



Lesson 54 Teacher's Notes

Card Play at No-trump: the Danger Hand

Aims

- To revise hold-up play in no-trump
- To introduce the concept of the Danger Hand
- To examine some basic avoidance techniques

Content

- 1) Remind the class that in a NT contract declarer and defenders have the same strategy: to develop their Work Suit. Which means that *tempo* is very important.
The play may be seen as a race between declarer and defenders.
When the defence have won the race, so that they have enough tricks to defeat your contract if they get on lead, you may have to change your line of play.
The second best line may be the only line that can work.
- 2) Revise the Hold Up from Lesson 45.
We hold up till one defender has no more cards in their suit to lead if he wins a trick.
When a suit may be divided 5-3 or 5-2 it may be worth holding up even with two stoppers.
One defender may pose no threat if he has no card in their suit to play when he gets on lead.
This is particularly important if you may have to *give up the lead twice* before your Work Suits are established
- 3) Introduce the concept of the Danger Hand – the hand that can cash enough winners to defeat you.
Once its suit is established it is important not to let it gain the lead.
If you have to give up the lead twice *attack the entry to the danger hand first*
- 4) Introduce the other type of Danger Hand – the one that can lead through your unprotected honours.
When you have a two-way finesse for a queen – *finesse into the Safe Hand*
Look at the *safety finesse* where you take a finesse you may not need to ensure that the Danger Hand does not get on lead