

e) Leading against a slam

i) *against 6 Sp*

765
Q54
K654
J105

ii) *against 6 Nts*

765
Q54
K654
J105

i) any of the underlined leads are reasonable.
NB leading away from a K or Q would not be the first choice against 4S BUT against 6S we take chances and such leads are often the experts choice.

ii) the best lead is the JCI with the second choice being the 7 Sp. NB against 3NT the lead would be the 4th highest of a long suit BUT against 6NT it is important to find a safe lead taking *no* chances. Top of nothing or top of touching Hons are usually good leads vs 6NT

f) Signals on partner's lead

i) *against a suit contract*

<u>partners lead</u>	<u>dummy</u>	<u>your hand</u>
A	875	<u>92</u>
A	875	Q <u>92</u>
A	875	96 <u>2</u>
K	875	A <u>92</u>
K	875	J <u>92</u>
K	875	96 <u>2</u>
Q	875	10 <u>92</u>
Q	875	96 <u>2</u>

i) always play a high card if you expect to win a trick in the suit if the suit is continued to be led - and play a low card if you dont expect to win a trick

ii) *against a suit contract when there is a singleton or void in the dummy*
contract 4Hrt

<u>partners lead</u>	<u>dummy</u>	<u>your hand</u>
A Sp	8	<u>962</u> 543 AK87 432

ii) in this situation we play *suit preference signals*
NB a high card asks for the higher of the two other suits.

g) declarer play ----- do not draw trumps if you need to:-

i) trump in the dummy *and* you have few trumps in the dummy to start with

or

ii) need to throw losers away from a wide open suit

i) **KQJ987** **64**
AK3 **43**
AK **76432**
63 **Q874**

ii) **KQJ98** **7654**
543 **862**
A2 **KQJ**
KQJ **1098**