

# IMPROVERS' LESSONS

## Welcome

Teacher: Christine Egelmeer  
Linda Thornton  
Lynne Geursen



# Lesson Seven

## 2<sup>nd</sup> and 3<sup>rd</sup> Hand Defensive Play



# SECOND HAND PLAY – play low when a low card is led towards an honour in dummy

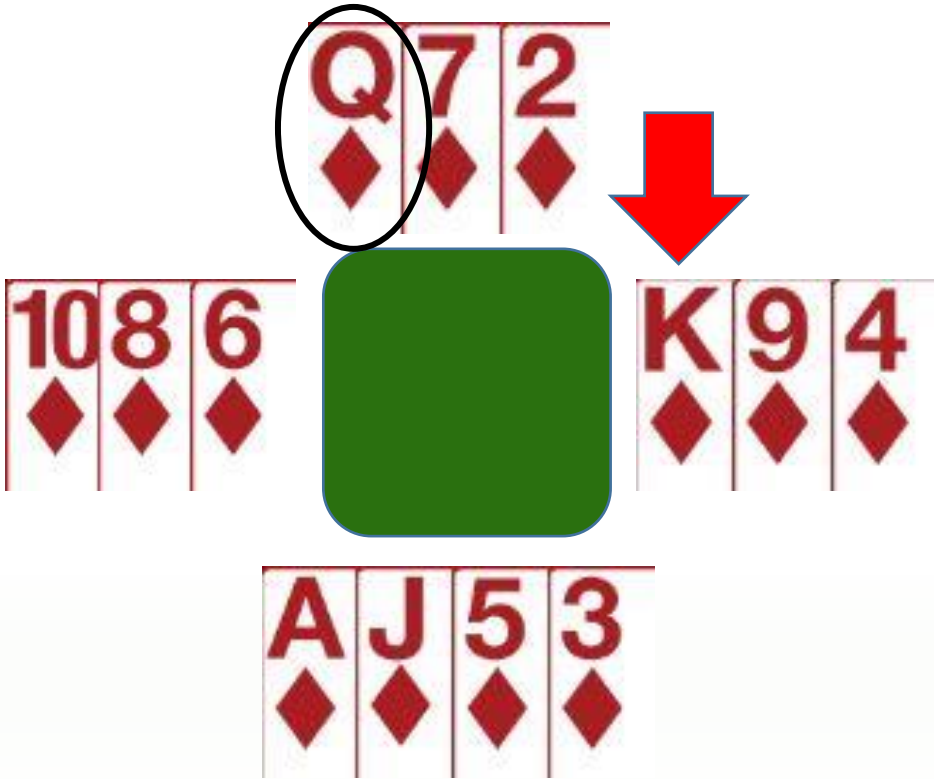


- Play a low card
- You hope that partner has the King
- If not, you should now win 2 tricks sitting over declarer's King

