

DISTRICT 16 LECTURE SERIES



THIRD HAND PLAY

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Your Partner Is On Lead Against a Suit-- What Do You Do?

- Third Hand High
- Attitude
- Count
- Suit Preference



But First-- What Do You Know About Declarer's Hand?

- Partner's opening lead, along with information from the auction, can give you a lot of insight about declarer's holding.
- Get in the habit of trying to figure out the position of the cards based on the opening lead.
- Let's look at some examples.





The Auction (competitive): P – 1 ♥ – 1NT – 2 ♥ –
2 ♠ – all pass

Partner's Opening Lead: 4 ♥

DUMMY'S HAND:

♠ A 9 6
♥ Q J 6 2
♦ Q T 4
♣ A Q J 2

YOUR HAND: ♠ K 4 ♥ 7 5 3 ♦ K J 6 2 ♣ 9 7 3

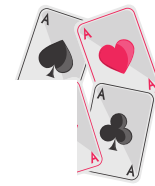
- What do you know about declarer's hand?



What Do You Know About Declarer's Hand?

Declarer holds the singleton  A





The Auction (no interference): 1 ♠ – 2 ♠ – 4 ♠

Partner's Opening Lead: J ♥

DUMMY'S HAND:

♠ J 9 6
♥ 8 6 2
♦ Q T 4
♣ A J 4 2

YOUR HAND: ♠ Q 4 ♥ K 7 5 3 ♦ K J 6 4 ♣ 9 7 3

- What do you know about declarer's hand?



What Do You Know About Declarer's Hand?

Declarer holds ♥ A Q (x)



What Is Meant by “Third Hand High”?

- Partner leads a low card and you play your highest card to beat the dummy and hopefully win the trick or force out honors in declarer’s hand.
- But, play the lower of any cards of equal value in your hand.
- Does not give a signal to your partner, but can help them figure out information about the declarer’s holding.



Third Hand High

<u>Lead</u>	<u>Dummy</u>	<u>3rd Hand</u>
2	10	K
	5	8
	3	4

- Play the K. Declarer has AQ or AJ and always gets two tricks in the suit.
- Your play of the K denies the Q and helps partner know the situation.



Third Hand High

• Lead
2

Dummy
10
5
3

3rd Hand
A
J
7

- Play the A. Declarer has either the K or Q.
- Your play of the A denies the K and helps partner know the situation.



Third Hand High

• Lead
2

Dummy
A
8
3

3rd Hand
Q
10
9

- Play the Q. Declarer may have the K or J. If it's the J, you hold them to 1 trick in the suit. If it's the K, they always get two tricks in the suit.
- Your play of the Q denies the J and helps partner know the situation.



Third Hand High—But the Lowest Card of Equal Value in Your Hand

<u>Lead</u>	<u>Dummy</u>	<u>3rd Hand</u>
2	8	K
	5	Q
	3	4

- Play the Q. Declarer has the A. If you play the K, you deny holding the Q and partner is misled.



Third Hand High—But the Lowest Card of Equal Value in Your Hand

<u>Lead</u>	<u>Dummy</u>	<u>3rd Hand</u>
7	J	K
	5	Q
	3	10
		9

- Play the 9. Declarer has the A. Because dummy has the J and did not play it, your 9 is the lowest card of equal value in your hand. Playing the Q would deny the 10.



Third Hand High—But Only As High As Necessary

<u>Lead</u>	<u>Dummy</u>	<u>3rd Hand</u>
8	7	Q
	5	J
	3	10
		9
		4

- Play the 4. Declarer has the AK. All of your high cards are equal value to partner's 8. If you play the Q, you deny holding the J and partner is misled.



Staying Over the Dummy

<u>Lead</u>	<u>Dummy</u>	<u>3rd Hand</u>
2	Q	A
	8	J
	7	3

- Play an intermediate card (the J) and “stay over” the dummy’s Q with your A. Partner might have the K. But if they don’t, your play of the A would give the declarer both their K and their Q!



Staying Over the Dummy

<u>Lead</u>	<u>Dummy</u>	<u>3rd Hand</u>
6	K	A
	10	J
	3	9
		4

- Play an intermediate card (the 9—which has equal value to your J) and “stay over” the dummy’s K 10. Partner might have the Q. But if they don’t, your play of the A would give the declarer both their K and their Q!



Staying Over the Dummy

<u>Lead</u>	<u>Dummy</u>	<u>3rd Hand</u>
10	Q	A
	8	J
	7	3

- Partner has played an intermediate card with equal value to your J. Play the 3 and “stay over” the dummy’s Q. Partner’s lead tends to deny holding the K. Your play of the A would give the declarer both their K and their Q!



Staying Over the Dummy—Partner's Lead Makes All the Difference

<u>Lead</u>	<u>Dummy</u>	<u>3rd Hand</u>
2	Q	A
	10	J
	7	6
		5
		4

- During the auction, your side bid and raised Hearts.
- Partner leads the deuce of Hearts against opponents' contract. What's your play?
- What if partner leads the 9 of Hearts and dummy plays the 7?



Special Situation--Overtaking

<u>Lead</u>	<u>Dummy</u>	<u>3rd Hand</u>
Q	8	A
	5	9
	3	4

- If partner leads the Q (promising the J), dummy has only low cards, and you hold the A, typically play your A and lead back toward partner's J. It is known that declarer holds the K.



Special Situation--Overtaking

<u>Lead</u>	<u>Dummy</u>	<u>3rd Hand</u>
K	J	A
	5	4
	3	

- If partner leads the K (promising the Q), and you hold the A doubleton, typically play your A and lead back toward partner's Q, signaling that you want a ruff. Same can apply if they lead the Q and you hold K doubleton.



Other Third Hand Play--Attitude

What Is It?

