Learning Points – Counting and Shape Inform Opening Leads By Steve Moese

How does counting HCP and shape inform our opening lead?

The auction goes 1N by RHO, pass by you and 3N by LHO all pass.

▲J109 ♥J8732 ♦98 ▲Q32

Count HCP – We have 4 HCP. They have 25-27 (maybe as many as 30). So Partner has 9-11 HCP (or perhaps as few as 6). For now let's ignore when opponents hold 30 HCP and concentrate on the hands where our choice will have impact.

Count Shape – Not much to go on. We assume LHO has no 4 or 5-card major (they would have used Stayman or Jacoby Transfers). Declarer could have one or both 4-card majors (or one 5-card major). Our ♥s are so weak that we need partner to hold a robust 3 card or better suit if we expect to score 4 or more tricks there. Something like ♥KQx or better. Even then, if declarer holds ♥Axx in hand or dummy, a hold up play will shut out our long ♥s. So we can conclude that when partner has great ♥s with us we will do well. When s/he doesn't we will not have an impact.

Count Entries – here entries are Aces (100%) and Kings (50%) and we have none. So even if we can set up our 5-card suit we will likely have no entry back to our hand.

Choice of leads – Leading a minor suit from this hand seems wrong. The minor suits are where opponents are likely to have length. A minor suit lead will either expose a finessable honor in partner's hand eliminating a choice declarer would otherwise puzzle over, or give declarer a free finesse for the \clubsuit Q. So we will focus attention to the Major suits. Leading a \P requires partner to have a lot of help. This is unlikely. Leading a \bigstar is an attempt to start developing a suit where partner might be 5-cards long. There is an extra benefit from leading a \bigstar - if partner wins the 1st trick, s/he can always switch to \P s when right! While we lead a \bigstar , we would not fault the lead of the \P 3.

▲A109 **♥**KJ972 **♦**98 **♣**Q32

Count HCP – We have 10 so partner has 3-5 HCP.

Count Shape – Same as above

Count Entries – We have 2, possibly 3 entries to this hand. Leading from our long suit and hoping partner has a useful filler (10, Q, A) is probably right, even if we risk giving up a trick to Declarer's Q, a trick declarer would not otherwise win. Finding partner with the \forall 10 is enough to establish 3 tricks in \forall s for us (Try it!), and we have the entries to make it work.

Choice of Leads - Lead the ♥7 and pay attention to the carding. If partner doesn't have a high card, they will give you a count signal. You will then know how many ♥s declarer holds!

▲A109 **♥**KJ972 **♦**98 **&**KQ2

Count HCP – We have 13 so partner has 0-1 HCP. Since we cannot expect help from partner we should choose the lead accordingly.

Count Shape – Same as above

Count Entries – We have 3 possibly 4 entries to this hand. Declarer will not expect such a concentration of all missing values in one hand. We should avoid doing anything that tips Declarer off.

Choice of Leads – Here we need to start the establishment of \P s without tipping declarer off to our status as the DANGER hand. We led the \P 7 in the previous hand because partner will have some defense. Here it is right to lead the \P 2 making believe we have only 4 \P s. This might cause declarer to view our hand as holding less danger – and finesse partner for an hone they don't hold. Since partner doesn't have a high card, they will give you a count signal. You will then know how many \P s declarer holds!

♦A1092 **♥**KJ9 **♦**987 **♣**KQ2

Count HCP – We have 13 so partner has 0-1 HCP. Partner has no high cards to contribute.

Count Shape – 4-3-3-3. No long suit to develop

Count Entries – We have 3 possibly 4 entries to this hand. Declarer will not expect such a concentration of all missing values in one hand. We should avoid doing anything that tips Declarer to where these honor cards are.

Choice of Leads – Here we need to choose between an attacking or passive lead. Attacking leads are not attractive when we know partner has no honors to contribute. Let's go passive. Lead a \blacklozenge and let declarer do all the work for their contract. Every time we get in (and we expect to get in 2-3 more times) we will lead passively until we can cash the setting trick(s)!

...and you thought "4th from your longest and strongest" was all we need to know.