Hope that partner has the King



## SECOND HAND PLAY – cover an honour with an honour

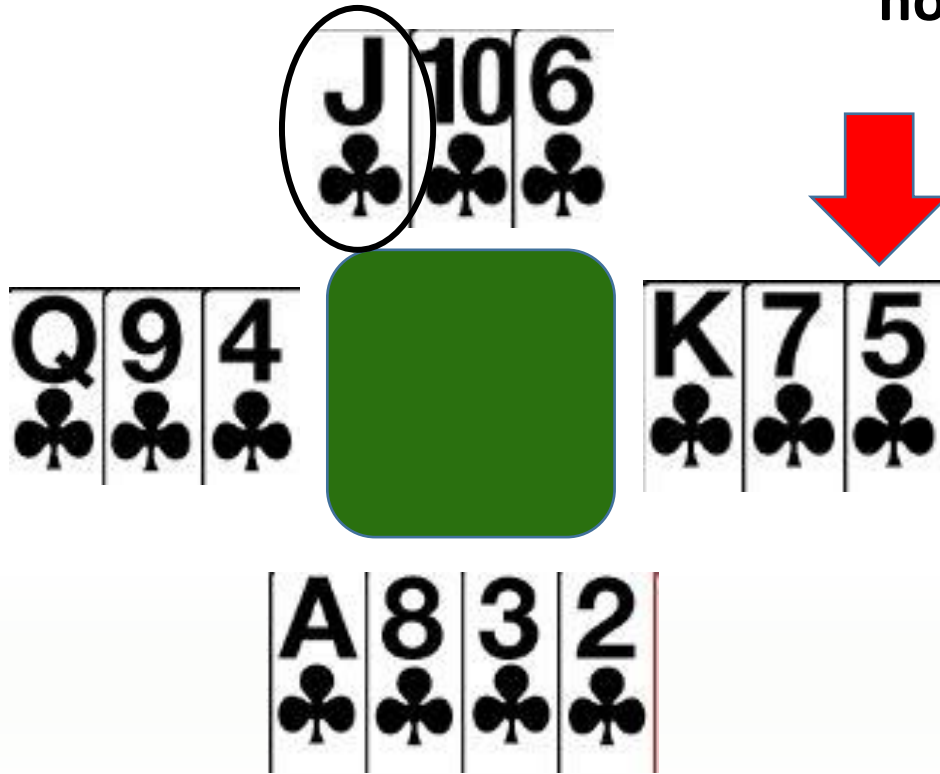


- Cover the Queen with your King
- It is likely that Declarer will have the Jack, but partner could have the 10.
- If so, then on the 3<sup>rd</sup> round, partner's 10 will become the winning trick.

You hope to set up a trick(s)  
in partner's hand



# SECOND HAND PLAY – cover the second of two touching honours

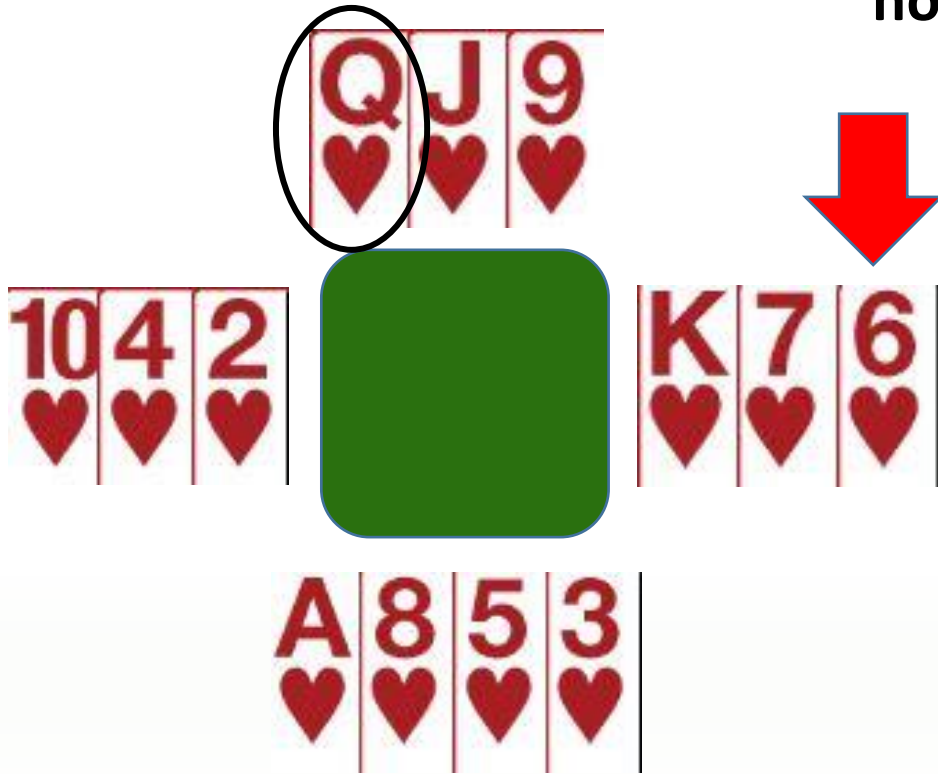


- Do not cover the honour first time ... wait for the second time the suit is played
- If partner has the ♣9 you will win two tricks

