

## Play Lesson 6: Holdups & Avoidance

**General Rule:** If opposition is developing a long suit, win the last card from the shorter hand

Declarer can make it difficult for the opponents to take all of their winners by holding up the ace until one opponent has no cards left in the suit. Here is an example of the hold-up play in action:

Contract: 3NT ♠ 10 4  
Lead: ♥ 4

♠ 9 6 2		♠ Q J 8 5				
♥ K J 9 4 2		♥ Q 8 6				
♦ 7 5		♦ A 8 2				
♣ 10 7 4		♣ 9 6 5				
	<table border="1" style="margin: auto;"> <tr><td>N</td><td>E</td></tr> <tr><td>W</td><td>S</td></tr> </table>	N	E	W	S	
N	E					
W	S					
	♠ A K 7 3					
	♥ 10 5					
	♦ K 10 4					
	♣ A Q J 3					

**General Rule:** Lose lead into cut off hand

**Avoiding the Dangerous Opponent**

Once you have identified the dangerous opponent, how do you avoid giving that player the lead? Sometimes it won't be possible; at other times, you can control your own destiny.

Consider the following deal:

Contract: 3NT ♠ 8 6  
Lead: ♠ K

♠ K Q J 10 9		♠ 5 3 2				
♥ 8 6 2		♥ 9 7 5 4 3				
♦ K 6 3		♦ 8 7				
♣ 8 7		♣ K 6 3				
	<table border="1" style="margin: auto;"> <tr><td>N</td><td>E</td></tr> <tr><td>W</td><td>S</td></tr> </table>	N	E	W	S	
N	E					
W	S					
	♠ A 7 4					
	♥ A Q					
	♦ A Q J 10 5					
	♣ 9 4 2					

West leads the ♠K. You have one spade trick, three hearts, one diamond and one club, for a total of six tricks. Either the club suit or the diamond suit will provide the extra tricks you need. In either suit, you can finesse for the missing king. If the finesse works, you'll take five tricks in the suit. If it loses, you'll still end up with four tricks, enough

Play Deal #16 (6-1):

North (D)

Bidding: P-P-2♣-P-2♦-P-2NT-P-3NT-P-P-P

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

Lead: ♥K

Count Winners, Must Cut Off East in ♥'s !

Play Deal #17 (6-2):

East (D)

Bidding: 2♣-P-2♦-P-2♠-P-3NT-P-P-P

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

Lead: ♥4

Count Winners, Duck ♥'s to cut off South, Finesse into South Hand!!

Play Deal #18 (6-3):

South (D)

Bidding: P-P-2♣-P-2♦-P-3NT-P-P-P

Dealer:	♠ A K Q										
South	♥ A K 8 3										
	♦ K J 5										
	♣ K Q J										
♠ 5 2		♠ J 10 9 7 4									
♥ J 10 9 5	<table border="1"><tr><td></td><td>N</td><td></td></tr><tr><td>W</td><td></td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>		N		W		E		S		♥ Q 6 2
	N										
W		E									
	S										
♦ A 8 6 2		♦ 9									
♣ 10 9 4		♣ A 7 6 2									
	♠ 8 6 3										
	♥ 7 4										
	♦ Q 10 7 4 3										
	♣ 8 5 3										

Lead: ♠J

Count Winners, Set Up ♦'s, if West Holds up, switch to ♣'s !

## SOME BIDDING EXTRAS:

2♣ Opening: 22+ points

Response: 2♦ = Waiting

Suit = GOOD 5+ Suit (2 of 3 Top Honors)

Opener Rebid: 2NT = 22–24 points

3NT = 25–27 points

Suit = 5+ and ORF

Responder Rebid: 3♣ (or 3♦) = Second Negative (0–3 pts.)  
otherwise natural

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## SLAM BIDDING:

If in a game forcing auction & have agreement,

Control Bids: Then new suits show first or second round control:

A, K, Singleton, or Void

4NT Roman Keycard Blackwood (RKC):

4NT asks for number of Keycards(A's & Trump K)

4♣ = 1 or 4

4♦ = 0 or 3

4♥ = 2, NO trump Q

4♠ = 2, Trump Q

5 NT asks for specific kings

Bid lowest suit with a K