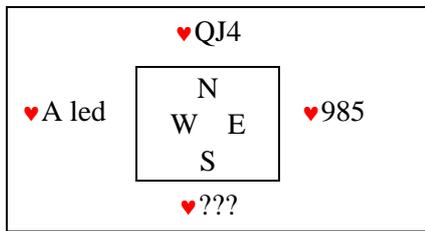


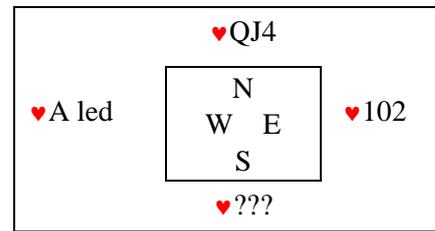


Lesson 37 Examples

Defensive signalling: low to encourage, high to discourage

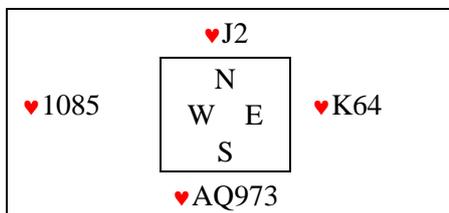


You do not want partner to continue with ♥K to establish dummy's ♥Q. **Discourage** with ♥8

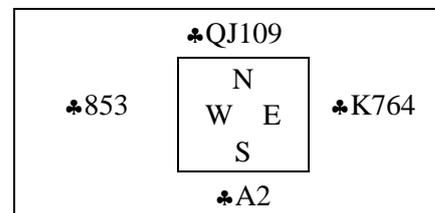


If partner has ♥AK and others he can give you a ruff. **Encourage** with ♥2

Cover an honour with an honour

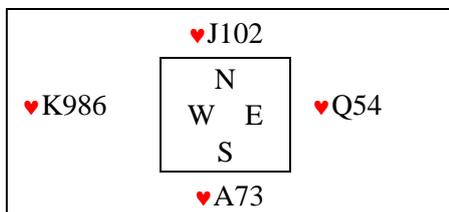


An illustration of the basic principle. When declarer leads ♥J from North East *covers* with ♥K. South wins ♥A and cashes ♥Q, but West's ten has been *promoted* to winning rank. If East does not cover ♥J it will win the trick. Now declarer leads ♥2 to ♥Q and cashes ♥A. The defence make no tricks at all. We cover honours to *promote* tricks for our side, and to prevent declarer making more tricks than he deserves.

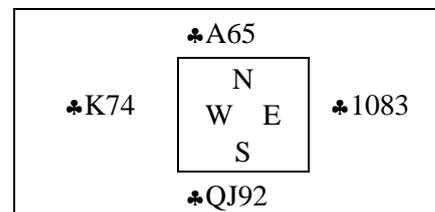


But it is not an absolute rule: declarer leads ♣Q from dummy. If East covers with ♣K declarer wins ♣A and he can cash dummy's ♣J109, making four club tricks. Covering with ♣K cannot *promote* any tricks for the defence. If East plays low on the first round ♣Q scores. Now declarer plays ♣J – and East plays low again South has to play ♣A making East's ♣K a winner in a no-trump contract. In a trump contract declarer can ruff away ♣K – but that is 3 tricks, not 4.

Examples of why it is right not to cover the top card in a sequence



If East covers ♥J with ♥Q South wins ♥A. Now South leads ♥3 *towards* dummy's ♥10. West takes ♥K, but South makes 2 heart tricks. If East plays low on ♥J declarer runs it to ♥K. Now dummy has ♥102, East has ♥Q5, South has ♥A7, West has ♥98. Whatever South plays he makes only one heart trick.



If South leads ♣Q it is best if West does not cover. After ♣Q-K-A declarer can play low towards hand, finesse ♣9 and make 4 tricks. If ♣Q is allowed to run North has ♣A6, East ♣108 South ♣J92 and West ♣K7. Now if South leads ♣J West covers, and the defence must make one trick.



Lesson 37 Examples

Lead Through Strength

An example from late in the play – there are just two suits remaining:

| | | |
|-------|---------------|------|
| | ♠AQ4 | |
| | ♥976 | |
| ♠1093 | N W E S | ♠??? |
| ♥854 | | ♥??? |
| | ♠??? | |
| | ♥??? | |

| | | |
|-------|---------------|-------|
| | ♠AQ4 | |
| | ♥976 | |
| ♠1093 | N W E S | ♠KJ8 |
| ♥854 | | ♥K103 |
| | ♠762 | |
| | ♥AQJ | |

You are West, defending South's no-trump contract

In the course of play you won a trick with a club or diamond, and must lead to the next trick

You have to choose between hearts and spades, and have no idea what to do.

What does your intuition say?

You should be tempted to lead *through* the spade strength in dummy

If you lead a heart you are doing declarer's work for him – giving him a 'free' finesse and capturing partner's king

A spade lead develops tricks for your side

Lead Up to Weakness

This time you are East

| | | |
|------|---------------|-------|
| | ♠632 | |
| | ♥AQ104 | |
| ♠??? | N W E S | ♠875 |
| ♥??? | | ♥KJ63 |
| | ♠??? | |
| | ♥??? | |

| | | |
|-------|---------------|------|
| | ♠632 | |
| | ♥AQ10 | |
| ♠AJ10 | N W E S | ♠875 |
| ♥972 | | ♥KJ6 |
| | ♠KQ9 | |
| | ♥854 | |

You get on lead in the middle of the play and must lead either a heart or a spade. Which?

If you lead a heart you give declarer a gift trick – he can win cheaply in dummy.

You should lead a spade – *lead up to weakness* in dummy.