

LATER LEADS AGAINST SUIT CONTRACTS

When leading a suit later in the play, including a switch after holding the opening lead, do not use Rusinow because leads from unsupported honors are too frequently called for. Most of the guidelines in section 1-4, Later Leads Against Notrump Contracts, under the heading Tactical Considerations, can be applied to suit contracts.

When ruffing is a possibility, lead the lower card from a doubleton (as suggested for opening leads), but switch to high-low otherwise.

There are times when you do not want a continuation of the suit that you break, but the normal lead doesn't say that.. Example, N-S vulnerable:

S- Q1087	
H- AK	
D- 874	
C- AKJ10	
S- A5	S- 62
H- 5	H- QJ10874
D- KQJ532	D- A106
C- J874	C- 52
S- KJ943	
H- 9632	
D- 9	
C- Q93	

South plays in 5S after East has bid hearts and raised West's diamonds to 5D as a save. West leads the heart five, East plays the queen (suit preference), and South plays the heart six (hiding the 32). When West gets in with the ace of trumps, he leads the diamond queen, marking the diamond king with South. East has nothing better to do now than win and lead another heart. After trumping this, West can try more diamonds. If West had led the diamond king, showing KQ, East would have no way of knowing that he must overtake and lead a heart back in order to save the game. In fact, the diamond king denies that the heart lead was a singleton.

Special Situations

Holding AQx(x) of a suit that you have not bid, a suit in which it is obvious your side must try for three tricks, do *not* play ace, then queen, if trumps have not been pulled. Playing AQ shows a doubleton in that situation, and partner would be justified in overtaking the queen with the king and leading a third round for you to ruff. With AQx(x) therefore, the correct lead is a low card, not the ace. If you want partner to take the third trick, lead the queen, then ace, then low (if you're sure he has at least three cards in the suit!).

When underleading an ace to partner's presumed king in a cash-out situation, show count (he will know you have the ace): low from an odd number of cards, high from an even number. When underleading a king to partner's presumed ace, lead low to show attitude (unless you want another suit led), regardless of the number of cards, because he won't know who has the king. Or if count is important, lead the unsupported king, whereupon partner should give count because his ace is known.

SECOND HAND PLAY AGAINST SUIT CONTRACTS

Everything in this section assumes that false-carding is not involved. False-carding and (when important) count have priority over any other possible significance of a card played second hand.

Splitting Honors

For the correct play when splitting honors, see section 1-5, Second Hand Play Against Notrump Contracts. The only difference is that one can more freely split with three-card solidity instead of four (e.g., Q109x instead of Q1098) when the fourth round of the suit is of no interest. Splitting with Q109x, K109x, J109x, etc., is usually unwise in a notrump contract because partner will assume you can win the fourth round of the suit and may try to set it up for you.

When a singleton is led from dummy, splitting a two-card sequence (e.g., J10x, QJx) is usual.

When declarer has a long suit in hand, leads from dummy which has either a singleton or no entry for a second lead, fourth seat may have the ace-third and not know whether to take declarer's king when he plays it. Partner helps in this decision by playing the jack from certain holdings to tell partner to take the trick. The general rule is to win the trick if second hand plays the jack, but duck otherwise. Mnemonic is "Take the Jake."

Examples	West	East (second hand)	
(1)	Axx	Jx	The x is played and West must duck the king
(2)	Axx	QJ	The jack is played and West must take the king
(3)	Axx	J10	The 10 is played and West must duck the king

The indicated plays are the only ones that give declarer a guess.