

BIL Presentation - February 20, 2013



THE IMPACT OF
OPENING LEADS
AGAINST
NOTRUMP
CONTRACTS

*How to Take More Tricks
on Defense*

Audrey Grant

The Impact of Opening Leads Against Notrump Contracts
Copyright © 2011 Audrey Grant's Better Bridge Inc.

The Impact of Opening Leads Against Notrump Contracts

DEAL: 1
DEALER: SOUTH
VUL: NONE

♠ J 7 5
♥ Q J
♦ Q J 10 9 3
♣ K 10 7

CONTRACT: 3NT
DECLARER: SOUTH

3NT

♠ 8 6
♥ A 10 7 6 3
♦ 7 4 2
♣ Q J 5

PASS PASS

NORTH
WEST EAST
SOUTH

♠ 10 9 4 3 2
♥ 9 4 2
♦ A K
♣ 8 6 2

PASS

♠ A K Q
♥ K 8 5
♦ 8 6 5
♣ A 9 4 3

← (D) 1NT PASS

Suggested Bidding

South has a textbook 1NT opening bid, showing a balanced hand in the 15–17 point range. North has 10 high-card points plus 1 length point for the five-card diamond suit.⁴ North has enough information to take the partnership to game in 3NT.

Suggested Opening Lead

West leads the ♥6, fourth best from the longest and strongest suit.

Play of the Hand

Declarer wins the first trick with the ♥J. Declarer has three sure spades and two clubs to go with the heart already won. Three more tricks must be developed, and these can be promoted in diamonds by driving out the defenders' ♦A and ♦K.

⁴ Experts advise that it's an advantage to count length as well as high-card points, even in auctions that start with a notrump opening bid.

The only danger is that the defenders might establish enough heart tricks to defeat the contract. Declarer can't worry about that. The defenders' hearts might be divided 4-4, allowing the defenders to develop only two winners in hearts to go with the ♦A-K.

Suggested Defense

The heart lead gets the defenders off to the best start. They need to develop tricks through length to defeat the contract. Dummy's ♥J wins the first trick, and declarer leads a diamond. After winning the ♦K, East should **return partner's suit**, leading the ♥9, top of the remaining doubleton.

Now is the moment of truth for the defense. West's play to the second heart trick determines the outcome of the contract. Suppose West plays the ♥A. That seems productive, since dummy's ♥Q falls under it, but it is the last heart trick for the defenders. In order to establish more heart tricks, West would have to lead a third heart to drive out declarer's ♥K. Now when declarer plays another diamond and East wins the ♦A, East has no heart left. West's heart winners are stranded.

Instead of playing the ♥A on the second round of hearts, **West should hold up, taking the losses early, and play a low heart.** West knows that declarer still has the ♥K remaining and is entitled to two tricks in the suit. Dummy wins the trick with the ♥Q and declarer leads another diamond. When East wins the ♦A, East still has a heart to lead to West's ♥A-10-7. The defenders get three heart tricks and the ♦A-K to defeat 3NT.

Conclusion

On this deal, **the defenders develop the extra tricks they need to defeat the contract through length.** West gets the partnership off to a good start by leading the longest suit. **East assists in developing heart tricks by returning the suit at every opportunity.** The defenders have to imitate declarer in the way they take tricks. The only entry to the West hand is the ♥A, so **West needs to keep the entry with the long suit until the winners are established.**

The Impact of Opening Leads Against Notrump Contracts

DEAL: 2
DEALER: SOUTH
VUL: N-S

♠ K 6 3
♥ J 6 3
♦ K J 10 5
♣ A 9 5

CONTRACT: 3NT
DECLARER: SOUTH

3NT

♠ J 7
♥ A 9 4
♦ 6 4 2
♣ Q 10 8 3 2

PASS PASS

NORTH
WEST EAST
SOUTH

♠ Q 10 5 2
♥ 7 5 2
♦ 9 8 7 3
♣ K J

PASS

♠ A 9 8 4
♥ K Q 10 8
♦ A Q
♣ 7 6 4

←(D) 1NT PASS

Suggested Bidding

South opens the bidding 1NT, and North raises to game in 3NT.

Suggested Opening Lead

With the auction providing no useful information, West leads fourth highest from the long suit, the ♣3.

