Beginners' Lesson 11 - Leads & Signalling ♠♥♦♣ 1-8 Leads 9-12 Signals

Board 1
North Deals
None Vul

	♠ 8 3 ♥ K Q 2 ♦ K J 7 4 ♣ Q 9 7 5	
♠ Q 9 7 6 2 ♥ 10 9 6 ♦ 8 6 ♣ A 10 4	N W E S	♠ A 5 4 ♥ J 8 4 3 ♦ 9 3 2 ♣ J 6 2
	♠ K J 10 ♥ A 7 5 ♦ A Q 10 5 ♣ K 8 3	

West	*North*	*East*	*South*
	Pass	Pass	1 NT
Pass	3 NT	All pass	

Lead: ♠ 6

Theme: 4th highest
Lead: ♠6 - 4th highest promising an honour
Play: East wins & returns ♠5 (top of remaining doubleton). South plays the ♠J losing to the ♠Q. West must continue with a third round, then keep ♠s & ♣A while declarer takes their ♦ tricks. When declarer tries to get a ♣ trick, West must take ♣A & play the remaining two ♠ winners.

Board 2
East Deals
N-S Vul

	♠ Q 10 7 5 4 ♥ 7 6 ♦ Q 10 ♣ A 9 6 2	
♠ J 6 ♥ J 10 8 2 ♦ A 9 7 5 ♣ K J 10	N W E S	♠ A 9 ♥ A Q 9 5 3 ♦ K 6 3 2 ♣ Q 5
	♠ K 8 3 2 ♥ K 4 ♦ J 8 4 ♣ 8 7 4 3	

West	*North*	*East*	*South*
		1 ♥	Pass
3 ♥	Pass	4 ♥	All pass

Lead: ♠ 2

Theme: Low from an honour in unbid suit
Lead: ♠2 - aggressive lead promising an honour. E/W bid game confidently so maybe time to take a risk. A high club would be a normal passive lead
Play: East wins & crosses to ♦A to take a losing trump finesse. The defence can now take a trick in each suit to defeat the contract. If South had led a ♣ at trick one, the ♠ loser would have been discarded on the third ♣.

Board 3
South Deals
E-W Vul

	♠ Q 8 7 6 ♥ K Q 6 ♦ K ♣ A Q 8 7 3	
♠ A 4 ♥ J 10 8 7 5 ♦ A J 6 3 ♣ 10 6	N W E S	♠ 5 3 2 ♥ 4 ♦ 10 9 8 5 2 ♣ K 9 4 2
	♠ K J 10 9 ♥ A 9 3 2 ♦ Q 7 4 ♣ J 5	

West	*North*	*East*	*South*
			Pass
Pass	1 ♣	Pass	1 ♥
Pass	1 ♠	Pass	3 ♠
Pass	4 ♠	All pass	

Lead: ♥ 4

Theme: Singleton
Lead: ♥4 singleton hoping to get a ruff
Play: North wins and plays a spade to the king. West wins and returns a heart for East to ruff. ***(Advanced: West should return ♥J to indicate ♦ return***). East should play a diamond as clubs were bid by North. This defence now defeats the contract. If East had not led a heart at trick one, the contract would have made.

Board 4
West Deals
Both Vul

	♠ Q J 6 2 ♥ 5 4 3 ♦ J 6 5 ♣ 8 5 3	
♠ 10 5 ♥ Q J 10 9 8 2 ♦ A 2 ♣ A K Q	N W E S	♠ K 9 3 ♥ 7 6 ♦ K Q 8 4 3 ♣ 10 9 6
	♠ A 8 7 4 ♥ A K ♦ 10 9 7 ♣ J 7 4 2	

West	*North*	*East*	*South*
1 ♥	Pass	1 NT	Pass
3 ♥	Pass	4 ♥	All pass

Lead: ♠ Q

Theme: Top of sequence
Lead: ♠Q top of touching honours
Play: The lead enables the defence to take two tricks in that suit. If any other lead is made, declarer can discard a losing spade on the third round of diamonds. A low spade lead would not beat the contract as declarer can play low from dummy.

