

Third Hand PlayDummy (North)

♠ A 7 5 2

♥ J 4 3

♦ 7 6 3

♣ Q 6 4

WestYou (East)Opening Lead as  
below

♠ K 10 3

♥ Q 10 2

♦ A 8 5

♣ 10 7 5 2

South is Declarer in 1NT. Which card do you play if?

- 1) West leads ♠4, and Dummy plays ♠2

Partner's lead suggests fourth highest with an honour. Rise with the K♠ to win then play back 10♠ hoping to finesse something in declarer's hand. If you win again, follow with 3♠. Keep attacking partner's suit. It's likely to win tricks, and safer than switching.

- 2) West leads ♥5, and Dummy plays ♥J

Partner's lead suggests fourth highest with an honour. Cover the J♥ with the Q♥. If you get the lead again, follow up with the 10♥. Keep attacking partner's suit. It's likely to win tricks, and safer than switching.



## B2 L10 Defence

## QUIZ ANSWERS

### Third Hand Play

### Dummy (North)

♠ A 7 5 2

♥ J 4 3

♦ 7 6 3

♣ Q 6 4

### West

### You (East)

### Opening Lead as below

♠ K 10 3

♥ Q 10 2

♦ A 8 5

♣ 10 7 5 2

### South is Declarer in 1NT. Which card do you play if?

#### 3) West leads ♥5, and Dummy plays ♥3

Partner's lead suggests fourth highest with an honour. Play 10♥. If you get the lead again, follow up with the Q♥. Keep attacking partner's suit. It's likely to win tricks, and safer than switching.

#### 4) West leads ♦4, and Dummy plays ♦3

Partner's lead suggests fourth highest with an honour. Play A♦. Follow up with the 8♦. Keep attacking partner's suit, especially with the weak holding in dummy. It's likely to win tricks, and safer than switching.

Third Hand PlayDummy (North)

♠ A 7 5 2

♥ J 4 3

♦ 7 6 3

♣ Q 6 4

WestYou (East)Opening Lead as  
below

♠ K 10 3

♥ Q 10 2

♦ A 8 5

♣ 10 7 5 2

South is Declarer in 1NT. Which card do you play if?

5) West leads ♣3, and Dummy plays ♣4

Partner's lead suggests fourth highest with an honour. Play 10♣ to force the highest possible card from declarer.

6) West leads ♣3, and Dummy plays ♣Q

Partner's lead suggests fourth highest with an honour. However, the trick is lost. You should now give a count signal. Play 7♣ to suggest that you can play a lower card to the next trick. Playing a highish card followed by a lower card signals you started with an even number of cards. By then partner should know whether it was two or four, and that knowledge may be useful.

Second Hand Play

Declarer is in 1NT. At trick 1, you led the ♥2, on which Dummy played the ♥3, East the ♥K and Declarer the ♥A.

Dummy (North)

♠ K 9

♥ 5 4 3

♦ Q 6 5

♣ Q J 10 9 8

You (West)

♠ A 7 5

♥ Q 10 6 2

♦ J 4 3

♣ A 7 5

♥ K

♥ A

At trick 2, which card do you play if Declarer leads?

7) ♠6      Play low and let the King win, you may get to put the Ace on the Queen and deprive declarer of a trick.

8) ♠J      Play low and let the King win. Declarer may be looking to finesse the Queen, in which case partner can take the trick. Otherwise you may get to put the Ace on the Queen and deprive declarer of a trick.



Declarer is in 1NT. At trick 1, you led the ♥2, on which Dummy played the ♥3, East the ♥K and Declarer the ♥A.

Dummy (North)

♠ K 9

♥ 5 4 3

♦ Q 6 5

♣ Q J 10 9 8

You (West)

♠ A 7 5

♥ Q 10 6 2

♦ J 4 3

♣ A 7 5

♥ K

♥ A

At trick 2, which card do you play if Declarer leads?

9) ♣K      Play low and let the King win. Hold up the Ace and try to make it difficult for declarer to run the clubs.

10) ♣4      Play low. Hold up the Ace and try to make it difficult for declarer to run the clubs. It's even possible that partner has the King.

11) ♦2      Play low and watch how the honours are played, you might just get to win your Jack.

## SECOND HAND PLAYS LOW