Think and Play

Session 3
Declarer Gadgets



Declarer holds only the A as a stopper in the suit led. The Rule of Seven states: Subtract the number of cards in both hands from 7 and hold up that many times.....or...

- (1) If you hold 7 cards and 6 cards are outstanding you don't (need to) hold up.
- (2) If you hold 6 cards and 7 cards are outstanding you hold up once (unless you have Ax opposite 10xxx)
- (3) If you hold 5 cards and 8 cards are outstanding hold up twice.

NB: You should not hold up at all if you happen to have another suit wide open and the defence may switch.

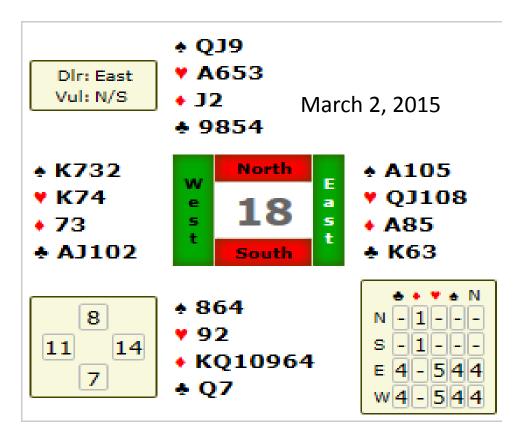
The reasoning behind these hold-up plays is based on trying to prevent either of the opponents with five or more in the suit being able to regain the lead to run their four setting tricks.

By holding up your hope is that the defender who gains the lead has no more cards in the suit to lead to her partner. If she does, the suit won't beat your contract.

With the specific Ax opposite 10xxx holding, by going up with the A on the first round, you stand a good chance of blocking the opponents' suits, because their honours will become confounded.

West leads the fourth highest in this suit. If declarer ducks then East wins with the Q and plays the same suit back to the Ace. As soon as West gets in her K and J will draw the two remaining cards in declarer's hand. Declarer achieves only one stop in the suit by ducking.

West leads the fourth highest in this suit. Declarer wins with the Ace. If East ducks then when the defence gets in again the Q blocks the suit. If East plays it, West cannot overtake without making declarer's 10 a second stop and West is in a similar predicament. East should drop the Q under the A but to prevent declarer achieving a second stop with the 10, East must now be the next to lead the suit and West will need to hold the 9.



(Note: As it happens, in this case, ducking once would do the job because South has six diamonds but that is irrelevant, if one is weighing up making an overtrick versus going down in a game contract)

E is in 3NT with KD led. She must let one of the opponents in with the AH to make her contract and must hope it is North, the non-dangerous opponent. With 8 cards outstanding, E should duck twice to ensure that if North has the AH, she no longer has a diamond left to return to her partner. If N does have the AH, E can later take the club finesse through the South hand knowing that her contract is assured.

Discussion Time



East is in 3NT and gets the KD led. Plan the play.

