



## 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