

*4<sup>th</sup> Best*

## Listen to the Bidding

### Choose the suit 1<sup>st</sup>

**DoNot Lead 4<sup>th</sup> Best** just because you have a 4card suit  
**Longest and Strongest is often Not a Good Lead**

## entries

### When you have No entries

**4<sup>th</sup> Best Lead** merely hands declarer a valuable tempo

The more sure **entries** you have, the richer the dividends are likely to be  
**♠987653 ♥A2 ♦A4 ♣A32** is positively a weapon of mass destruction

**♠987653 ♥32 ♦54 ♣432** is an absolute waste of time

and likely will just hand declarer a valuable tempo - **Lead ♥3**

After hearing **1NT - 3NT** and holding **♠763 ♥K ♦542 ♣865432**

**DoNot Lead 4<sup>th</sup> Best ♣4**

**Lead** the **♥K**

Partner has at least **5♥**

Partner has at least two and possibly three **entries**

Partner needs his long suit **Led**, no matter who has the **A♥** and/or the **Q♥**

**Intermediate cards** make **4<sup>th</sup> Best Lead** much **more** attractive

The **6** from **QT96(x)** is a **good Lead**

Partner can have three possible **Honors**, any of which will help

Even with **Q986(x)** or **Q976(x)** **4<sup>th</sup> Best** is a fair shot

**Lack** of **Intermediate cards** in a long suit often makes a **4<sup>th</sup> Best Lead** dubious

**KQxxx Not 4<sup>th</sup> Best**

**KQ642** gives up a certain undeserved trick if declarer or dummy has **J**

Look seriously for something better

**Exception 4<sup>th</sup> Best** from **Lack** of **Intermediate** combination like this  
is a better **Lead** against **1NT** than it is against **3NT**

because there is room in partner's hand for **MatchingHonors**

**TouchingHonors** make **4<sup>th</sup> Best Lead** much **Less** attractive

**KQTx** or **KQ9x Not 4<sup>th</sup> Best Shift if it Holds**

**QJTx** or **QJ9x Not 4<sup>th</sup> Best**

**QJxxx Not 4<sup>th</sup> Best**

**JT9x** or **J9xx Not 4<sup>th</sup> Best**

**Jxxxx Not 4<sup>th</sup> Best**

**Exception Lead 4<sup>th</sup> Best** from **AKxx**

Your best shot is to find the suit distributed **4333**

partner may have either the **Qx(x)** or **JT(x)**

**Exception** if Opps have Bid a an unsupported known ④ Suit in which u have an Honor Sequence

**Lead 4<sup>th</sup> Best**

RHO	You	LHO	Partner
1NT	Pass	2♣	Pass
2♠	Pass	3NT	Swish

**Lead 4<sup>th</sup> Best** from **AKT42**



Declarer gets Timing if You **Lead A**

**Lead 4<sup>th</sup> Best** from **AKJ83**

**Lead 4<sup>th</sup> Best** from **KJT62**



Declarer gets Timing if You **Lead J**

**Lead 4<sup>th</sup> Best** from **KQJ52**

**Lead 4<sup>th</sup> Best** from **QJ954**



Suit gets Blocked if You **Lead Q**

**Lead 4<sup>th</sup> Best** from **QJT42**

**Lead 4<sup>th</sup> Best** from **QJT6**

**Lead 4<sup>th</sup> Best** from **JT953**

# Rule of 11

This principle applies only to the opening lead

11

- denomination of **4<sup>th</sup> Best Lead**

= the number of cards higher than the **Lead** in the Hidden Hands

This information should Guide the **Play** of the **Declarer** & the **Partner** of the Leader

## 3<sup>rd</sup> Hand after 4<sup>th</sup> Best Lead

**CanNot Beat** Dummy

**Show Count**



Dummy **DoesNot** have an **Honor**

**Play High**

**prevent** Declarer from **scoring** an undeserved trik

**promote** Partner's card



Dummy **Does** have an **Honor**

**Play 2<sup>nd</sup> High**

**retain** an **Honor** over Dummy



## 3<sup>rd</sup> Hand return after Win

**Return High** from ③

**Return** original **4<sup>th</sup> Best** from ④↑