DEFENSE

SECOND HAND PLAY



with the Monroes

DEFENSE PLAY	SECOND HAND PLAY . When the lead is made to a trick, the player who contributes the second card to the trick is called 2 nd Hand

	 Keep declarer's high cards trapped. 		
DEFENSE OBJECTIVE	 Declarer plays two cards before partner plays fourth to the trick, in position to take advantage of combined defensive high cards. 		
	 Preserve defensive high cards to capture declarer's high cards. An Ace is most powerful when capturing opponent's King. A Queen captures a Jack. A Jack captures a Ten And so forth 		

GUIDELINE: SECOND HAND LOW

With nothing else to guide you, 2nd Hand generally plays LOW to a trick.

- \square Conserve high cards.
- ☑ Make declarer guess.
- ☑ Create entry problems for declarer.

EXCEPTIONS

- \square Take the setting trick
- ☑ Split touching honors to prevent declarer from winning a cheap trick.

КJ	AJ	Q 4 3 DUMMY	
DUMMY	DUMMY		
A 4 3	K Q 10	A 7 6	
2nd Hand	2ND HAND	2ND HAND	
2	2	2	
DECLARER LEADS	DECLARER LEADS	DECLARER LEADS	
2 nd Hand LOW. Make declarer guess. Partner may win the Queen and 2 nd Hand wins the Ace.	Split touching honors to create one maybe two defense tricks.	2 nd Hand LOW. Where is the King? Give partner a chance to win the trick. Save the Ace to capture declarer's King.	

Bridge With The Mouroes

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GUIDELINE: COVER AN HONOR WITH AN HONOR

This guideline implies that if declarer leads an honor you cover it with (play) a higher honor if you have one.

- **DO** cover declarer's honor if you can promote tricks for the defense.
- **DON'T** cover declarer's honor when you cannot promote a trick for the defense.

A 8 5	A J 10	Q J 9	
DUMMY	DUMMY	DUMMY LEADS	
K J 10	K 5 4	10652	K 4 <mark>3</mark>
2ND HAND	2ND HAND		2ND HAND
Q	Q	A 8 7	
DECLARER LEADS	DECLARER LEADS	DECLARER	
Cover the Q with the K. Two	Don't cover the Q with the K. No	Don't cover the Q with the K.	
tricks promoted for the defense.	tricks can be created for the defense. Make declarer guess what to do.	Cover the second of touching honors (the Jack) to promote the 10 for partner.	

Bridge With The Mouroes

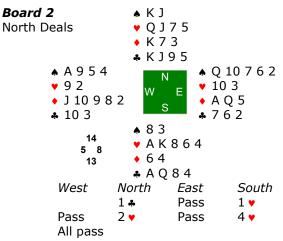
Second Hand Play



Contract: 3 NT South, 9 Tricks **Lead:** \bigstar 5, 4th highest **Sure Tricks:** 1- \bigstar , 1- \blacklozenge , 4- \bigstar = 6.

Play: South wins the 2nd trick, wins the
A, and leads the + J in hopes of creating 4
tricks. West must cover with the + K or
the + K falls on the next + lead and five +s are winners.

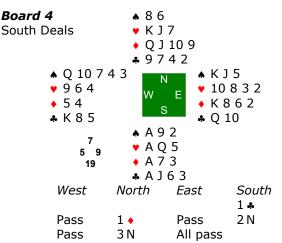
Let Declarer Guess, **&** K or **&** J



Contract: 4 ♥ South, 10 Tricks **Lead:** ♦ J, Seq., East saves ♦ A for ♦ K **Losers:** 2-♠, 2-♦ = 4.

Play: South wins the 3rd trick, draws trump, wins four *****s, and leads a little **★** from then South hand. If West plays the **▲**A, the **▲**K wins. If West plays 2nd hand low, Declarer may play the **▲**J, wrong.

Cover the • Q ?



Contract: 3 NT South, 9 Tricks **Lead:** \bigstar 4, 4th highest, East plays \bigstar K **Sure Tricks:** 1- \bigstar , 3- \checkmark , 1- \bigstar , 1- \bigstar = 6.

Play: South wins the 3rd trick, plays a \checkmark to the \checkmark J, and finesse with the \diamond Q. If East covers the \diamond Q, \diamond J, or \diamond 10, the contract is made. Cover the last of equal honors.

