

DEFENSE

SECOND HAND PLAY

Bridge Lab

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 2nd Hand..

DEFENSE OBJECTIVE

- Keep declarer's high cards trapped.
- 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.

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

EXCEPTIONS

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

<p style="text-align: center;">K J DUMMY</p> <p>A 4 3 2ND HAND</p> <p style="text-align: center;">2 DECLARER LEADS</p> <p>2nd Hand LOW. Make declarer guess. Partner may win the Queen and 2nd Hand wins the Ace.</p>	<p style="text-align: center;">A J DUMMY</p> <p>K Q 10 2ND HAND</p> <p style="text-align: center;">2 DECLARER LEADS</p> <p>Split touching honors to create one maybe two defense tricks.</p>	<p style="text-align: center;">Q 4 3 DUMMY</p> <p>A 7 6 2ND HAND</p> <p style="text-align: center;">2 DECLARER LEADS</p> <p>2nd Hand LOW. Where is the King? Give partner a chance to win the trick. Save the Ace to capture declarer's King.</p>
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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.

<p>A 8 5 DUMMY</p> <p>K J 10 2ND HAND</p> <p>Q DECLARER LEADS</p> <p>Cover the Q with the K. Two tricks promoted for the defense.</p>	<p>A J 10 DUMMY</p> <p>K 5 4 2ND HAND</p> <p>Q DECLARER LEADS</p> <p>Don't cover the Q with the K. No tricks can be created for the defense. Make declarer guess what to do.</p>	<p>Q J 9 DUMMY LEADS</p> <p>10 6 5 2</p> <p>K 4 3 2ND HAND</p> <p>A 8 7 DECLARER</p> <p>Don't cover the Q with the K. Cover the second of touching honors (the Jack) to promote the 10 for partner.</p>
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Second Hand Play

Defense Takes Two Trump Tricks

Board 1

North Deals

	♠ K 9 7 2		
	♥ K 6 4		
	♦ A Q		
	♣ A Q J 6		
♠ A J 5	N	♠ 10 4	
♥ Q J 10 8	W	♥ A 9 5 2	
♦ 9 7 5 3	E	♦ J 10 6 4	
♣ 10 8	S	♣ 7 3 2	
	♠ Q 8 6 3		
	♥ 7 3		
	♦ K 8 2		
	♣ K 9 5 4		
19			
8 5			
8			
West	North	East	South
	1 ♣	Pass	1 ♠
Pass	4 ♠	All pass	

Contract: 4 ♠ South, 10 Tricks
Lead: ♥ Q, Seq., East saves ♥ A for ♥ K
Losers: 3-♠, 2-♥ = 5.

Play: South loses 2 ♥s and can't lose 2 ♠s. South leads a small ♠, not the ♠ Q, and hopes West will fly up with the ♠ A. When West plays 2nd hand low, the contract fails.

Let Declarer Guess, ♠ K or ♠ J

Board 2

North Deals

	♠ K J		
	♥ Q J 7 5		
	♦ K 7 3		
	♣ K J 9 5		
♠ A 9 5 4	N	♠ Q 10 7 6 2	
♥ 9 2	W	♥ 10 3	
♦ J 10 9 8 2	E	♦ A Q 5	
♣ 10 3	S	♣ 7 6 2	
	♠ 8 3		
	♥ A K 8 6 4		
	♦ 6 4		
	♣ A Q 8 4		
14			
5 8			
13			
West	North	East	South
	1 ♣	Pass	1 ♥
Pass	2 ♥	Pass	4 ♥
All pass			

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 ♦ J ?

Board 3

South Deals

	♠ A 7		
	♥ 9 6 2		
	♦ A Q 10 8 3		
	♣ 10 8 4		
♠ K J 8 5 2	N	♠ Q 9 3	
♥ 5 4	W	♥ A J 10 8	
♦ K 2	E	♦ 9 6 5 4	
♣ 6 5 3 2	S	♣ 9 7	
	♠ 10 6 4		
	♥ K Q 7 3		
	♦ J 7		
	♣ A K Q J		
10			
7 7			
16			
West	North	East	South
	3 N	All pass	1 N
Pass			

Contract: 3NT South, 9 Tricks
Lead: ♠ 5, 4th highest
Sure Tricks: 1-♠, 1-♦, 4-♣ = 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.

Cover the ♦ Q ?

Board 4

South Deals

	♠ 8 6		
	♥ K J 7		
	♦ Q J 10 9		
	♣ 9 7 4 2		
♠ Q 10 7 4 3	N	♠ K J 5	
♥ 9 6 4	W	♥ 10 8 3 2	
♦ 5 4	E	♦ K 8 6 2	
♣ K 8 5	S	♣ Q 10	
	♠ A 9 2		
	♥ A Q 5		
	♦ A 7 3		
	♣ A J 6 3		
7			
5 9			
19			
West	North	East	South
	1 ♦	Pass	1 ♣
Pass	3 N	All pass	2 N
Pass			

Contract: 3NT South, 9 Tricks
Lead: ♠ 4, 4th highest, East plays ♠ K
Sure Tricks: 1-♠, 3-♥, 1-♦, 1-♣ = 6.

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

Second Hand Play

Second Hand Low, Not The ♠ A

Board 5

South Deals

♠ K Q 7 5 3			
♥ K 8 4 2			
♦ J 6			
♣ K Q			
♠ A 10 8 2	N	♠ J 9 4	
♥ J 10	W	♥ 9 7 5 3	
♦ K 10 2	E	♦ A 9 4	
♣ 10 9 8 2	S	♣ J 5 4	
		♠ 6	
		♥ A Q 6	
		♦ Q 8 7 5 3	
		♣ A 7 6 3	

14	8	6	12
West	North	East	South
Pass	1 ♠	Pass	1 ♦
Pass	2 ♥	Pass	2 ♣
Pass	3 N	All pass	2 N

Contract: 3NT South, 9 Tricks
Lead: ♣ 10, seq.
Sure Tricks: 3-♥, 3-♣ = 6.
Play: South wins the ♣K, crosses to the ♥A, leads the ♠6 toward the ♠KQ and hopes West wins the ♠A. If South leads ♦s, E/W win 3 ♦ tricks. If E/W leads ♦s, N/S wins a ♦ trick by playing 2nd hand low.