Play of the Hand

Declarer has two sure spades, four diamonds, and a club. Two more tricks are needed, and declarer can promote them in the hearts. The only danger is that if the defenders can drive out the ♣A and regain the lead with the ♥A, they may be able to take enough tricks to defeat the contract. To reduce the risk, declarer plans to hold up winning the ♣A. Then, if the hand holding the ♥A has no more clubs, the contract will be safe. It will also be safe if the missing clubs are divided 4-3.

Suggested Defense

Suppose declarer plays a low club from dummy on the first trick.⁵ East plays the ♣K, third hand high, winning the trick. Since the best chance for the defense is to promote winners in the club suit, East now returns partner's suit, leading back the ♣J.

Suppose both declarer and West play a low club on this trick. Declarer can now make the contract by holding up the ♣A for a second time. East has no more clubs to lead. Whichever suit East leads next, declarer drives out the ♥A to promote three heart winners. Declarer still has the ♣A left in dummy to prevent West from taking any club tricks. Declarer has ten tricks: two spades, three hearts, four diamonds, and a club.

To prevent this, **West must overtake East's ♣J with the ♣Q**. Now it does no good for declarer to hold up the ♣A a second time. West is on lead and can lead a third round of clubs to drive out dummy's ♣A. On gaining the lead with the ♥A, West takes the established club winners to defeat the contract. The defenders get four club tricks and the ♥A.

Conclusion

On this deal, the **defenders are developing the tricks they need through promotion**, by driving out dummy's ♣A. West's opening lead gets the defenders off to a good start by having East play the high cards from the short side first, imitating the way declarer goes about promotion.

Entries are always a consideration. To continue developing tricks in the club suit, West must overtake East's ♣J so that the suit can be continued even if East holds only a doubleton. Holding the ♣10, West can afford to overtake the ♣J with the ♣Q. If East had held a third club instead of South, overtaking would have been unnecessary, but it never hurts to play safe!

⁵ If declarer were to play the ♣A at trick one, East would have to play—unblock—the ♣K on this trick. West would then have to play the ♣Q after winning a trick with the ♥A.

The Impact of Opening Leads Against Notrump Contracts

DEAL: 3
DEALER: SOUTH
VUL: E-W

♠ K 4 3
♥ Q 8 7
♦ K 10 8 7 2
♣ K 4

CONTRACT: 3NT
DECLARER: SOUTH

3NT

♠ Q 10 8 7
♥ 10 6 2
♦ J 4
♣ 10 7 5 2

PASS PASS

NORTH
WEST EAST
SOUTH

♠ A J 9 2
♥ A J 9 3
♦ 9 6
♣ 9 8 6

PASS

♠ 6 5
♥ K 5 4
♦ A Q 5 3
♣ A Q J 3

←(D) 1NT PASS

Suggested Bidding

South opens 1NT, and North raises to 3NT.

Suggested Opening Lead

With two four-card suits, West chooses the stronger, spades. West leads fourth highest, the ♠7.

Play of the Hand

Declarer has five diamond tricks and four club tricks to take. The only danger is that the defenders may take too many tricks before declarer can gain the lead.

When West leads the ♠7, declarer's best choice is to play a low spade from dummy at trick one, hoping East will win the trick. If East wins and returns a spade, declarer is sure to get a trick with the ♠K. If West wins the first spade and leads another spade, declarer will have to play dummy's ♠K, hoping West holds the ♠A.

Suggested Defense

Suppose West leads the ♠7 and declarer plays the ♠3 from dummy. East's first instinct might be to play the ♠J, third hand high, but only as high as necessary. East wants to keep dummy's ♠K trapped. However, if East wins the first trick, the contract can no longer be defeated.

Instead, **East must apply the Rule of Eleven to the opening lead of the ♠7**. Subtracting 7 from 11 leaves 4 cards higher than the ♠7 in the remaining three hands. East can see one in dummy, the ♠K, and holds three more, the ♠A, ♠J, and ♠9. That leaves declarer with no cards higher than the ♠7! So, **East should play the ♠2 on the first trick**, letting West's ♠7 win and keeping West on lead.

After the ♠7 wins the first trick, West can continue with the ♠8. Declarer will probably try the ♠K from dummy. East will win the ♠A. Knowing that West has two more spades to take, **East should take the ♥A before returning another spade**. The defenders take the first five tricks. If East returned a spade before taking the ♥A, West would win two spade tricks but would be unsure which suit to lead next. If West didn't find a heart lead, declarer would have the rest of the tricks.