**You hope to set up a trick(s)  
in partner's hand**



## SECOND HAND PLAY – cover the second of two touching honours



- Do not cover the honour first time ... wait for the second time the suit is played
- Avoid declarer making an easy finesse

Avoid declarer finessing your partner for the missing 10



# SECOND HAND PLAY – don't cover if it will promote tricks for declarer



- Do not cover any honour played from dummy
- Play low on each occasion. Declarer may score 3 tricks but you hope they will not be able to get back to dummy

Hold up your Queen EVERY time hoping that declarer can't get to dummy to cash the 4<sup>th</sup> spade trick





# SECOND HAND PLAY – don't cover if you have greater length in the suit than dummy



- You hold 4 cards in the suit, dummy has only 3
- You must eventually win a trick as long as you don't cover declarer's ♥J

Play low every time declarer plays the heart suit





# SECOND HAND PLAY – don't cover with the Queen of trumps

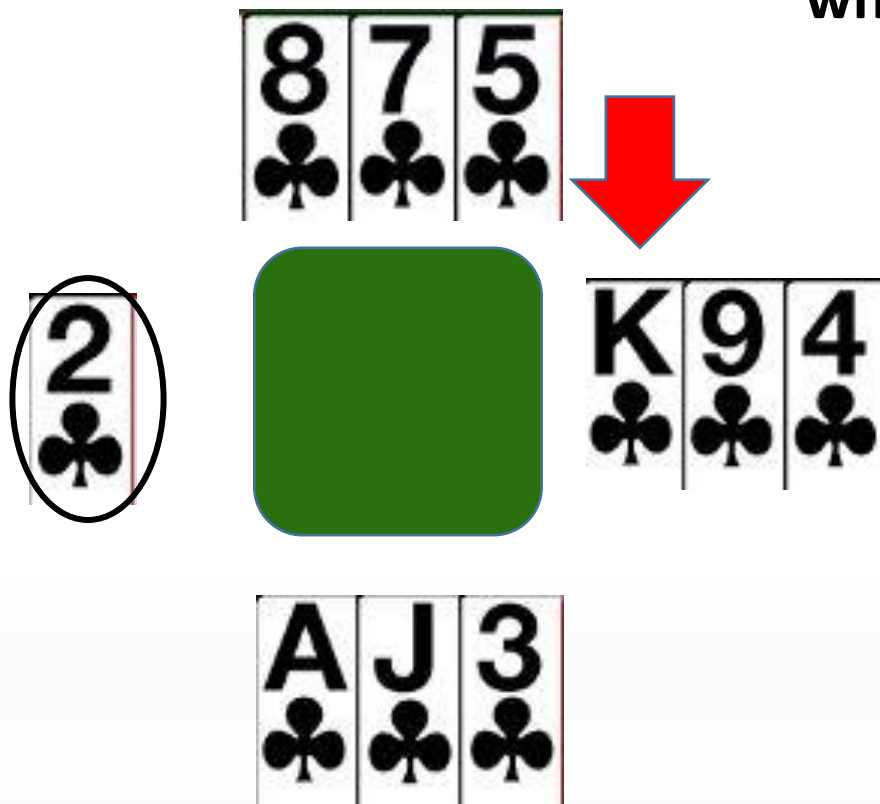


- Declarer is desperate to find the ♦ Q
- Let them guess what to do
- Play low smoothly

Play low smoothly



# THIRD HAND PLAY – if partner leads a low card, play high when dummy has no honours



- You have to play your highest card
- It will not be wasted as partner has an honour

