



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 **T**ally of the number of **T**ricks you need to defeat the contract.
- O** **O**bserve dummy
- P** Remember that you have a **P**artner 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

♠ K J 4 2

♥ A Q

♦ T 9 6 5

♣ 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 Queen.

Defenders Remember your Trick Target

♠ J 7 4 3
♥ A K
♦ K Q T 6 5 2
♣ 5

♠ K 9 2
♥ 8 6 5 3
♦ A 3
♣ Q J T 9

N
W E
S

♠ 8
♥ J
♦ A
♣ A

Cards played are in GREY.

What should West be thinking, and then do?

How many tricks does Declarer need?
9

How many tricks can West **see** that N/S have?
2 hearts, 5 diamonds, plus 2 clubs = 9

West needs to switch to spades – it's E/W's only hope

West can 'hold up' his **♦ A** for one round
When West wins his **♦ A** he must switch to spades

Which spade card should West play at trick 4?
♠ 2 - promising an honour!

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

Observe dummy

Observe Dummy

Dummy
♠ Q
♥ A K J 3
♦ 7 6 4
♣ K Q J T 9

♠ A K T 8
♥ 9 6
♦ K T 5 2
♣ 8 5 3

N
W E
S

♠ 7 5 4
♥ Q T 7 5 2
♦ A J 9
♣ 7 6

South is playing in 4 ♥

West starts with an initial lead of the **♠ A**

What should West do next?
Lead **♦ 2**
Why?

Those Clubs look threatening. You need to **attack** what looks like declarer's weakness in Diamonds before he has the chance to use Club winners for discards.

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 ♣A and returns a **diamond**. The contract is defeated.

Yet another example of Observing Dummy

Observe Dummy

♠ K 9 7 4
 ♥ K 3 2
 ♦ A Q T
 ♣ 9 6 5

♥ 9

N		
W	E	
	S	

♠ A Q 2
 ♥ A 5
 ♦ 9 8 4
 ♣ Q J T 4 2

Partner led ♥ 9 against South's 4♠ contract.

East, wins the first trick with the ♥ A

What should East do now?
Partner's lead suggests top of rubbish!

Looking at dummy, leading a Spade from East looks bad and so does a Diamond.

Switch to clubs!
Which card?

♣ Q – top of a sequence
Lead up to the weakness on the table

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

You have a Partner – try to cooperate with his plan

Dummy
 ♠ Q T 9 3
 ♥ 6 4
 ♦ K J 4 3 2
 ♣ A K

N		
W	E	
	S	

♠ 6 5 2
 ♥ Q J 9 7
 ♦ 5
 ♣ Q T 8 5 2

♠ K J 8 4
 ♥ 5
 ♦ A Q T 8
 ♣ J 6 4 3

East's hand

♠ A 7
 ♥ A K T 8 3 2
 ♦ 9 7 6
 ♣ 9 7

South is playing in 4♠
West's lead is ♦ 5

East should think
“Why has partner led that?”

Could the Diamond be a **singleton**?

East should take ♠A as soon as possible and return a diamond hoping West can ruff

In a suit contract always consider the possibility that the lead is a **singleton**.

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

Cooperate with your Partner!

♠ A K 7 5
♥ Q 8 6
♦ T 9 5
♣ J T 2

♠ J 6 5
♥ 7 3 2
♦ K 8
♣ K Q 9 8 7

♠ 4

N	
W	E
S	

South is playing in 3NT
West led 4♦ (Meaning?)

East wins with ♦K

What now?

Return partner's suit a **diamond**!

Don't be tempted to switch to clubs

Stick with **partner's plan**

In NT defenders & declarer are in a **race** to try to establish and cash their long suit!

Defenders seldom have time to attack more than one suit.

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

Hold up by both Declarer and a Defender

♠ A T 7
♥ K Q J T 9
♦ Q 8
♣ 7 3 2

♠ K Q J 9 8
♥ 4 3
♦ J 9 2
♣ J 5 4

N	
W	E
S	

♠ 6 5 4
♥ 8 7 2
♦ K T 4 3
♣ A Q 8

♠ 3 2
♥ A 6 5
♦ A 7 6 5
♣ K J 9 6

South is in 1 NT. West led ♠K

Declarer, uses the rule of 7 so ducks the first round of spades and takes his ♠A on the second trick.

North now leads a top **heart**
What should East do?
East can see North's lovely **hearts**
The ♠A has now gone so declarer has no outside entry into the North hand

Hold up that ♥A to prevent Declarer from cashing 4 heart tricks. He can win only 2!

Here are the hands

Declarer uses the Rule of 7 (7-6=1) so ducks the spade for 1 round taking the ♠A on the second round.


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.

The Danger Hand

<p>♠ A T 7 ♥ K Q J T 9 ♦ Q 8 ♣ 7 3 2</p> <p>♠ K Q J 9 8 ♥ 4 3 ♦ J 9 2 ♣ J 5 4</p>	<p>N W E S</p>	<p>♠ 3 2 ♥ A 6 5 ♦ A 7 6 5 ♣ K J 9 6</p> <p>♠ 6 5 4 ♥ 8 7 2 ♦ K T 4 3 ♣ A Q 8</p>	<p>South is in 1NT West led ♠K</p> <p>Declarer took the ♠A on the second round</p> <p>West is the DANGER HAND</p> <p>Against NT assume that the initial lead will be from a long (5+ card suit)</p> <p>Declarer should try to keep West off the lead.</p> <p>After the hold up, East has no more spades</p>
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Declarer uses the Rule of 7 (7-6=1)
so ducks the spade for 1 round



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 ♠ 4. Declarer assumes that this is the 4th 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

♠ K J 5 4 2

West on lead

♠ 4 led

♠ A 6 3

Declarer

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

$7 - 5 = 2$

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 **T**rack of the number of **T**ricks you need as a defender if you are to defeat the contract.
- **O**bserve dummy
- Cooperated with your **P**artner.

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