

RECOMMENDATIONS NOT RULES

Always Return Partner's Lead, Always Play Low in 2nd Seat, Always Play High in Third Seat, Always Draw Trump When You Gain The Lead, Never Lead an Ace Against a Suit Contract.

All of the phrases above, should not be referred to as "Rules" but more as "Recommendations". These are things that work out well MOST of the time – the probability is that they will work unless there is more information to tell you that they won't work in a particular case. They should not contain the words "ALWAYS" or "NEVER". Let's look at the above phrase: ALWAYS RETURN PARTNER'S LEAD

THINK BEFORE YOU RETURN PARTNER'S LEAD:

AUCTION: North 1 diamond, Pass, South 1 HEART, Pass, North 1 Spade, Pass, South 3 NT

	DUMMY	
	QJ75	
	62	
	AK96	
	K75	You Hold
2 Spades lead		A3
		J105
		J753
		10963

When you win the Ace of spades, should you return partner's lead? CLEARLY NO. By returning spades you're setting up 2 tricks for declarer. You need to switch, but to what Suit? Dummy's diamonds are good, and declarer has good clubs because he/she bid NT and Partner didn't lead the unbid suit. Declarer has 4 hearts and partner must have 4 hearts Sitting over declarer. I would switch to the J of hearts. Here's the full deal.

K962	
AQ98	
1084	
82	
	1084
	K743
	Q2
	AQJ4

Clearly is was not right to win the first trick and return partner's suit

		A987	DEALER 1 CLUB	
		Q1098	2 Hearts	
		AQ		
		752		
1065				432
74	lead diamond 9			K53
9873				K1052
KJ63				A108
		KQJ	1 Heart	
		AJ62	4 Hearts	
		J64		
		Q94		

If you win diamond K and return a diamond, the J of diamonds is set up in declarer's hand. Declarer wins the diamond Ace, finesses heart K, draws trump, pitches a club from dummy On the J of diamonds. Win the K of diamonds, play club Ace, partner encourages with the 6, You continue clubs, take 3 clubs, 1 diamond, down 1 AGAIN NOT RETURNING PARTNER'S suit ALLOWS YOU TO SET THE CONTRACT, partner wouldn't lead diamond 9 from J9, top of nothing

		A63	2 Clubs	
		K7	3 SPADES	
		Q87		
		J10963		
1053				87
A982				654
1042	Lead 2 Diamonds			AK953
K84				Q72
		KQJ94	DEALER 1 SPADE	
		QJ103	2 HEARTS	
		J6	4 SPADES	
		A5		

If you win K of diamonds and cash the Ace, you set up dummy's Q of diamonds. Win K of diamonds, switch to a club at trick 2, you'll take 1 heart, 2 diamonds, 1 club, down one I can hear you saying, that's a lot of work to do at trick 1, you're right, you get rewarded by Doing the work