Partner has shown an honour



# THIRD HAND PLAY – play the lowest of touching honours

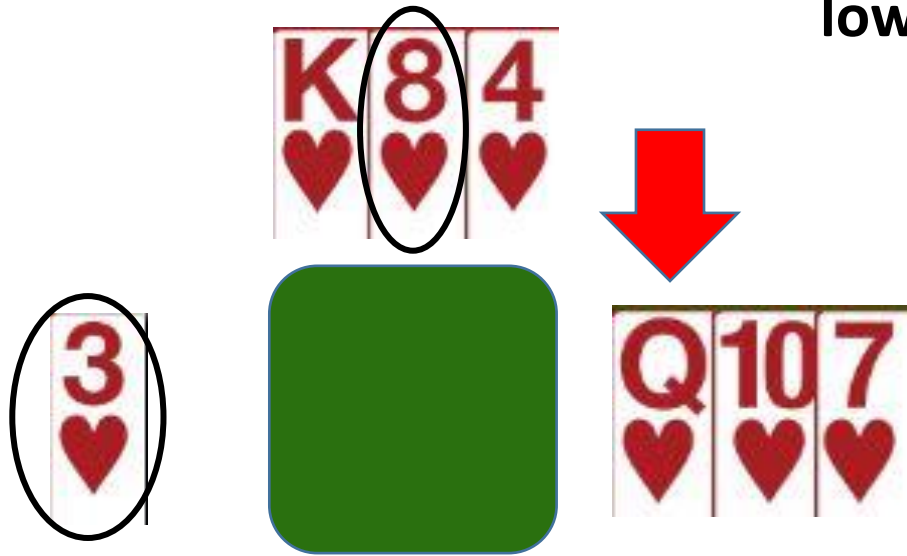


- Play the lowest of touching honours
- When declarer has to win with the Ace, partner can rightly assume you have the Queen and hopefully the King
- If you play the King, partner will never know you have the Queen & Jack

