



Card Play - Communication

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

	♠KQ74	
	♥AQJ72	
	♦75	
	♣76	
♠1062	N	♠983
♥65	W E	♥K84
♦KQJ63	S	♦1092
♣K105		♣J843
	♠AJ5	
	♥1093	
	♦A84	
	♣AQ92	

	♠Q7	
	♥A6	
	♦842	
	♣KQJ854	
♠J864	N	♠K102
♥K1092	W E	♥Q753
♦9753	S	♦J106
♣7		♣A92
	♠A953	
	♥J84	
	♦AKQ	
	♣1063	

South plays in 3NT and West leads ♦K. There are 7 Sure Tricks, and the Work Suit is hearts. If South wins trick 1 with ♦A and takes a heart finesse East wins ♥K and returns ♦10. West makes 4 tricks. One down. If South waits to win the *third* round of diamonds East has none left. When he wins ♥K he tries a club but South grabs ♣A and *cashes out*.

West leads ♥10 against South's 3NT. South plays low from dummy but East wins ♥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.

Don't grab an ace (unless you can **cash out**, or there is greater danger elsewhere)

The Duck (saving an ace to preserve your communications)

	♠743	
	♥Q76	
	♦AK	
	♣A10972	
♠1062	N	♠J985
♥J95	W E	♥A1043
♦Q963	S	♦752
♣J64		♣KQ
	♠AKQ	
	♥K82	
	♦J1084	
	♣853	

	♠J7	
	♥A97	
	♦KJ10432	
	♣J10	
♠854	N	♠Q1062
♥J1086	W E	♥532
♦6	S	♦AQ8
♣A9752		♣864
	♠AK93	
	♥KQ4	
	♦975	
	♣KQ3	

South plays 3NT. West leads ♦3 to dummy's ♦A. 6 Sure Tricks, 2 more can be established in clubs. But dummy's *entries* are under attack. If you play ♣A and another East will *knock out* ♦K. A third clubs establishes 2 length tricks, but North has no entry to cash them! The solution? Save ♣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 ♣5 (fourth highest) against South's 3NT. Dummy plays ♣10, East ♣4 and South ♣Q. 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*.



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

a) ♠ AK943
♠ 652

b) ♠ AK9765
♠ 43

c) ♠ A9765
♠ 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.

<i>When a trick must be lost in a suit - lose it early</i>
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