## - Thandine bect. BAPISTE COMBESCURE

## WHAT 0 YOULEAD AS WEST?



## COUNT <br> YOUR POINTS



2: Lead your singleton Club. After this auction, which doesn't reveal much about your opponents' hands, the best chance to beat the contract is to get some ruffs. So hope that your partner can get in twice.

ع2: You don't want to offer declarer a trick with your opening lead. Here you have to choose between a rock and a hard place. Faced with equal length, give priority to leading from the smaller honor, in order to stay as neutral as possible.
-5: «When opponents don't bid Stayman, focus on leading in a major.» Without contradicting this principle, leading from a nice five-card suit is the best weapon to beat declarer. Go for the $\$ 5$, fourth best.
v6: You have a strong holding in Spades, declarer's first suit, and no sequence to lead from. Leading a trump therefore seems useful to thwart declarer's plans. The Heart 6, upside-down count in the trump suit, is the best choice.

A: According to the auction, your partner appears to have a very weak hand. The only way to beat the contract is to hope for Heart shortness in partner's hand and a ruff or an overruff in Spades, North being known to be short in Hearts for his Double.

88: The impending dummy is certainly strong and has a good long Spade suit. We must choose an aggressive lead so as not to let declarer discard his losers on the Spades. The Club 2 is your best bet.

| 2 | 10 |
| :---: | :---: |
| - | 7 |
| ¢2 | 2 |
| 2 | 10 |
| 9 | 7 |
| マ7 | 5 |
| -5 | 10 |
| Q4 | 6 |
| Q | 4 |
| $v 6$ | 10 |
| $\checkmark 4$ | 9 |
| $\% 7$ | 3 |


| $\vee A$ | 10 |
| :---: | :---: |
|  | 5 |
| $\star A$ | 2 |


| $\boldsymbol{2} 3$ | 10 |
| :---: | :---: |
| -5 | 5 |
| -2 | 2 |