Partner can then work out what other honours you might have



# THIRD HAND PLAY – if dummy has an honour and plays low, you must play high

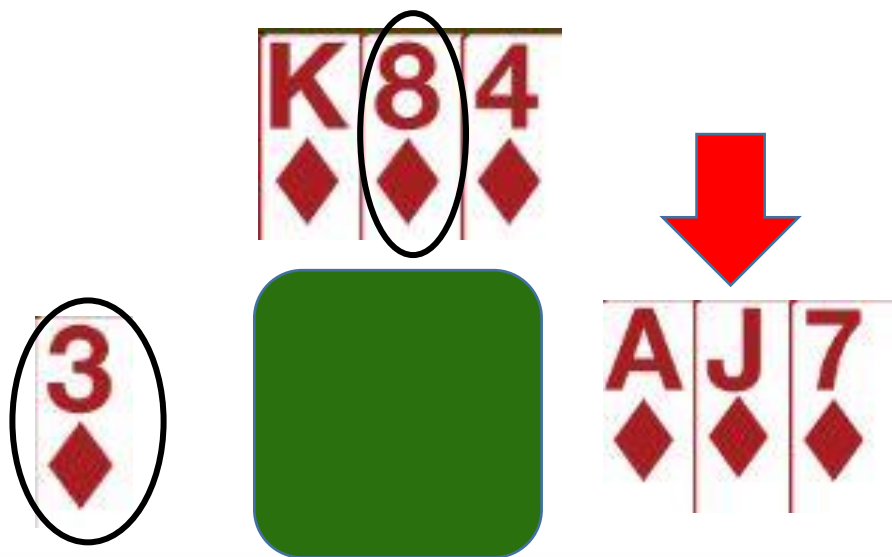


- Partner has promised an honour
- Play the Queen as it may win the trick

Partner has promised an honour



# THIRD HAND PLAY – play a surrounding honour when you have another honour to cover dummy's honours

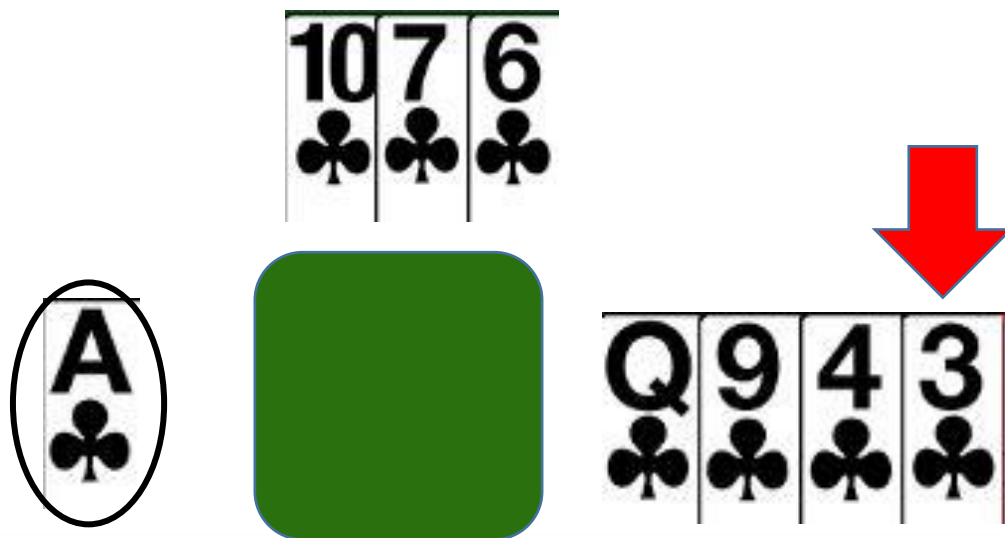


- Play the Jack and allow declarer to win if they have the Queen
- Your higher honour will then beat dummy's King
- Declarer won't win a trick if partner has the Queen

Partner has promised an honour



# THIRD HAND PLAY – if partner leads an honour, give an encouraging signal if you have an honour in the suit



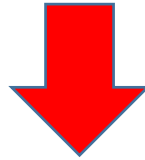
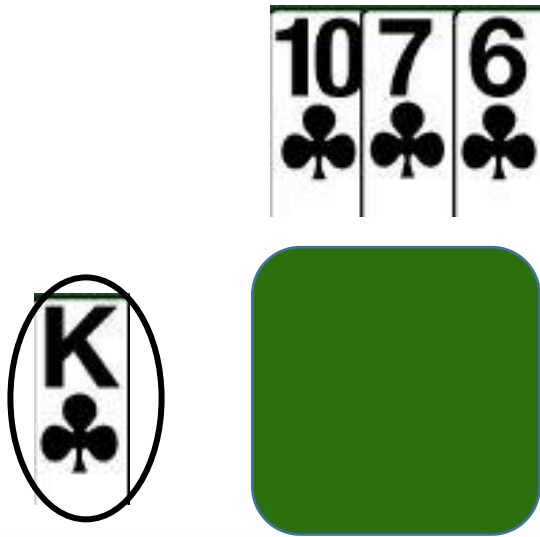
- Play a low card
- Partner now knows to continue playing the suit

Partner has promised a lower touching honour





# THIRD HAND PLAY – If partner leads an honour card give an encouraging signal if you have an honour in the suit



- Play a low card
- Encourage partner to continue the suit as you have an honour missing

Partner has promised a lower touching honour card



# THIRD HAND PLAY – If partner leads an Ace or King against a suit contract encourage with a doubleton



- Play a low card
- Encourage partner to continue the suit as you have a doubleton and might be able to get a ruff

