

## TIP OF THE WEEK: BE A DETECTIVE

Use clues from the bidding, or lack of bidding, and the opening lead before playing to trick one.

### Clues from the Bidding

The analysis of the opponents' bidding can point to who has the points and the strong suits

### Make a Plan

#### Count your winners and losers

- . Where can you eliminate losers?
- . Where can you find extra winners?
- . Identify potential danger situations and the dangerous opponent.
- . What order of play is best to make your contract?
- . Make sure you have enough entries to carry out your plan.

### Inferences from the Lead

The lead might give you an extra chance and/or information you wouldn't have otherwise.

- OR -

The lead might establish tricks in the opponent's suit or provide a ruff for their partner

### Things to Consider After Seeing the Lead

How quick was the lead? Did the opponent hesitate before making the lead? If yes, they might not have a clear cut lead.

Can you determine if the lead was from...  
shortness  
length  
an honor holding

Left hand opponent will seldom lead trump holding Jx or Jxx. Never from a Q

When the opening leader has bid a suit but does not lead it, and you and dummy have no high cards --> the suit is likely headed by the A-Q or just the ace.

Did the defenders make an unusual lead? If they led a suit bid by declarer or dummy, could it be a singleton?

LHO led from shortness against a NT contract. Could their long suit have been bid by the declarer?

If the Pre-emptor doesn't lead a side suit, they might just have a singleton trump.

## Clues for Declarer with Joan Butts



GUIDED PATHS: INFERENCES - CLUES FOR DECLARER, OPENING LEAD

<https://youtu.be/wSBDT3uwA1Q>

Peter Hollands shares his detective skills in the next Youtube video...



<https://youtu.be/nA6qHBhW0uQ>

**Should you win or duck the opening lead? Jon Williams helps us figure out the correct solution in the following chart.**

Win the 1st Trick if...	Duck the 1st Trick if ...
<ul style="list-style-type: none"> <li>. you need to <b>avoid a danger switch</b></li> <li>. the lead may be a <b>singleton</b></li> <li>. you need to <b>pull trump</b> a.s.a.p</li> <li>. there is an opportunity to <b>discard losers</b> on a good trick</li> <li>. you can <b>make the contract</b></li> <li>. you need to <b>keep 3rd hand off lead</b></li> <li>. you <b>need</b> to take a <b>finesse</b> in <b>another suit</b></li> <li>. you need to <b>make a play at trick 2</b> before defenders figure out what's going on</li> </ul>	<ul style="list-style-type: none"> <li>. you need to <b>hold up</b> in a NT contract</li> <li>. you would like to <b>keep opening leader on lead</b></li> <li>. you need to <b>cut communications</b> between the two opponents</li> <li>. it will <b>provide later discards</b></li> <li>. you <b>want 3rd hand on lead</b> (The opening leader is the danger hand on a different suit)</li> </ul>