

**Example 2**

One of the commonest forms of ducking play occurs when the declarer is seeking to establish a long suit in dummy. It is often essential to hold up even when two controls are held.

<p>♠ J 10 9 8 2 ♥ J 8 ♦ 5 4 2 ♣ K Q 5</p>	<table border="1" style="border-collapse: collapse; width: 100px; height: 100px; margin: auto;"> <tr><td style="text-align: center;">N</td><td></td><td style="text-align: center;">E</td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">S</td></tr> </table>	N		E	W		S	<p>♠ 5 3 ♥ K 7 4 ♦ K J 10 8 7 ♣ 9 7 3</p>	<p>♠ 7 6 4 ♥ Q 10 9 6 ♦ A Q 6 ♣ 10 8 6</p>
N		E							
W		S							
<p>♠ A K Q ♥ A 5 3 2 ♦ 9 3 ♣ A J 4 2</p>									

South plays in 3NT and West leads the jack of spades. South wins and leads the nine of diamonds. East must not make the mistake of thinking that as he holds a second guard he can afford to win the first round. If East wins and returns a spade, South will have no difficulty in establishing the diamond suit. But if East holds off the first round of diamonds declarer will make just one trick in the suit instead of three.

The hold-up tends to be more difficult when the controlling cards are split between the two defenders. Suppose the diamond distribution here had been:

A 5 2	K J 10 8 7	Q 6 4
	9 3	

Again South runs the nine, and again East, to defeat the contract, must hold off. It is true that declarer might hold A 9 x, but with such a holding it is usual to play off the ace rather than finesse on the first round.

Moving into more expert territory, it may also be good play to hold up a jack in this type of situation. A suit is divided as follows:

6 5 2	K Q 10 8 7	A J 4
	9 3	

South leads the nine and takes the deep finesse. If dummy holds only one side entry, East should duck. South will repeat the finesse against the jack and now dummy's suit will be dead.

Plays of this type may also be correct when the defender sitting over the dummy holds Q x or J x. To duck now requires nerve, but the play will generally succeed.

**Example 3**

One of the most reliable principles in defensive play is this:  
*Don't overruff an honour with an honour when there is a possibility that refusing to overruff will bring in an extra trick in the trump suit.*

The principle is well known and most players would do the right thing on this first example:

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

  

♠	K 10 4	♠	A Q J 3 2
♥	8 3	♥	7 4
♦	8 6 4	♦	J 10 5
♣	10 7 5 3 2	♣	A Q 6

N	E
W	S

South plays in four spades after East has overcalled in hearts. West leads the eight of hearts and East wins with the ten. As there is no prospect of a trick in the minor suits, East follows with ace of hearts and another. Aware that an overruff is threatened, South ruffs with the queen of spades.

It would be very amateurish now for West to overruff with the king. All he need do is look the other way and discard a diamond. Then his K 10 x, sitting over South's A J x x, will be worth two tricks for sure.

On many occasions it will not be so clear, or so certain, that refusing to overruff will gain a trick. A defender has to take his partner's holding on trust.

J	7 4 2	6 3	K	8
			A	Q 10 9 5

At an early stage of the play South ruffs with the ten and West has a chance to overruff with the jack. He gains a trick by declining to do so.

This is another common position:

Q	8 4	6 5 2	K	9
			A	J 10 7 3

When South ruffs with the jack West may think it good business to overruff with the queen. But the play costs a trick!

It may also be wrong to overruff the hand that is short of trumps:

9	2	J	Q	8 6 4
			A	K 10 7 5 3

South ruffs a side suit with dummy's jack. If East overruffs, that will be his last trick in the trump suit. He must decline to overruff and then, thanks to partner's 9 x, his Q 8 x x is worth two tricks.