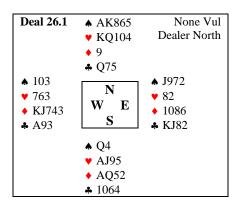
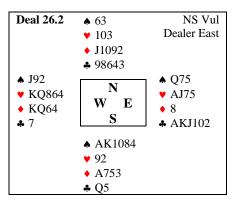
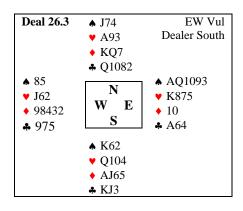
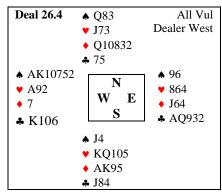


Hands for Lesson 25









 West
 North
 East
 South

 1♠
 Pass
 2♦

 Pass
 2♥
 Pass
 4♥

 All Pass

 West
 North
 East
 South

 1♣
 1♠

 2♥
 Pass
 4♥
 All Pass

WestNorthEastSouth--1NTPass2NTPass3NTAll Pass

West North East South

1 ♣ Pass 1NT Pass

2 ♣ All Pass

Lead ♣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.

Lead ♠6 (partner's suit, top of doubleton)

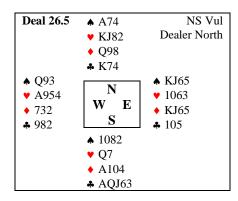
Partner needs a good suit to overcall, so lead it! The spade ruff beats the game -East-West are unlucky this time Lead ♠8 (weak hand looks for partner's suit) Lead ♦3. (low from an honour)

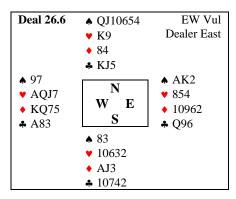
The high card denies an honour, so West knows South has **AK**. He plays **A9** to establish his suit. Inspired!

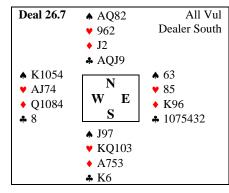
North has diamond length, so West is short. Switch to ∇K to set up some tricks there and hold him to nine.

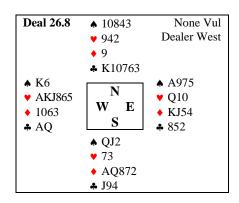


Hands for Lesson 25









West North East South
- 1NT Pass 3NT
All Pass

 West
 North
 East
 South

 Pass
 Pass

 1 ▼
 1 ♠
 1NT
 All Pass

WestNorthEastSouth---1NTPass2♣Pass2♥Pass3NTAll Pass

WestNorthEastSouth $1 \checkmark$ Pass $1 \spadesuit$ Pass $3 \checkmark$ Pass $4 \checkmark$ All Pass

Lead: ♠5 (fourth highest from a long suit)

Two identical suits – the only clue is that South did not use Stayman, so choose the major Ye

Lead: ♠8 (partner's suit, top of a doubleton)

Lucky partner gets you off to the best start. Your own suits are not tempting Lead ◆4 (fourth highest from a long suit)

Both opponents have shown a 4-card major so lead the 4-card minor instead

Lead ♦9 (singleton to try for a ruff)

When you are very weak partner may have an entry to give you a ruff