## Hands for Lesson 25



| West | North | East | South |
| :--- | :--- | :--- | :--- |
| - | $1 \boldsymbol{\downarrow}$ | Pass | 2 |
| Pass | $2 \downarrow$ | Pass | $4 \downarrow$ |
| All Pass |  |  |  |

Lead $\because 2$ (Unbid suit, low from honours)
When opponents have bid three suits it may be vital to cash your winners in the unbid suit. Do not be afraid to lead away from a king.

| Deal 26.2 | ค 63 <br> - 103 <br> - J1092 <br> * 98643 | NS Vul Dealer East |
| :---: | :---: | :---: |
| ค J 92 <br> - KQ864 <br> - KQ64 <br> * 7 | $\mathrm{W}_{\mathrm{S}}^{\mathrm{N}} \mathrm{E}$ | a Q75 <br> - AJ75 <br> - 8 <br> * AKJ102 |
|  | ^ AK1084 <br> $\bullet 92$ <br> - A753 <br> * Q5 |  |


| West | North | East | South |
| :---: | :--- | :--- | :--- |
| - | - | $1 \%$ | $1 \uparrow$ |
| $2 \downarrow$ | Pass | $4 \downarrow$ | All Pass |

Lead $\boldsymbol{\wedge} 6$ (partner's suit, top of doubleton)
Partner needs a good suit to overcall, so lead it! The spade ruff beats the game -East-West are unlucky this time


| $\approx \mathrm{KJ3}$ |  |  |  |
| :--- | :--- | :--- | :--- |
|  |  |  |  |
| West | North | East | South |
| - | - | - | 1NT |
| Pass | 2NT | Pass | 3NT |
| All Pass |  |  |  |

Lead $\uparrow 8$ (weak hand looks for partner's suit)
The high card denies an honour, so West knows South has aK. He plays 99 to establish his suit. Inspired!

| Deal 26.4 |  | Q83 J73 Q10832 75 | All Vul Dealer West |
| :---: | :---: | :---: | :---: |
| ^AK10752 <br> - A92 <br> - 7 <br> \& K106 |  | $W_{S}^{N} E$ | ค 96 <br> - 864 <br> - J64 <br> * AQ932 |
|  |  | J4 <br> KQ105 <br> AK95 <br> J84 |  |
| West 1 A 2a | North | East | South |
|  | Pass | 1NT | Pass |
|  | All Pass |  |  | $2 \wedge$ All Pa

Lead $\bullet$ 3. (low from an honour)
North has diamond length, so West is short. Switch to $\nabla K$ to set up some tricks there and hold him to nine.

## Hands for Lesson 25



| West | North | East | South |
| :--- | :--- | :--- | :--- |
| - | $1 N T$ | Pass | 3NT |
| All Pass |  |  |  |

Lead: A 5 (fourth highest from a long suit)
Two identical suits - the only clue is that South did not use Stayman, so choose the major


| West | North | East | South |
| :--- | :--- | :--- | :--- |
| - | - | Pass | Pass |
| $1 \vee$ | $1 \uparrow$ | 1NT | All Pass |

Lead: $\uparrow 8$ (partner's suit, top of a doubleton)
Lucky partner gets you off to the best start. Your own suits are not tempting


| West | North | East | South |
| :--- | :--- | :--- | :--- |
| - | - | - | $1 N T$ |
| Pass | $2 \boldsymbol{*}$ | Pass | $2 \downarrow$ |
| Pass | $3 N T$ | All Pass |  |

Lead $\uparrow 4$ (fourth highest from a long suit)
Both opponents have shown a 4-card major so lead the 4-card minor instead


| West | North | East | South |
| :--- | :--- | :--- | :--- |
| $1 \vee$ | Pass | $1 \boldsymbol{\imath}$ | Pass |
| $3 \vee$ | Pass | $4 \vee$ | All Pass |

Lead $\leqslant 9$ (singleton to try for a ruff)
When you are very weak partner may have an entry to give you a ruff

