

## BIDDING CLASS

### *Second Hand Play*

- I. General Rule—Second Hand Low
  - A. Conserve High Cards
  - B. Allow Your High Cards to Capture Opponents' High Cards
  - C. Examples
- II. When Dummy Leads a Low Card
  - A. Even if You Can't See the Cards Being Played In Third Hand
    - 1. Playing low still works
    - 2. Playing high might lose a trick for your side
    - 3. Playing high might make it too easy for declarer
    - 4. Even if your card can be finessed
      - a. Declarer may be required to repeat the finesse
      - b. Declarer may lack the entries to repeat
      - c. Forcing declarer to use the entry might be problematic
      - d. Playing high might solve declarer's problems
  - B. Examples
- III. Other Considerations
  - A. Taking the Setting Trick or Taking a Trick that Might Go Away
  - B. Splitting Honors
    - 1. Prevent declarer from winning trick too cheaply.
    - 2. Promote honors in your suit
    - 3. Do not split if splitting does not promote
    - 4. If declarer has a long suit
      - a. Careful about splitting
      - b. Partner may have a singleton honor
    - 5. Split honors are not necessarily touching honors
  - C. Examples
- IV. Covering Honors
  - A. Why
    - 1. Your cover may take out two of their honors
    - 2. By covering, you may set up a trick for your side
    - 3. Sometimes, covering requires you to visualize partner's hand
    - 4. Don't cover if you can see it won't set up tricks for your side.
  - B. Multiple Honors
    - 1. Don't cover the first honor
    - 2. Cover last honor out
    - 3. With two higher honors, don't wait to cover
  - C. Examples