

# LESSON 10 - STUDENT NOTES

# MORE ABOUT CARD PLAY

#### PART 1 - IS ABOUT DEFENDING

You will be defending 50% of the time so it is worth trying to improve your play. Defence is difficult. You cannot see your partner's hand.

Here are three ideas which you should keep in mind when defending.

Be a **TOP** defender

- T Keep a Tally of the number of Tricks you need to defeat the contract.
- O Observe dummy
- P Remember that you have a Partner and try to cooperate with him

**Keeping a Tally of the number of Tricks** you need to defeat the contract is pretty self-evident. Against a game contract you need to take –

5 tricks against a NT game

4 tricks against a major suit game

3 tricks against a minor suit game

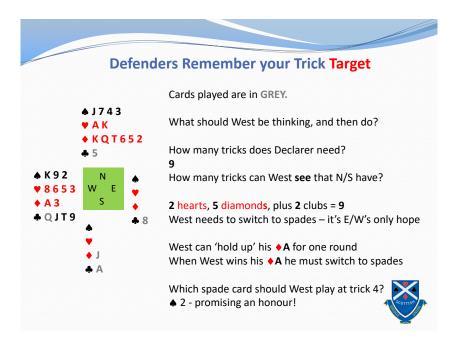
**♠** KJ42

♥ A Q

**♦ T965** 

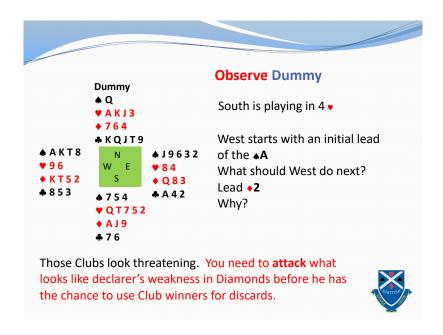
**♣** J T 9

With this hand, imagine you are defending against 3NT. You are on lead after your side has won the first 4 tricks in Spades and you only need one more trick to defeat the contract. Take that Ace of Hearts. Don't be tempted to wait hoping to be able to take both the Ace and the Oueen.



In the hand above switching to the Spades is your only hope so do it **NOW** 

## Observe dummy

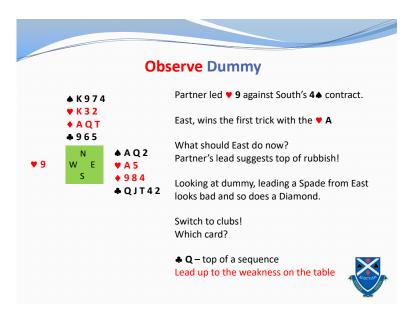


Here, the lead of Ace from Ace/King is an excellent lead. It gives you a chance to have a look at dummy and retain the lead. West obviously does not continue with the Spades as dummy will ruff.

Look at dummy. Those **clubs** are threatening – Declarer has a good source of tricks there even if partner holds the Ace. West needs to attack the only

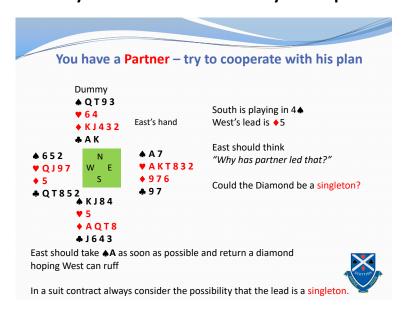
weakness he can see and that is **diamonds**. When West leads **diamonds** at trick two he should lead the 2 - low for like just as you would on an opening lead so partner knows to lead the suit back if he gets the chance. East gets in with the  $\triangle$ A and returns a **diamond**. The contract is defeated.

Yet another example of Observing Dummy

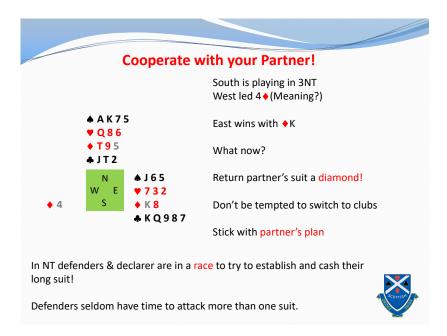


West's lead was the ♥9 "High for Hate" denying interest in the suit. No point leading back a heart Lead ♣Q, top of touching honours, just as you would for the opening lead.

#### Remember that you have a Partner and try to cooperate with him



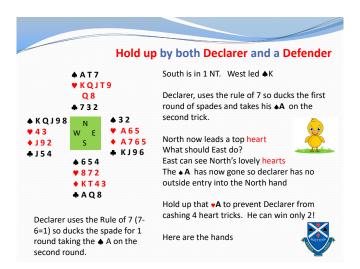
Not always easy but East sees so many diamonds so hopes the ♦5 was a singleton so West gets a ruff



PART 2 – is about ducking (hold up play) which can apply to Declarer as well as the defence.

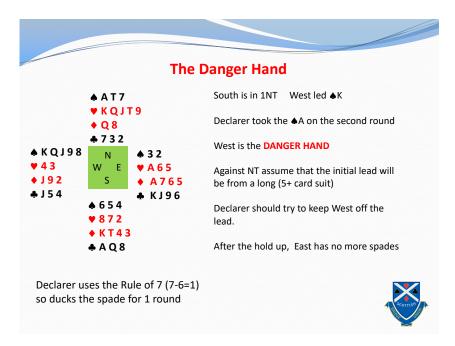
Any player may **choose** to withhold a winning card usually to disrupt enemy communications

Declarer often holds up a stop especially in NT in order to disrupt the communications between the defenders' hands



That was an example of a Defender Ducking – withholding a high card.

**THE DANGER HAND** - There is often one defender's hand which is more of a danger than the other. Try to keep the **danger hand** off lead. In the hand above, West was the danger hand because of the presumed long established Spades. If you have to lose the lead lose it to the non-danger hand - East in this case.



If you choose to duck (withhold a high winning card) only do so if you have a reason for doing so.

**RULE OF 7** – In NT if you have only 1 stopper in a suit Declarer adds up the number of cards he has in his hand + the number of cards in the suit in dummy and subtracts this from 7. The answer gives the number of times it is recommended that Declarer should withhold his single stopper.

#### Example 1

South is in NT

West leads the  $\clubsuit$  4. Declarer assumes that this is the 4<sup>th</sup> highest card of a long suit but does west have only 4 or cards in the suit or does he have more? Declarer does not know.

**♦** T 8

Dummy

**♠** KJ542

West on lead

♠ 4 led

**♠** A 6 3

Declarer

Declarer adds up 2 cards in dummy + 3 cards in his own hand = 57 - 5 = 2

Hold up the Ace for 2 rounds.

West is the **danger hand** because of his long **spades**. The plan is to isolate this long suit so when East gets the lead he no longer has a **spade** to lead. If on the third round, East still holds a spades then West started with only a four card suit.

#### SUMMARY

## Be a **TOP** defender

- Keep a Track of the number of Tricks you need as a defender if you are to defeat the contract.
- Observe dummy
- Cooperated with your Partner.

Consider **ducking** – withholding a high card both as a defender and as declarer.

Make use of the **Rule of 7** – As declarer, it's a guide for how many rounds of a suit declarer should "duck" in a suit in which he has only one stopper?

**Danger Hand** - Be mindful if there is a danger hand especially in a NT contract