Board 5
North Deals
N-S Vul

	♠ Q J 7 3 ♥ K 2 ♦ K Q J 8 4 ♣ A 4	
♠ A 10 9 6 2 ♥ A 8 6 ♦ A 10 5 ♣ J 10	N W E S	♠ K 8 4 ♥ 10 9 7 3 ♦ 9 3 ♣ 9 8 7 6
	♠ 5 ♥ Q J 5 4 ♦ 7 6 2 ♣ K Q 5 3 2	

West	*North*	*East*	*South*
	1 ♦	Pass	1 ♥
1 ♠	1 NT	Pass	2 NT
Pass	3 NT	All pass	

Lead: ♠ 4

Theme: Partner's suit
Bidding: North may bid 2NT, rather than 1NT, to show invitational hand. (Some North's will open 1NT with doubleton's stopped)
Lead: ♠4 partner's suit promising an honour & 3+ cards in the suit
Play: Important to lead low from an honour in partner's suit. West wins with ♠A returns ♠6 (original 4th highest). If East leads ♠K at trick one, declarer will make 9 tricks. On a low ♠ lead, the defence takes 4 ♠s & 2 aces

Board 6
East Deals
E-W Vul

	♠ 10 8 ♥ K 5 2 ♦ J 7 ♣ A 9 5 4 3 2	
♠ Q J 7 5 ♥ Q J 7 ♦ 6 5 4 ♣ K Q 8	N W E S	♠ A K 9 3 2 ♥ A 6 3 ♦ A 9 ♣ J 10 7
	♠ 6 4 ♥ 10 9 8 4 ♦ K Q 10 8 3 2 ♣ 6	

West	*North*	*East*	*South*
		1 NT	Pass
2 ♣	Pass	2 ♠	Pass
4 ♠	All pass		

Lead: ♣ 6

Theme: singleton
Lead: ♣6 - South must choose between ♦K & a singleton club. It is preferable to lead a club hoping to get a ruff.
Play: There is a greater chance of beating the contract by getting the ruff first & hopefully the ♦K later.
Note: E/W have a deep ♥ loser. If ♥Q is led from West, North should play the ♥K as this promotes South's ♥T. Defence make 1♥ 1♦ 1♣ & a ♣ ruff

Board 7
South Deals
Both Vul

	♠ A Q 10 5 ♥ 9 6 ♦ A J 2 ♣ J 10 5 4	
♠ 9 8 3 ♥ Q J 5 ♦ Q 8 4 3 ♣ Q 9 7	N W E S	♠ K J 7 2 ♥ 8 7 4 ♦ K 10 6 5 ♣ 8 3
	♠ 6 4 ♥ A K 10 3 2 ♦ 9 7 ♣ A K 6 2	

West	*North*	*East*	*South*
			1 ♥
Pass	1 ♠	Pass	2 ♣
Pass	2 NT	Pass	3 NT
All pass			

Lead: ♦ 5

Theme: Unbid suit
Lead: ♦5 - It is better to lead the unbid suit rather than declarer's suit. Still low from an honour
The play: When declarer attacks clubs or hearts, then West will return a diamond when in with the ♣Q or ♥Q. When East gets in, they must not play a spade which was declarer's first bid suit.

Board 8
West Deals
None Vul

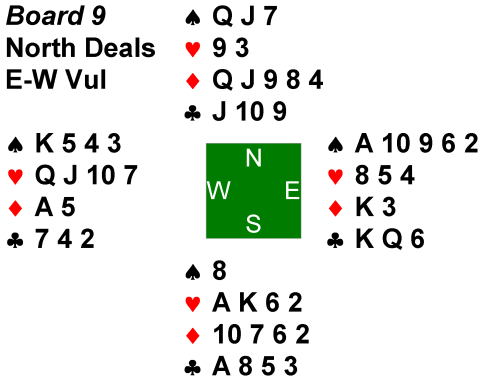
	♠ A J 10 3 2 ♥ K J 5 ♦ J 9 3 ♣ 9 4	
♠ K 9 8 ♥ A Q 8 7 4 ♦ 8 ♣ K 8 6 5	N W E S	♠ 7 6 5 ♥ 9 ♦ A Q 7 2 ♣ A J 10 3 2
	♠ Q 4 ♥ 10 6 3 2 ♦ K 10 6 5 4 ♣ Q 7	

West	*North*	*East*	*South*
1 ♥	1 ♠	2 ♣	Pass
3 ♣	All pass		

Lead: ♠ Q

Theme: top of a doubleton in partner's suit
Lead: ♠Q - South leads partner's suit. With a doubleton, lead the higher card (with more than 2 of partner's suit, lead low)
The play: If you lead a diamond, declarer will discard a spade from dummy & will now lose only 2 spade tricks.

