



LESSON 10 – TEACHER NOTES

This lesson is about more card play with the focus on defence

Part 1 - deals with the defence.

It follows Andrew Robson's suggestions "be a **TOP** defender"

T Keep a **T**ally of the **T**ricks you need to defeat the contract. Take that trick you need to defeat the contract.

O **O**bserve dummy

P Remember you have a **P**artner. Try to cooperate with him.

Part 2 - deals with

- 1 ducking
- 2 Declarer, Identify which of the defender's hands can do you more damage – this is the danger hand. Keep the danger hand off play.

That is withholding a winning card in order to disrupt enemy communications

Ducking can be used **both** by Declarer and by the Defenders. There is an example of withholding an Ace to prevent declarer getting into dummy to cash a long suit. The second example is about holding up a single stopper by Declarer in a NT contract.

Rule of 7 – The number of rounds in NT that a declarer should with hold a single stop in defenders led suit.

Danger Hand - Mention is made of the "danger hand" – recognise it and try to avoid it by, if you have to lose a trick, lose it to the other hand.

Hand 1

- 1 Cooperated with partner in defence.
- 2 Try to work out what partner was planning.
- 3 When you know you will be over ruffed, ruff as high as you can. You may promote a trump card in partner's hand

Hand 2

- 1 Work out what the opening lead was
- 2 Observe dummy

Hand 3

- 1 Singleton lead
- 2 Consider what the opening lead means
- 3 Cooperate with your partner and return his lead as soon as possible
- 4 An exception to the "second hand plays low" rule.

Hand 4

- 1 Keep a tally of the number of tricks you need to defeat the contract
- 2 Avoid playing in a minor suit contract if it is at all possible

Hand 5

- 1 Hold up by declarer
- 2 Cover an honour with an honour.
- 3 Cash top cards from the short hand first
- 4 Keep the danger hand off lead

Hand 6

- 1 Hold up by Declarer
- 2 Recognise the hand which is a danger to you

Hand 7

- 1 Hold up by Declarer
- 2 Hold up by the Defence.
- 3 Keep the danger hand off lead.
- 4 Beware of blocking your work suit

Hand 8

- 1 Duck by Declarer
- 2 Duck by Defender
- 3 Declarer identify the danger hand