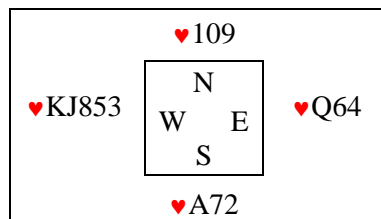




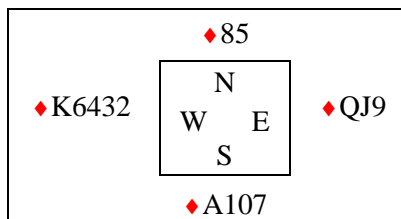
## Essential Principles of Defence

### Third Hand High, Second Hand Low

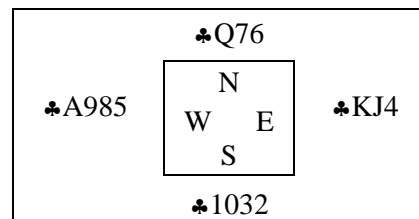
When **partner** leads a low card you play **high** to win the trick or force a high card from declarer.



West leads ♥5. East plays ♥Q. South makes ♥A, no other trick

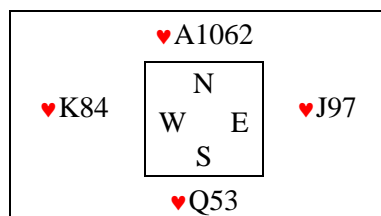


West leads ♦3. East plays ♦J. The **lower of touching honours** tells West who has ♦Q

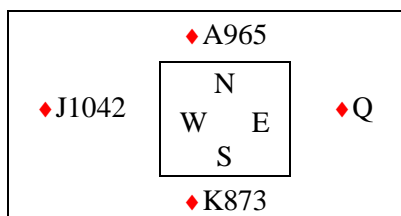


West leads ♣5. East plays ♣J. The **lower of surrounding cards** – save ♣K to beat ♣Q

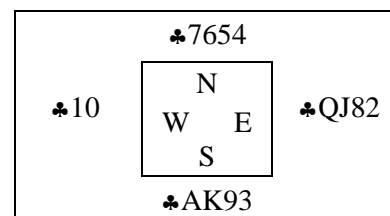
When **declarer** leads a low card (from either hand) the next defender plays low.



South leads ♥3. If West plays ♥K he holds the defence's tricks to 1



South leads ♦3. West must play low or he makes only one trick



North leads ♣4. East must play low in case West has ♣10

Note the differences between **Leading** and **Third Hand Play**:

We **lead** low from an Honour:

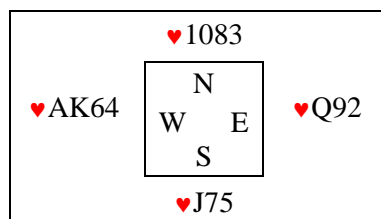
Third Hand plays high

We **lead** top of a sequence:

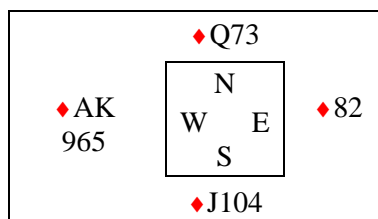
Third Hand plays **lowest** of a sequence

### On an Honour Lead: low to Encourage, High to Discourage

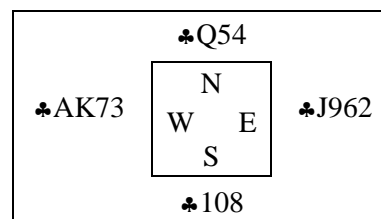
When partner leads an honour, or dummy plays a card you cannot beat, you **signal** reverse attitude: low encourages, high suggests a switch



West leads ♥A. East plays ♥2 to encourage West to continue the suit



West leads ♦A. East plays ♦2 to encourage so he can get a ruff



West leads ♣A. East plays ♣9 so West knows there is no ruff

We also signal attitude with our first **discard**.

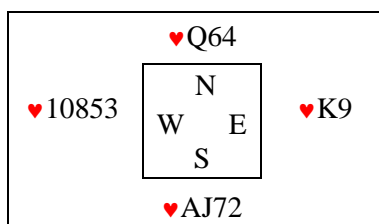
Low says you would like partner to lead that suit. High says “try something else”

### 3) Cover an Honour with an Honour (when it is the right thing to do!)

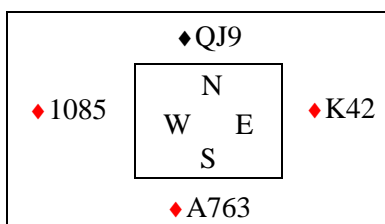
This stops declarer from stealing tricks but do so **only when you can promote lower cards to winning rank**.



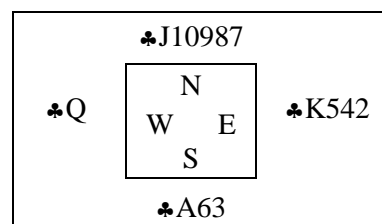
## Essential Principles of Defence



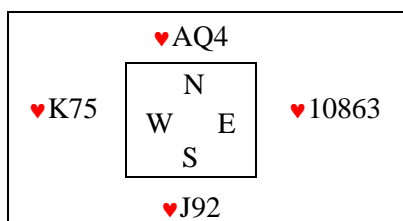
North leads ♥Q. West *covers* with ♥K to *promote* tricks for partner's 108



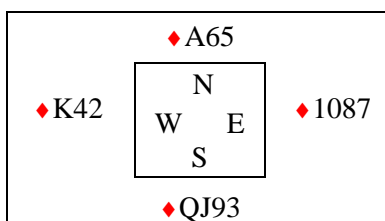
North leads ♦Q. West waits to cover ♦J, the *second of touching honours*  
(If you cover ♦Q declarer can make 3 tricks by finessing ♦9)



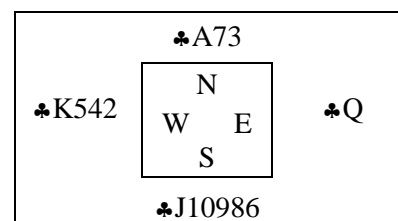
North leads ♣J. West should not cover when there can be nothing to promote



South leads ♥J. West *covers* with ♥K to *promote* a trick for partner's 10.  
(You cannot see what declarer has, but if he has J10x the cover will not cost)



South leads ♦Q. West waits to cover ♦J, the *second of touching honours*  
(You cannot see ♦J but declarer will not lead an *unsupported queen* if he knows what he is doing.)

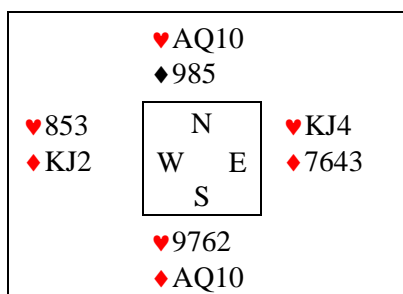


South leads ♣J. West should not cover when he can see that his king will control the fourth round of the suit.

### 4) Lead through Strength; Lead up to Weakness

When you get on lead during the play you usually return partner's suit.

What if you have to open up a new suit?



If West is on lead he switches to a heart, *through dummy's strength*. Lead ♥8, a high card to deny an honour

If East is on lead he switches to a diamond, *up to dummy's weakness*. Lead ♦7, a high card to deny an honour