Conclusion

On this deal, **the defenders use the finesse to take the first four spade tricks**. To do so, however, **East must make use of the Rule of Eleven**. That's one of the advantages of leading the fourth highest card of the long suit.

Taking tricks on defense can be a challenge, so each partner must look for ways to make it as clear as possible how the defense should go. Every so often, however, one defender can help make things crystal clear. **On this deal, East's play of the ♥A before returning a spade, guarantees that the defenders won't go wrong** in taking the tricks to which they are entitled.

The Impact of Opening Leads Against Notrump Contracts

DEAL: 4
DEALER: SOUTH
VUL: BOTH

♠ K 9 5
♥ A 7 3
♦ Q 8 6
♣ K 10 8 4

CONTRACT: 3NT
DECLARER: SOUTH

3NT

♠ J 7 3
♥ J 8 4
♦ K J 7 5 2
♣ J 6

PASS PASS

NORTH
WEST EAST
SOUTH

♠ 10 6 2
♥ Q 9 2
♦ A 10 3
♣ 9 5 3 2

PASS

♠ A Q 8 4
♥ K 10 6 5
♦ 9 4
♣ A Q 7

← (D) 1NT PASS

Suggested Bidding

South opens the bidding 1NT and North raises to 3NT.

Suggested Opening Lead

With no helpful information from the auction, West leads fourth highest from the longest suit, the ♦5.

Play of the Hand

Declarer has eight sure tricks and will get a ninth trick if the missing spades divide 3-3, or the hearts divide 3-3, or the clubs divide 3-3, or the ♣J falls. On this deal, everything breaks favorably, so declarer can take ten tricks on gaining the lead.

The only danger is that the defenders may take too many tricks in diamonds before declarer gains the lead. When the ♦5 is led, declarer might choose to play dummy's ♦Q, hoping West has both the ♦A and ♦K. Declarer might also choose to play

low, hoping West holds both the $\spadesuit J$ and $\spadesuit 10$, or East holds a doubleton $\spadesuit K$ or $\spadesuit A$, or that the defenders will make a mistake.

Suggested Defense

Suppose declarer chooses to play the $\spadesuit 6$ from dummy on the first trick. Everything now hinges on East's play at trick one. Although the guideline is third hand high, East only wants to play as high as necessary. If East plays the $\spadesuit A$ at trick one, declarer makes the contract since dummy's $\spadesuit Q$ will become a winner.

Instead, **East should play the $\spadesuit 10$ on the first trick**, keeping the $\spadesuit Q$ trapped in dummy. On the actual deal, the $\spadesuit 10$ wins and East can then take the $\spadesuit A$ and lead the $\spadesuit 3$. West will take three more diamond tricks to defeat the contract.

Playing the $\spadesuit 10$ rather than the $\spadesuit A$ is the correct play no matter what South holds. From the Rule of Eleven, East knows that declarer has only one card higher than the $\spadesuit 5$. $11 - 5 = 6$, and East can see the $\spadesuit Q$, $\spadesuit 8$, and $\spadesuit 6$ in dummy, and East holds the $\spadesuit A$ and $\spadesuit 10$. Declarer could hold the $\spadesuit K$, $\spadesuit J$, $\spadesuit 9$, or $\spadesuit 7$.

Suppose South held the $\spadesuit K$ and West the $\spadesuit 9$. Then playing the $\spadesuit A$ would give declarer two tricks, the $\spadesuit K$ and $\spadesuit Q$. Playing the $\spadesuit 10$ would drive out the $\spadesuit K$, and dummy's $\spadesuit Q$ would now be trapped by East's $\spadesuit A$, restricting declarer to one diamond trick.

Suppose South held the $\spadesuit J$ and West the $\spadesuit 9$. Then declarer is entitled to one diamond trick whether or not East plays the $\spadesuit A$ or $\spadesuit 10$ at trick one. Playing the $\spadesuit 10$ will let declarer win the first trick, but if the defenders regain the lead, they can take the remaining diamond tricks. In effect, they have taken their losses early by giving declarer a trick which declarer will always get.


Conclusion

West's opening lead lets the defenders trap dummy's $\spadesuit Q$, provided **East plays the $\spadesuit 10$, only as high as necessary to win the trick**. The advantage the defenders have is that they can trap the $\spadesuit Q$ in either hand. If declarer held the $\spadesuit Q$ instead of dummy, East could win the $\spadesuit A$ and return the $\spadesuit 10$ to trap declarer's $\spadesuit Q$.

