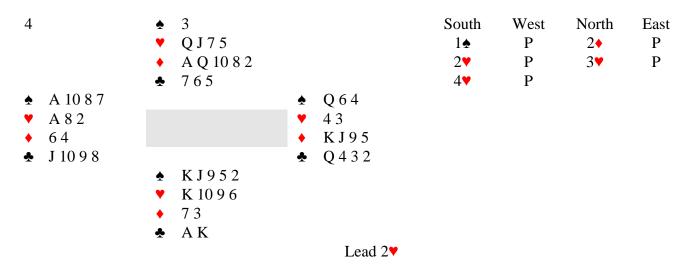
East wins $Q \triangleq$ and cashes $K \triangleq$. When west plays the $5 \triangleq$, east knows that partner has another spade and therefore that declarer has no more. If he tries to cash $A \triangleq$, declarer will ruff, draw trump and sluff two clubs on that menacing diamond suit. Switching to a small club is the only hope. West happily wins $A \triangleq$ and returns a club to partner's K.

Notes for Week No. 4

Leading Trump

When the bidding suggests that declarer will likely be ruffing in dummy, it is a good idea to lead trump. A common example occurs when opening bidder gives partner a choice of two suits and responder prefers the second suit.

In the hand below, the bidding makes it clear that dummy is short in spades. You have spade strength lying over south's spade bid. You feel certain that declarer will try to ruff spades in the dummy. Lead the 2♥. Declarer will win in dummy and lead a spade toward his hand. You will win the A♠, cash A♥ and lead another heart. Declarer will be able to ruff only one spade in dummy and will be short at least one trick.



Notes for Week No. 5

Leading a Singleton

One of the pleasures of bridge is to lead a singleton to your partner's ace and get a ruff. However there is risk involved in leading a singleton. You could be finessing your partner and making life easy for the opponents.

Here are some examples to think about.

5. ♦ +	West 7 K Q 10 10 9 8 5 9 6 4 3 2	West P P	North 3♥ P	East P P	South 1♥ 4♥	Do not lead a spade. You have two natural trump tricks. There is no point incurring risk when you have nothing to gain. Lead 10.
6. ❖ ❖ ❖	West J 10 9 5 A 7 2 8 A Q 7 4 3	West P P P	North 3♥ P P	East P P P	South 1♥ 4♥	Do not lead 8♦. Given the strength of your hand, it is virtually impossible that your partner holds an ace. Lead J♠, top of a sequence.
7. ❖ ❖	West 8 5 2 K Q 9 7 4 K 10 6 4 3	West P P	North 2♠ P	East P P	South 1♣ 4♠	Leading a singleton king is likely to cost a trick. Even if it wins, you may not be able to put partner on lead. A passive lead is best here. Lead 24.
8. ❖ ❖	West J 10 9 5 A 7 2 8 10 8 7 4 3	West P P P	North 3♥ P P	East P P P	South 1♥ 4♥	Lead 8♦. Given your weak hand, there is some chance that partner holds A♦. Since you hold A♥, you will have a second chance to put partner on lead.