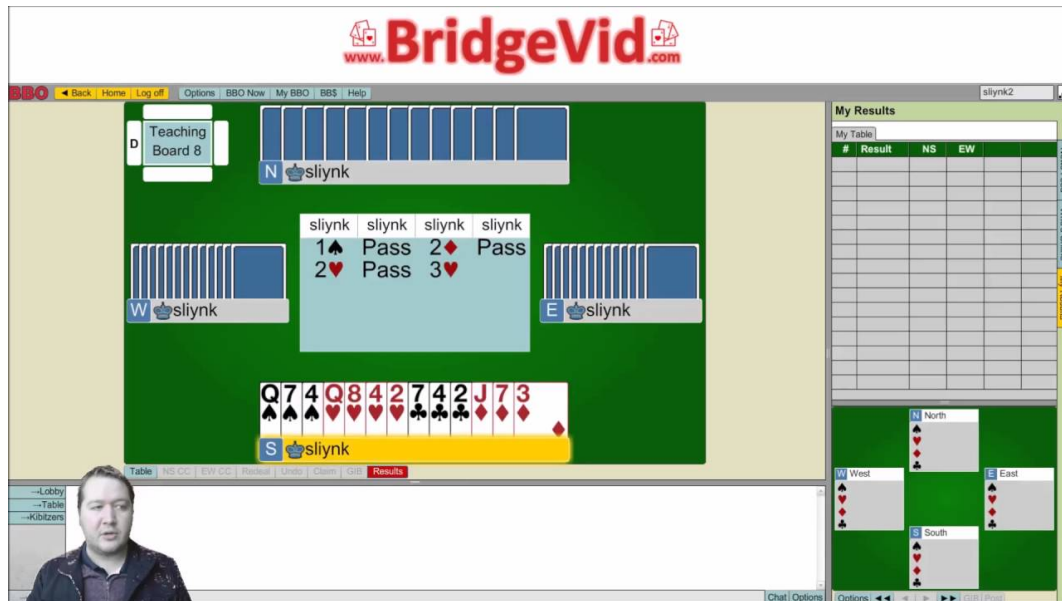


TIP OF THE WEEK: THINK AHEAD

- Review the **bidding** to determine Declarer's Point Count and Distribution

Peter Holland demonstrates how Defenders can infer clues in the following video.



<https://youtu.be/H1HtLASdSpl>

DEFENSIVE TIPS:

- Interpret** your partner's opening **lead**
 - If Partner leads an **honor**, it **places** the **other honors**
 - If Partner leads a **low card**, it may give a **count on the suit**
- If Partner **doesn't** lead your suit, assume partner:
 - Is void
 - Is leading a singleton
 - Is leading top of a sequence
 - Has the Ace and fears Declarer has the King
- Memorize** the card partner **led**

- . Anticipate situations where you will need to make a decision as to whether or not to cover, and prepare yourself.

Go Through Each Suit when Dummy Comes Down
(Source: Bridge Bulletin)

8543	
AK7	
Q8	
AJ76	
	A92
	964
	K972
	Q42

Auction: 1NT - 3NT

Partner leads: **QH**

Look closely at each suit and decide on the card you might play if that suit is led.

Spades: Your partner didn't lead this suit and you'd like your Ace to capture an honor, so **duck a spade lead from dummy.**

Hearts: Your partner should have 3 High Cards to lead high **(QJT)**.
With partner knowing you don't **like** the suit by looking at the dummy, you would normally **give count on the first round** (i.e. 4H, low, for an odd number of cards).

Diamonds: If the **8D is led** from dummy you would **keep** your **King**, unless the Q is led and then you would cover with the K.

Clubs: Declarer leading the **J** from dummy would suggest that declarer held a solid suit (KT98), and was **fishing for the Q**. Normally declarer, with the King in his hand, would lead to the King and then finesse the other way. **Plan to play low smoothly** whichever club is led.

	8543 AK7 Q8 AJ76	
T76 QJT53 JT43 3		A92 964 K972 Q42
	KQJ 82 A65 KT985	

Trick 1: Declarer wins QH with his Ace.

Trick 2/3: Declarer plays the JC. Having thought about clubs before they were led, you follow smoothly with a low club. Declarer has no reason to place you with the Q so he takes his KC and then the AC, hoping for the drop.

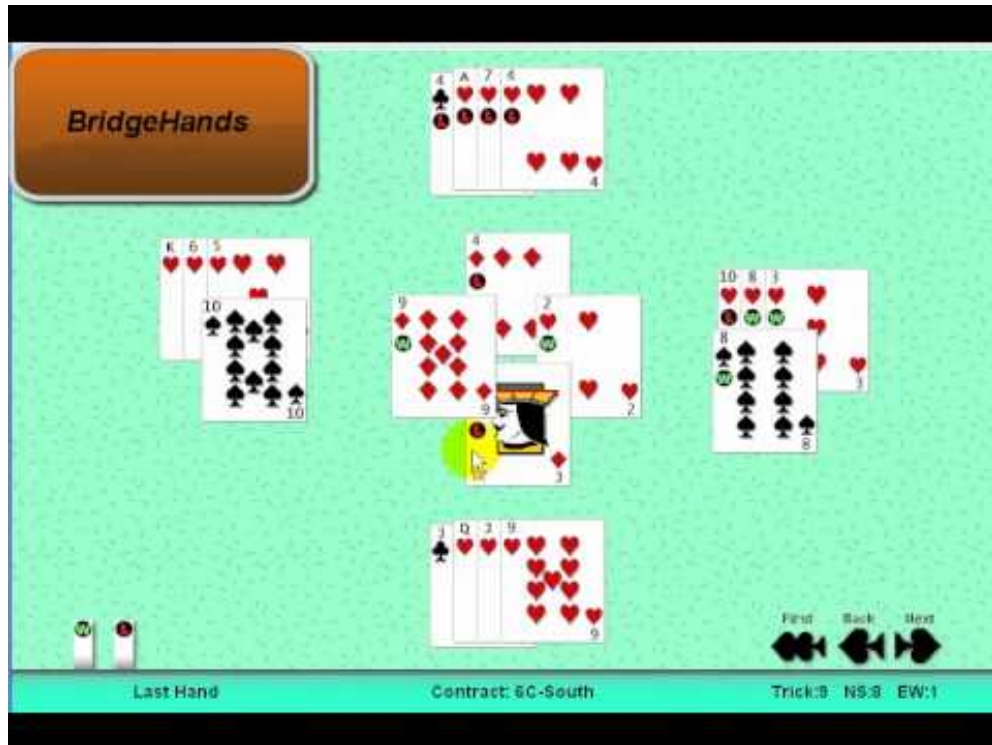
Trick 4: Declarer knocks out your AS.

Trick 5: You play a heart which declarer ducks to break communication with your partner.

Trick 6: Partner with no entries left in his hand to make his hearts, switches to the Jack of Diamonds.

Declarer loses 3 diamonds, a heart, a spade and a club. The key was not to give away your QC.

In the following video, Michael from BridgeHands.com demonstrates how to set a small Slam Contract.



<https://youtu.be/8rMdL2i7kjE>