



Lesson 45 Teacher's Notes

Card Play: Communication

Aims

- Point out the importance of communication in bridge – and not just during the bidding!
- Declarer may need to cross from hand to hand (say to take a finesse); and the defenders need to stay in contact also.
- Look at the Hold Up and the Duck.

Content

- 1) Illustrate the importance of **communication** between declarer's hand and dummy.
- 2) Remind the class of the dangers of **blocking** a suit: "*play the honours from the short hand first*"
- 3) Introduce the Hold Up – a way of **cutting the communication between opponents' hands**.
When dummy has a long suit and no obvious entry a defender should **hold up** his ace, if he can, till declarer has no more cards to lead to dummy.
Similarly, when defenders attack your weakness in 3NT you should **hold up** an ace (or king once the ace has gone) in case you can cut their communication in that suit.
- 4) Introduce the Duck, a way of preserving communication by retaining honours in the long suit so that they will act as entries.
When there is an inevitable loser (or two) in a suit you may as well lose it early by **ducking** (playing low cards from both hands so as to lose a trick) the first or second time you play the suit
- 5) Point out how the Hold-up and the Duck are related.
In both cases a player declines to win a trick with an ace or king, saving it to win a trick later.
The hold-up is designed to cut opponents' communications and so prevent them from taking their tricks.
The duck is designed to keep your own communications open, so that you can get at your tricks.
When you can afford to lose a trick lose it early while you still have control of the other suits.
Do not rush to grab an ace (or king) in a suit opponents are trying to establish