Partner has promised a lower touching honour card



# MORE DEFENSIVE TIPS

- When returning partner's lead

## TOP CARD

Shows 2 cards  
remaining

## BOTTOM CARD

Shows 3 cards  
remaining

Show partner how many cards you have in the suit



# MORE DEFENSIVE TIPS – Returning partner's lead

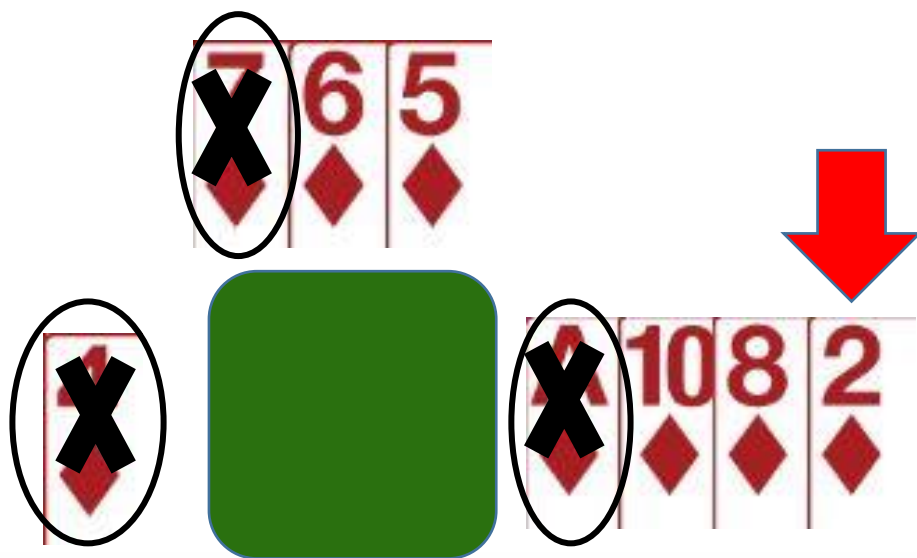


- With two cards remaining, lead back the top card
- Partner now knows you have no more than two cards left

Show partner how many cards you have in the suit



# MORE DEFENSIVE TIPS – Returning partner's lead



- With three cards remaining, lead back the lowest card
- Partner now knows you have at least three cards left

Show partner how many cards you have in the suit



# MORE DEFENSIVE TIPS

## HOLD UP PLAY

- Stop Declarer from getting to dummy's tricks

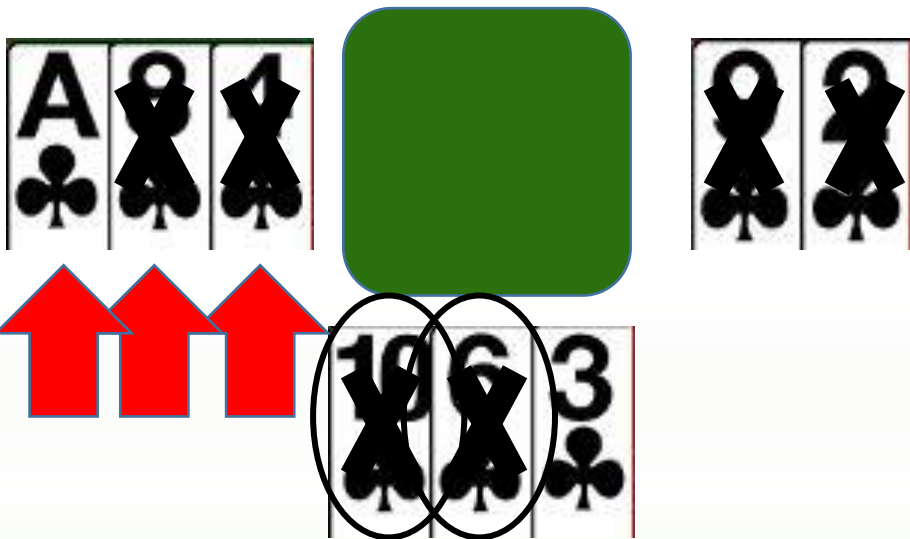
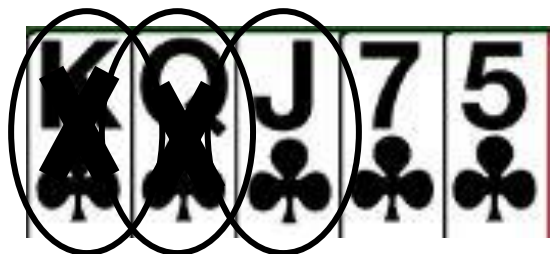