Deal: 5

DEALER: EAST

CONTRACT: 3NT
DECLARER: SOUTH

<p>♠ K 7 3 ♥ 9 6 <u>2</u> ♦ 9 8 6 2 ♣ 4 3 2</p> <p>PASS PASS</p>	<p>3NT</p> <div style="border: 1px solid black; border-radius: 15px; padding: 10px; width: fit-content; margin: 0 auto;"> <p>NORTH</p>  <p>WEST EAST</p> <p>SOUTH</p> </div> <p>♠ A J 9 ♥ Q J 5 ♦ K J 10 4 ♣ K J 8</p> <p>1NT PASS</p>	<p>♠ Q 6 5 2 ♥ A K 7 4 3 ♦ A 7 3 ♣ 5</p> <p>1♥ PASS</p>
--	---	---

If West leads the ♥2, East can judge that West has three cards in the heart suit. It's not a doubleton, because there is no card lower than the ♥2, and it's unlikely that it is a singleton. **That encourages East to continue leading hearts and establish two tricks through length.** After winning a heart trick, declarer has only one spade and six clubs to take. When declarer tries to get a ninth trick in diamonds, East will win the ♦A and take the established heart winners. Down one.

Suppose the North and East hands remain exactly the same, but this time West leads the ♥9. East would visualize that West was leading the top of a doubleton, or leading a singleton, and that the actual deal looked something like this:

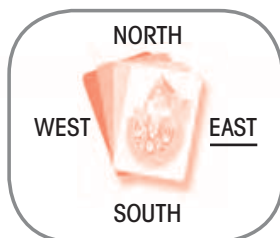
The First Two Exceptions

DEALER: EAST

♠ 10 8 4
♥ 10 8
♦ Q 5
♣ A Q 10 9 7 6

CONTRACT: 3NT
DECLARER: SOUTH

♠ K J 7 3
♥ 9 2
♦ 9 8 6 2
♣ 4 3 2



♠ Q 6 5 2
♥ A K 7 4 3
♦ A 7 3
♣ 5

♠ A 9
♥ Q J 6 5
♦ K J 10 4
♣ K J 8

If East takes the first two heart tricks and tries to establish two more by giving up the lead, declarer has nine winners: a spade, two hearts, and six clubs. This time, West led the ♥9 showing shortness—a doubleton or singleton. **Based on this information, East has to give up trying to establish hearts and hope the partnership can get tricks in another suit**, spades for example. After winning the first heart trick, East has to immediately switch to a spade. Once the ♠A is driven out, declarer can take only seven tricks before the defenders regain the lead. The contract will be defeated two tricks.

The Impact of Opening Leads Against Notrump Contracts

DEAL: 6
DEALER: SOUTH
VUL: E-W

♠ 7 4
♥ A 6 5
♦ K 8 7 5 3
♣ K J 5

CONTRACT: 3NT
DECLARER: SOUTH

3NT

♠ A K J 10 6
♥ J 10 8
♦ 9 2
♣ 8 3 2

PASS PASS

NORTH
WEST EAST
SOUTH

♠ 8 5 2
♥ 9 7 3 2
♦ A J 10 4
♣ 10 6

PASS

♠ Q 9 3
♥ K Q 4
♦ Q 6
♣ A Q 9 7 4

←(D) 1NT PASS

Suggested Bidding

South opens 1NT, and North raises to 3NT.

Suggested Opening Lead

West's obvious lead is a spade. With a broken sequence headed by the ♠A-K-J, West leads the ♠A, top of the broken sequence.

Play of the Hand

Declarer has eight sure tricks: three hearts and five clubs. If the defenders give South a trick with the ♠Q, that will be the ninth trick. If they don't, declarer can plan to promote a trick in diamonds.

If West leads the ♠A and then switches to a heart, declarer should win in dummy and lead a low diamond toward the ♦Q. There will be no danger if West holds the ♦A. After winning the ♦A, West still can't lead spades without giving declarer a trick

with the ♠Q. The advantage of leading a low diamond from dummy is that if East holds the ♦A, East may play low, letting declarer win the ♦Q and take nine tricks.

Suggested Defense

West's best opening lead is the top of the broken sequence. If West leads fourth best or the ♠J, declarer will win a trick with the ♠Q and have nine tricks.

