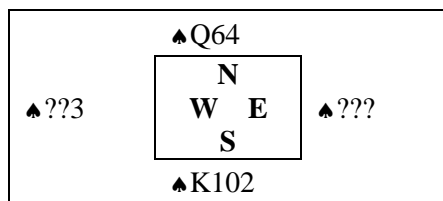


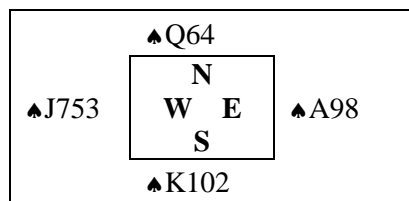


## Lesson 53 Examples

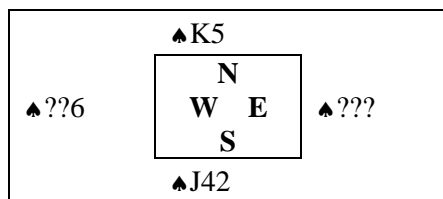
### Second Hand Plays Low



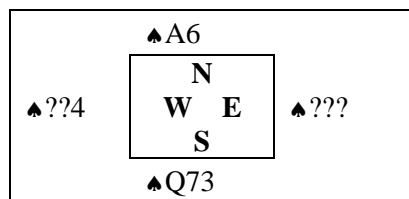
South plays 4♥ and West leads ♠3.  
 Dummy ('Second Hand') plays low, ♠4.  
 If East plays ♠A you make 2 tricks with ♠K and ♠Q.  
 If East plays ♠J, ♠K scores, ♠Q and ♠10 are *equals* against ♠A for one more trick.  
 If East plays a low spade you make ♠10 and ♠Q and ♠K are worth one more trick.  
 'Second Hand Low' **guarantees** 2 tricks in spades.



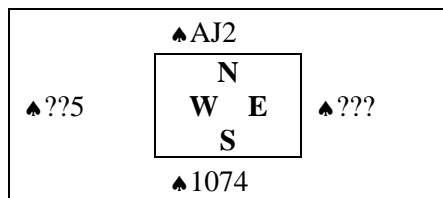
Note the difference if you play ♠Q from dummy. East wins ♠A. Now if West has ♠J it beats ♠10 and you have only 1 trick.  
 (This layout is very likely: West has led a low spade, promising an honour, and we do not underlead aces against suit contracts.)



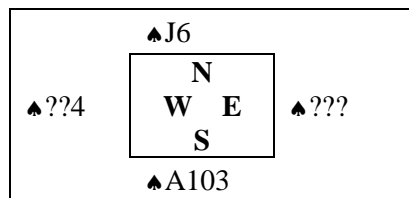
South plays in 3NT. West leads ♠6.  
 To ensure a trick in spades you must play ♠5.  
 (Even if East wins ♠Q, the worst case.)



This time West leads ♠4. South must play low from dummy to guarantee 2 tricks.

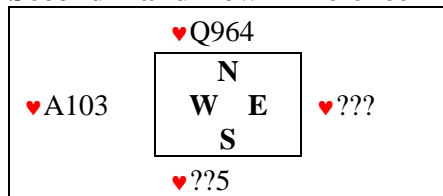


South plays in 3NT. West leads ♠5.  
 Play ♠2. If East wins ♠Q or ♠K you will make 2 tricks provided West has the other honour.

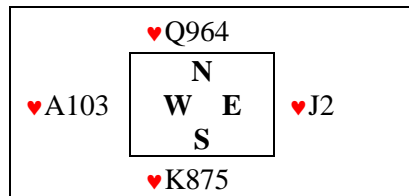


Playing low from dummy guarantees 2 tricks  
 If you play ♠J and East covers with ♠Q or ♠K you have only 1 trick.

### Second Hand Low in Defence



South plays in 3NT, and at some point leads ♥5 towards dummy. What should you play?  
 ♥A would be silly: it would collect only low cards, when aces deserve to beat high cards.  
 ♥10 is not good either, and may cost a trick.

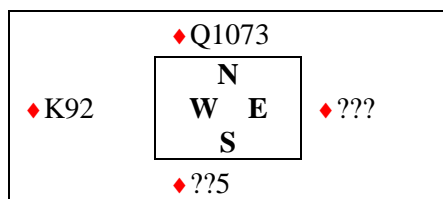


If you play ♥10 the queen wins. The next trick goes ♥4, ♥J, ♥K, ♥A and declarer makes 3 tricks to your one. But if you play the right card, ♥3, you will make 2 tricks because of the power of East's ♥J. Trick one goes ♥5, ♥3, ♥Q, ♥2. Trick two goes ♥4, ♥J, ♥K, ♥A and your ♥10 takes trick 3.  
 It does not help South to duck ♥J – it scores.

