

iv) Defenders lead trumps when there is a side suit doubleton in the dummy

	{dummy}
	Kxx
	xx
	AQxx
	Jxxx
{defender}	
xxx	
AKxx	
xxx	
Qxx	

Against 4Sp the defender will lead Ace Hrts. In the dummy there is a side suit doubleton (in Hrts) and a shortage of trumps (only three spades). In these circumstances it may pay to remove dummy's trumps to prevent dummy trumping the side suit. Rather than play the K Hrts creating a void in the dummy a switch to a trump is indicated.

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v) The Bath Coup

Declarer has AJx in a suit opposite xxx.  
 If the K of this suit is led the declarer does best to *hold up* their Ace ie not play their Ace on the leader's K.  
 The leader may continue the suit to declarer's benefit or will have to switch.

	(dummy)
	KJxx
	xxx
	KQJ
	Qxx
(leader )	
K Hrts	
	Q10xxx
	AJx
	Axx
	KJ
	(declarer)

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vi) Strike when Strong

When in NT the suit led is not immediately threatening to the declarer then the lead should be won immediately. NB Don't play *wait when weak* when you may make more than 1 trick in the led suit.

<p>a)</p> <table style="border: none; margin-left: 20px;"> <tr> <td style="text-align: center;">{dummy}</td> </tr> <tr> <td style="text-align: center;">1094<u>3</u></td> </tr> </table> <p><u>2</u> led</p> <p style="margin-left: 20px;"><u>A</u>8</p>	{dummy}	1094 <u>3</u>	<p>b)</p> <table style="border: none; margin-left: 20px;"> <tr> <td style="text-align: center;">{dummy}</td> </tr> <tr> <td style="text-align: center;">J54</td> </tr> </table> <p>3 led</p> <p style="margin-left: 20px;">A106</p> <p style="text-align: right;"><u>Q</u> played</p>	{dummy}	J54
{dummy}					
1094 <u>3</u>					
{dummy}					
J54					
<p><u>K</u> played</p>					

