

## SECOND HAND PLAY AGAINST SUIT CONTRACTS

Everything in this section assumes that false-carding is not involved. False-carding and (when important) count have priority over any other possible significance of a card played second hand.

### Splitting Honors

For the correct play when splitting honors, see section 1-5, Second Hand Play Against Notrump Contracts. The only difference is that one can more freely split with three-card solidity instead of four (e.g., Q109x instead of Q1098) when the fourth round of the suit is of no interest. Splitting with Q109x, K109x, J109x, etc., is usually unwise in a notrump contract because partner will assume you can win the fourth round of the suit and may try to set it up for you.

When a singleton is led from dummy, splitting a two-card sequence (e.g., J10x, QJx) is usual.

When declarer has a long suit in hand, leads from dummy which has either a singleton or no entry for a second lead, fourth seat may have the ace-third and not know whether to take declarer's king when he plays it. Partner helps in this decision by playing the jack from certain holdings to tell partner to take the trick. The general rule is to win the trick if second hand plays the jack, but duck otherwise. Mnemonic is "Take the Jake."

Examples	West	East (second hand)	
(1)	Axx	Jx	The x is played and West must duck the king
(2)	Axx	QJ	The jack is played and West must take the king
(3)	Axx	J10	The 10 is played and West must duck the king

The indicated plays are the only ones that give declarer a guess.