



Lesson 2 Teacher's Notes

Aims:

- To examine the first principles of defence
- To give some simple rules about which card to lead
- To explain the importance of Third Hand High play
- To cover the concept of *suit establishment* for both declarer and defence

Content:

- 1 Demonstrate the error of leading unsupported honours
“Don’t waste an ace”: illustrate the advantages of saving high cards to *beat* other high cards
If you lead them out they will capture only little cards, and *establish* tricks for the other side
Play out examples in a single suit.
Play a few hands where leading an ace would be a *bad idea*
- 2 Make the opening lead against a no-trump contract in your longest suit.
Each side tries to *establish length tricks* in its best suit
When the other players have no more cards in a suit you can make tricks with small cards
More examples
- 3 **Which card to lead**
Ace from ace-king – explain that this is an unwritten “Rule”
Top of a *sequence* of cards including honours – AKQ, KQJ, QJ10, J109, 1098
A *low spot card* (4th highest where possible) **promises** an Honour – K532, Q53, etc
A *high* spot card (typically 2nd highest) **denies** an Honour - 9732, 873 etc
(The same principles apply when a defender wins a trick and decides to open a new suit)
- 4 Explain about Third Hand play – **“Third hand does what it can”**
By *forcing out* a high card from declarer’s hand you may establish tricks for partner.
More examples
- 5 **Return partner’s suit**
If partner has led his longest suit you should co-operate in establishing it