Don't take your winner immediately





# MORE DEFENSIVE TIPS – Hold up Play (when declarer has no other entries to dummy)



- Stop declarer from getting to the long club suit by holding up until the third round of clubs is played
- Declarer cannot then take advantage of the winning club tricks

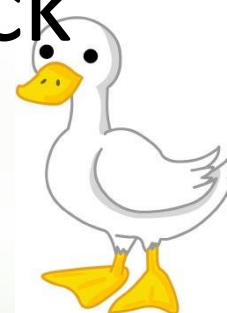
Stop declarer from running off a long suit in dummy



# MORE DEFENSIVE TIPS

## DUCKING IN A NO TRUMP CONTRACT

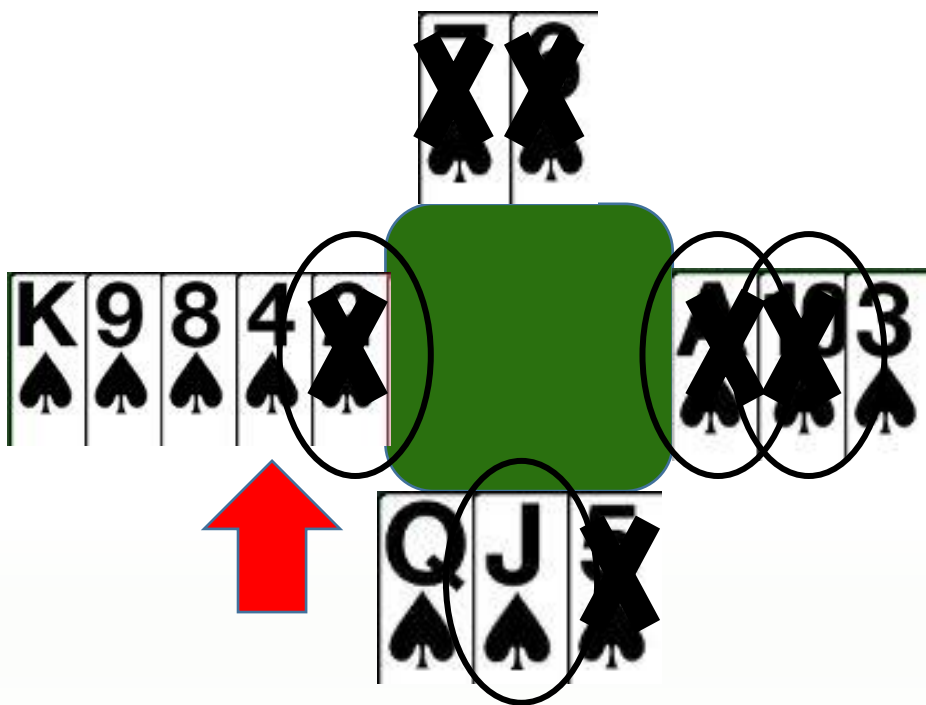
- It is often right to duck a trick to keep communication with partner
- Let declarer win their certain trick early



Keep communication with your partner



# MORE DEFENSIVE TIPS – Ducking in a notrump contract



- Lead the 2 to partner's Ace and then when the suit is returned, duck by playing a small card
- Later on you will have the communication from either hand to play the king and enjoy the two remaining winners

Keep communication open with your partner



# IMPROVERS' LESSONS

Please contact me if you have any questions

**NZB**♣ridge