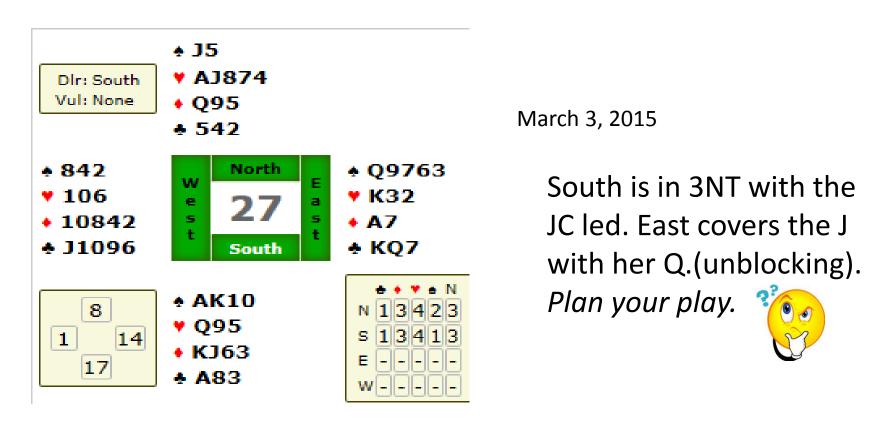


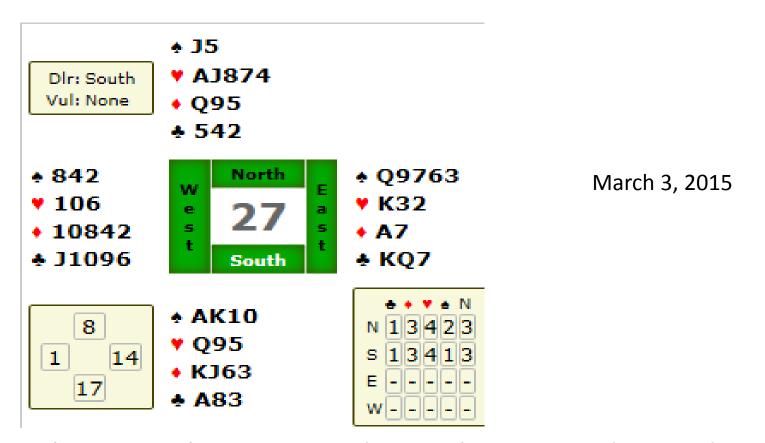
Discussion Time



You have 5 in your combined holding so you should duck twice. On this hand you can avoid allowing the opponent in, who could have 5 x diamonds, by finessing through her hand. Take the club finesse first expecting to lose the first trick to North. If South had 5 x diamonds to start with North can not play a diamond. If North has a diamond, it is probable that they break 4-4. Assume North now leads a spade. Win that in hand and take the heart finesse through South. North wins and drives out your second spade stop but you now have enough hearts and clubs with the help of a second finesse, if necessary, to make your contract.

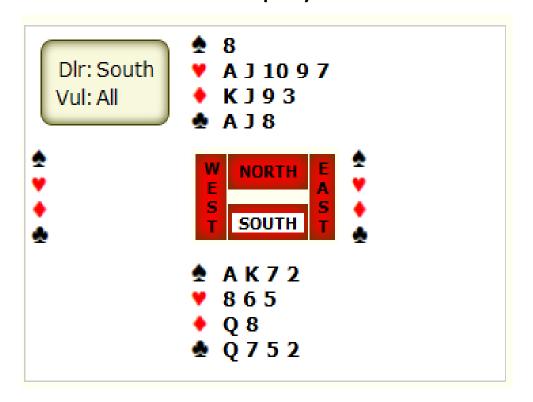
If you have **only one stop in the suit led** but must let the opposition in twice, with seven cards outstanding you now have to hold up twice because even if one defender has four in the suit and she can score 3 tricks, that will take you down.





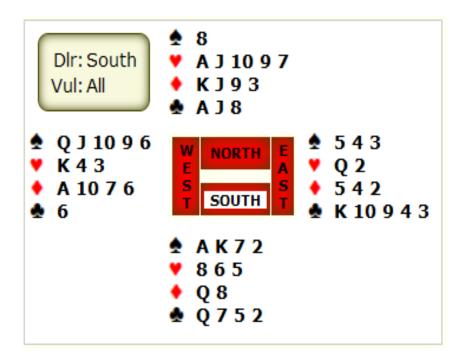
You have 9 tricks via 2 x spades, 4 x hearts, 2 x diamonds and 1 x club (with an extra chance of a spade finesse or the diamonds breaking 3-3) but you will have to let the opposition in with the AD and probably a heart. You take the third round of clubs and finesse the QH. East wins and returns a spade and you play the AS. You can now run four heart tricks but will have to hope East also has the AD to make your contract.

If you have a double stop in the suit led but must let the opponents in twice, you should duck the first round with eight cards outstanding. In the play you should then let the dangerous opponent in first so that when the non-dangerous opponent gets in later, she will have no more cards in that suit to play.



South is in 3NT with QS lead. *Plan your play.*

March 3, 2015 (modified)



If South takes the first spade round, and attacks the heart suit by taking the double finesse, East (the non-dangerous opponent) will win and lead a spade to West to drive out your last spade stop. You can no longer attack diamonds without jeopardising your contract. However, if South ducks once, takes the second spade round and plays on diamonds (the only hope for West to get in) West can drive out your last stop but you win and finesse hearts. East has no more spades and you will make at least 9 tricks.