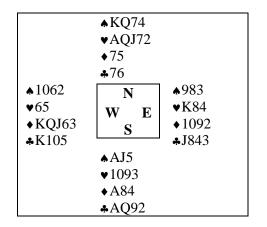
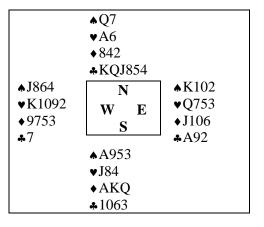


Card Play - Communication

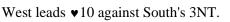


The Hold-Up (withholding an ace to cut opponents' communications)



South plays in 3NT and West leads $\diamond K$. There are 7 Sure Tricks, and the Work Suit is hearts. If South wins trick 1 with $\diamond A$ and takes a heart finesse East wins $\diamond K$ and returns $\diamond 10$. West makes 4 tricks. One down. If South waits to win the *third* round of diamonds

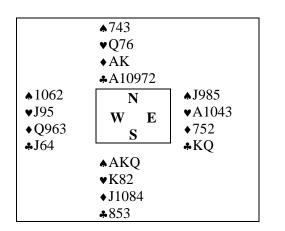
If South waits to win the *third* round of diamonds East has none left. When he wins $\forall K$ he tries a club but South grabs A and *cashes out*.

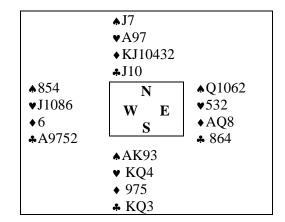


South plays low from dummy but East wins $\mathbf{v}Q$ and returns a heart, removing dummy's ace. South plays on clubs. If East wins the first or second club the defence make A and three heart tricks but declarer has the rest. If East *holds up* A till the third round there is no *entry* to the North hand- he has *cut the communication* between declarer and dummy.

Aces are very important cards. They give you *control* of a suit. <u>Don't grab an ace</u> (unless you can <u>cash out</u>, or there is greater danger elsewhere)

The Duck (saving an ace to preserve your communications)





South plays 3NT. West leads \diamond 3 to dummy's \diamond A. 6 Sure Tricks, 2 more can be established in clubs. But dummy's *entries* are under attack. If you play \diamond A and another East will *knock out* \diamond K. A third clubs establishes 2 length tricks, but North has no entry to cash them! The solution? Save \diamond A to win the *third* round. Now the *entry* cannot be removed prematurely. Conceding tricks in a suit while retaining top cards is called *ducking*. West leads 45 (fourth highest) against South's 3NT. Dummy plays 410, East 44 and South 4Q. South plays diamonds, East wins Q and returns a club. West knows South still has K (East did not play it at trick 1). His only entry is A, so *he does not take this trick*. Now when East wins A he has another club to lead. The defence make 2 diamonds and 3 clubs for one down. Declarer was doubly unlucky: diamonds lay very badly, and the defenders knew about *ducking*.



Card Play - Communication

Some other combinations where ducking an early round will preserve entries in the suit itself:

- a) AK943 b) AK9765 c) A9765
- ▲ 652

▲ 43

▲ K32

To establish length tricks in these suits you must lose at least one trick. You keep better control by losing the *first* trick, not the third.

When a trick must be lost in a suit - lose it early