When West leads the ♠A, East knows it is either top of a solid sequence headed by ♠A-K-Q, or from a broken sequence headed by ♠A-K-J. With no honor, **East makes a discouraging signal with the ♠2.**¹⁴ This won't discourage West from continuing the suit with the ♠A-K-Q, but East doesn't want West continuing from a broken sequence.

If West ignores East's signal and continues with another spade, declarer will get a trick with the ♠Q and make the contract. Instead, **West must switch to another suit, hoping East can gain the lead and lead a spade, trapping declarer's ♠Q.** West will likely choose the ♥J, top of the touching high cards.


If declarer wins dummy's ♥A and leads a low diamond, East may be tempted to play second hand low, keeping dummy's ♦K trapped. However, East can infer from West's opening lead and subsequent shift that West holds the ♠A-K-J. With only the ♠A-K, West would have led a low spade initially. So **East should hop up with the ♦A and return a spade.**

Conclusion

The lead avoids giving declarer a trick to which declarer was not entitled, and paints a picture for partner of the opening leader's holding in the suit. **The lead, by itself, does not defeat the contract. The defenders must also make use of signals to determine how best to go about taking their tricks,** and must use their entries appropriately to get all the tricks to which they are due.

¹⁴ If the partnership has the agreement to unblock a high honor under the ace or else give count, East would also play the ♠2, a count signal showing three spades but no honor.

The Impact of Opening Leads Against Notrump Contracts

DEAL: 7 DEALER: SOUTH VUL: E-W	♠ K Q 10 5 ♥ 6 2 ♦ A Q 8 ♣ Q J 7 3	CONTRACT: 3NT DECLARER: SOUTH
	1♠ 3NT	
♠ J 4 ♥ A Q 7 4 3 ♦ 10 7 6 <u>2</u> ♣ 9 8 PASS PASS PASS	<div style="border: 1px solid gray; border-radius: 15px; padding: 10px; display: inline-block;"> <p style="margin: 0;">NORTH</p>  <p style="margin: 0;">WEST EAST</p> <p style="margin: 0;">SOUTH</p> </div>	♠ A 9 7 6 3 ♥ 5 ♦ K 4 3 ♣ 10 5 4 2 PASS PASS PASS
	♠ 8 2 ♥ K J 10 9 8 ♦ J 9 5 ♣ A K 6	
	← (D) 1♥ 1NT PASS	

Suggested Bidding

South has 12 high-card points plus 1 length point for the five-card heart suit. South opens 1♥. North responds 1♠. With 14 high-card points, North knows the partnership is headed for at least game, but is looking for the best game. South rebids 1NT to show a minimum-strength balanced hand, too weak to open 1NT. North now has the answers to both HOW HIGH and WHERE, and places the contract in 3NT.

Suggested Opening Lead

The opponents bid two suits before arriving in 3NT, hearts and spades. Although leading a heart would be a good idea with no information from the auction, knowing that South has a five-card heart suit warns West to pick another suit. Between diamonds and clubs, West chooses to lead a diamond, the ♦2, fourth best.

Play of the Hand

After the opening lead, declarer has two tricks in diamonds regardless of whether East wins the $\heartsuit K$ on the first trick or not. These go along with four club tricks, but three more tricks are needed, and they can come from the heart suit.

Declarer hopes East has the $\heartsuit Q$, so that a finesse will be successful. Even if West holds the $\heartsuit Q$, declarer can eventually promote three winners in the suit. The only danger is if the defenders can develop enough winners to defeat the contract before the hearts can be established.

Suggested Defense

Suppose declarer plays a low diamond from dummy at trick one. **After winning the first trick with the $\heartsuit K$, East returns a diamond, even though the $\heartsuit A-Q$ are still in dummy.** East hopes to develop a second winner in the suit through length, since West's lead of the $\heartsuit 2$ is likely from a four-card suit.

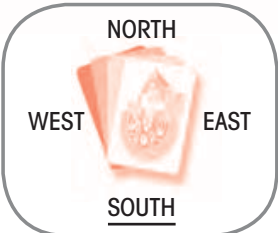
When declarer wins the second diamond in dummy and tries the heart finesse, West wins the $\heartsuit Q$ and leads another diamond, establishing the remaining diamond as a winner.