Board 9
North Deals
E-W Vul

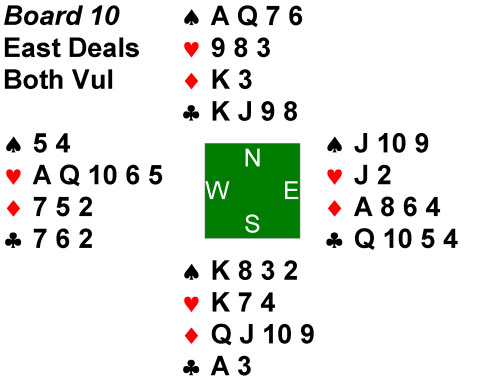


West	*North*	*East*	*South*
	Pass	1 ♠	Dbl
3 ♠	All pass		

Lead: ♥ A

Theme: "Like" lead to get ruff
Lead: ♥A top of touching honours
Play: On the ♥A lead, North must encourage with ♥3 (low = like). On the third round South can show which suit to return by playing a low ♥. (low = lower side-suit = ♣ suit). South then wins ♣A and returns another ♥ to be ruffed by North to prevent a club discard.

Board 10
East Deals
Both Vul

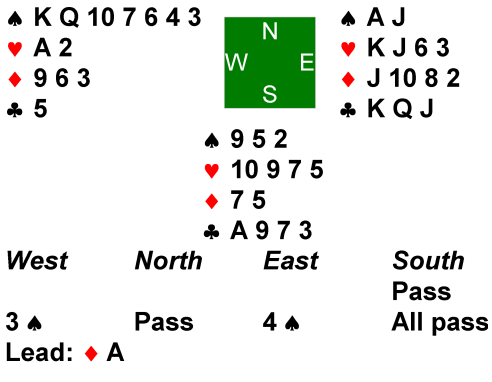


West	*North*	*East*	*South*
		Pass	1 ♦
Pass	1 ♠	Pass	2 ♠
Pass	4 ♠	All pass	

Lead: ♠ J

Theme: Trump lead, discard "Hate"
Lead: ♠J is a safe lead. West's first discard should be the ♣ 7 - showing no honour. Now, when declarer plays the diamond suit, East can win & knows to switch to the ♥J. This defeats the contract.

Board 11
South Deals
None Vul

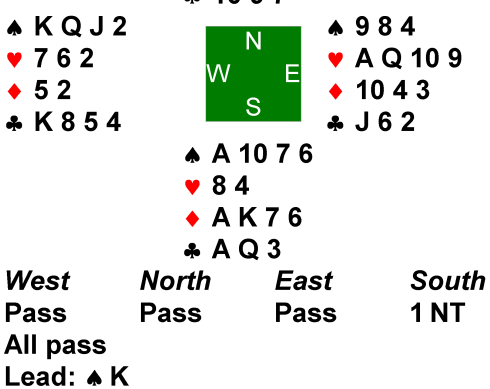


West	*North*	*East*	*South*
			Pass
3 ♠	Pass	4 ♠	All pass

Lead: ♦ A

Theme: Discard "like"
Lead: ♦A then ♦K & ♦Q
Play: South discards ♣ 3 on the 3rd round to show an honour. North switches to a club to defeat the contract.

Board 12
West Deals
N-S Vul



West	*North*	*East*	*South*
Pass	Pass	Pass	1 NT
All pass			

Lead: ♠ K

Theme: Discourage
Lead: ♠K top of 3 card sequence
Play: East signals discouragement with the ♠ 9. When in again, West should switch to the ♥7 through dummy's honours. East wins and returns a spade to West who plays another heart. This pattern is continued whenever the defence gets in. This great defence will defeat the contract