- A signal that tells partner whether you “like” or “do not like” the suit led.

How Do You Do It?

- Standard Carding: A high card (generally 7+) says you like it. A low card (5 or less) says you do not like it.
- Upside Down Carding: A high card (generally 7+) says you do not like it. A low card (5 or less) says you like it.
- The 6 can be ambiguous. Try to avoid it.
- When signaling high, always use the highest card you can afford. In general, do not use a card higher than the 10 to give attitude. (An exception might be J from Jx if you hold a doubleton and partner leads the A.)



Other Third Hand Play--Attitude

In general, give attitude when:

- Partner leads a high card (generally the A or K but could be the Q), is winning the trick when it gets to you, and you do not intend to overtake.
- Dummy goes up with the A or K, and you cannot win the trick.
- Any time it is possible that you might like the suit partner has led (that is, partner would understand that you are giving attitude).



Contract: 4♥
Partner's Opening Lead: A♠

DUMMY'S HAND:

♠ T 6 5
♥ Q J 3
♦ K Q J 4 2
♣ K 7

YOUR HAND: ♠ 9 4 ♥ 7 4 ♦ A 8 6 3 ♣ J 8 6 5 3

- Partner leads high (A or K), and you have THIRD ROUND CONTROL of the suit. That is, a doubleton, Qxx if they lead the A, or Jxx if they lead the K.
- You “like it” if you have third round control; you “do not like it” if you do not have third round control.



Contract: 3♠
Partner's Opening Lead: A♦

DUMMY'S HAND:

♠ 6 5 2
♥ K Q T 9
♦ Q 6 3
♣ K J 7

YOUR HAND: ♠ J 9 4 ♥ 8 7 4 3 ♦ 7 2 ♣ A Q T 3

- **BUT FIRST** make sure there isn't something more important to do!
- In this case, it is more important to ask partner to shift.



Contract: 2♠
Partner's Opening Lead: K♥

DUMMY'S HAND:

♠ 9 6 5

♥ 9 8 7

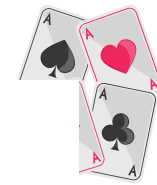
♦ K T 3

♣ A Q T 7

YOUR HAND: ♠ 7 4 ♥ A J 6 4 3 ♦ A Q J 2 ♣ 8 3

- Another case where it is more important to ask partner to shift.





Contract: 4 ♠
Partner's Opening Lead: 2 ♥

DUMMY'S HAND:

♠ 9 6 5
♥ A 9 7
♦ K T 3
♣ A Q T 7

YOUR HAND: ♠ 7 4 ♥ Q J 8 4 ♦ A 7 5 2 ♣ J 8 3

- Partner has led low and dummy went up with the A, but you still like the suit! Tell them you like it.



Contract: 4 ♠
Partner's Opening Lead: K ♥

DUMMY'S HAND:

♠ 9 6 5
♥ A 9 7
♦ K T 3
♣ A Q T 7

YOUR HAND: ♠ 7 4 ♥ J T 8 4 ♦ A 7 5 2 ♣ J 8 3

- Partner has led the K (promising the Q) and dummy went up with the A, but you still like the suit! Tell them you like it.



Other Third Hand Play--Count

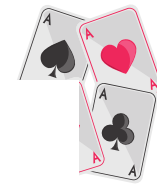
What Is It?

- A signal that tells partner how many cards you hold in a particular suit.

How Do You Do It?

- Standard Carding: A high card (generally 7+) says have an even number. A low card (5 or less) says you have an odd number.
- Upside Down Carding: A high card (generally 7+) says you have an odd number. A low card (5 or less) says you have an even number.
- The 6 can be ambiguous. Try to avoid it.
- As a general rule, if dummy holds the trick with the Q or less and you cannot beat it, give count. Your attitude is obvious!





Contract: 4 ♠
Partner's Opening Lead: 5 ♥

DUMMY'S HAND:

♠ K 6 5
♥ J 9 7
♦ K T 3
♣ A Q T 7

YOUR HAND: ♠ 7 4 ♥ T 8 3 ♦ A 7 5 2 ♣ J 8 5 3

- Partner has led low and dummy went up with the J, which you cannot beat. Your attitude is obvious! Give count.



Other Third Hand Play—Suit Preference



What Is It?

- A signal that tells partner which suit to shift to.

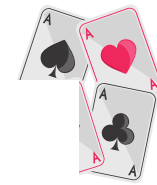
How Do You Do It?

- A high card (generally 7+) asks for the higher suit outside the trump suit. A low card (5 or less) asks for the lower suit.
- The 6 can be ambiguous. Try to avoid it.
- Even if you play upside down carding, suit preference carding is not reversed!

When Do You Do It?

- When there is a singleton in the dummy and you are not playing third hand high.
- When the situation calls for an obvious shift that both you and your partner can see.





Contract: 4 ♠
Partner's Opening Lead: A ♥

DUMMY'S HAND:

♠ K T 6 5

♥ 7

♦ K 9 3

♣ A Q T 7 3

YOUR HAND: ♠ 7 4 ♥ T 8 4 ♦ A Q T 2 ♣ J 8 4 2

- Partner has led the A and there is a singleton in the dummy. Play the 8 ♥ to ask them to shift to a Diamond.



Contract: 4 ♠
Partner's Opening Lead: A ♥

DUMMY'S HAND:

♠ J T 6 5
♥ Q J T 7
♦ K 9 3
♣ A Q

YOUR HAND: ♠ 7 4 ♥ 9 8 4 ♦ A Q T 2 ♣ J 8 4 2

- Partner has led the A and it is obvious they should not continue the suit. Play the 8 ♥ to ask them to shift to a Diamond.



QUESTIONS ??





THANK YOU ♥