Declarer has no choice but to drive out West's $\heartsuit A$. Now West takes the established diamond winner. On this trick, East can make an encouraging signal in spades. West leads a spade, and East takes the $\spadesuit A$ to defeat the contract. The defenders get two hearts, two diamonds, and the $\spadesuit A$.

Conclusion

The key decision comes on the opening lead. West has to consider the auction and look for a suitable alternative to leading a suit bid by the opponents. If West leads a heart, declarer will win the race to nine tricks. Declarer wins the first heart and leads another, driving out West's $\heartsuit Q$. It's now too late to shift to diamonds. Even if East wins a trick with the $\heartsuit K$ and returns a diamond, declarer wins and drives out West's $\heartsuit A$. West can lead another diamond, but declarer has three heart tricks to go with two diamonds and four clubs.

The Impact of Opening Leads Against Notrump Contracts

DEAL: 8 DEALER: SOUTH VUL: N-S	♠ A 4 ♥ 8 6 2 ♦ J 10 5 2 ♣ K Q 7 4	CONTRACT: 3NT DECLARER: SOUTH
<div style="border: 1px solid black; display: inline-block; padding: 2px 10px;">3NT</div>		
♠ J 10 9 6 3 ♥ Q 10 4 3 ♦ K 6 ♣ 8 5 <div style="border: 1px solid black; display: inline-block; padding: 2px 10px;">PASS</div> <div style="border: 1px solid black; display: inline-block; padding: 2px 10px;">PASS</div>	<div style="border: 1px solid black; border-radius: 15px; padding: 10px; width: 150px; margin: 0 auto;"> NORTH  WEST EAST SOUTH </div>	♠ K Q 7 ♥ A J 9 5 ♦ 7 3 ♣ 9 6 3 2 <div style="border: 1px solid black; display: inline-block; padding: 2px 10px;">PASS</div>
♠ 8 5 2 ♥ K 7 ♦ A Q 9 8 4 ♣ A J 10 ←(D) <div style="border: 1px solid black; display: inline-block; padding: 2px 10px;">1NT</div> <div style="border: 1px solid black; display: inline-block; padding: 2px 10px;">PASS</div>		

Suggested Bidding

South has only 14 high-card points but can add 1 length point for the five-card diamond suit. The total of 15 gives South enough to open 1NT with the balanced hand. With 10 high-card points, North takes the partnership to game in 3NT.

Suggested Opening Lead

With no useful information, West chooses the longest suit, spades. With a solid sequence, West leads the top card, the ♠J.

Play of the Hand

Declarer has one spade, one sure diamond, and four club tricks. Even if East has the ♥A, declarer can get only one extra trick in hearts. So declarer's plan is to develop the extra tricks in diamonds, taking the diamond finesse in the hope that East has the ♦K.

When West leads the ♠J, declarer should win the first trick with dummy's ♠A. Declarer will be able to take the first ten tricks if East has the ♦K. So declarer doesn't want to duck the first spade and let East gain the lead, since East might lead a heart and trap the ♥K if West holds the ♥A.

Suggested Defense

After West leads the ♠J, suppose declarer plays the ♠A from dummy. Everything now hinges on East's play to this trick.

If East plays the ♠7, holding on to both the ♠K and ♠Q, declarer can make the contract. Declarer tries the diamond finesse, which loses to West's ♦K. West can lead another spade, and East can take tricks with the ♠K-Q, but will then have no spade left to lead. There is no entry to West's remaining winners. If East leads a heart, declarer will get a trick with the ♥K and take the remainder of the tricks.

So **when the ♠A is played at trick one, East must play—unblock—the ♠K.**¹³ Now when declarer tries the diamond finesse, West wins the ♦K and can lead a spade to East's ♠Q. East has the ♠7 left to return to West's established winners. The defenders get four spades, the ♥A, and the ♦K.

If declarer plays a low spade from dummy at trick one and East wins the first trick with the ♠Q, East will still have to unblock the suit by returning the ♠K into dummy's ♠A at trick two.

Conclusion

The opening lead of the ♠J tells East that West has either a solid sequence in spades or a broken sequence headed by the ♠J-10-8. In either case, East can afford to unblock the ♠K to keep the ♠7 as an entry to West's long suit. **The ♠7 is more valuable than the ♠K!** Entries are everything when developing and taking winners on defense.

¹³ When unblocking with touching honors, the higher card is played. When East plays the ♠K, West can hope that East also holds the ♠Q. If East were to play the ♠Q, it would deny holding the ♠K.