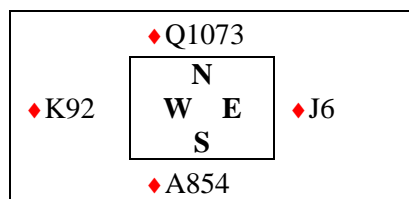


## Lesson 53 Examples

### Second Hand Low in Defence

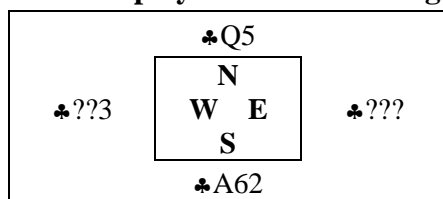


South plays in 5♦, and dummy is on lead.  
 He starts to draw trump, leading ♦3 from dummy.  
 The trick goes ♦3-♦6-♦A-♦2.  
 Who has ♦J? Surely partner has it.  
 If South has it he would finesse.  
 (unless he can see ♦K in your hand!)

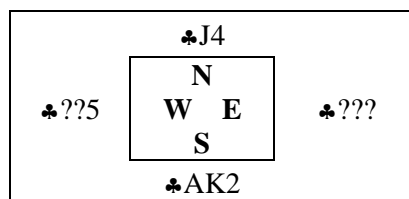


South continues with ♦4 from hand.  
 What do you play, ♦9 or ♦K?  
 If you play ♦K you will drop partner's ♦J and make no more tricks in diamonds  
 But if you play ♦9 you have a chance to make 2 tricks: *declarer does not know who has ♦K* and may play ♦10 from dummy.

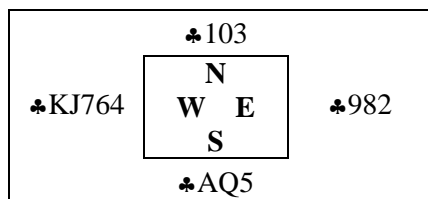
### When to play Second Hand High



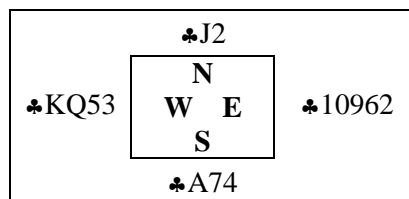
You are South, declarer in 3NT, and West leads ♣3.  
 If you play ♣5, hoping East will play ♣K if he has it, you are wrong – East knows to play ♣10 from K10x.  
 Your only chance is that West has ♣K, and you must play ♣Q immediately in the hope of stealing the trick.



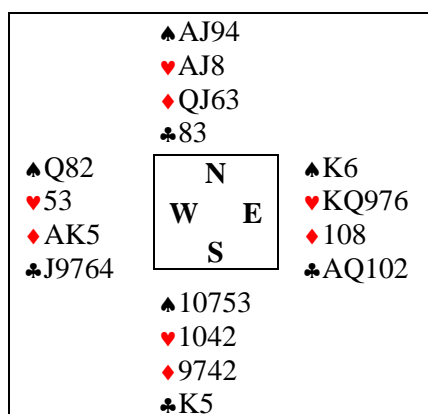
This time West leads ♣5. If you play 'Second Hand Low' you will have to win the trick with ♣K. Dummy's ♣J is now bare, and has no chance of taking a trick. Your only chance to make a trick with ♣J is to play it at trick 1, hoping West has ♣Q.



If West leads low try ♣10 – if it scores West cannot continue clubs.



It costs nothing to try ♣J in case West has ♣KQ – this is your only chance to make a trick with ♣J!



West	East
-	1♥
2♣	3♣
3NT	

East-West reached an ambitious 24-count 3NT. North led ♦3.  
 Declarer played Second Hand Low, ♦8, South played ♦9 and West won ♦K.  
 The club finesse lost, South returned a diamond and declarer went one down.

What could he have done?  
 His only chance was that North had both ♦Q and ♦J: if South has either card he will play it and there are only 2 diamond tricks.  
 When ♦10 scores he has 3 diamond tricks, and the defence cannot cash enough tricks to defeat the game.