Defense

During the play each participant can see two hands: Dummy and his own

- **Declarer can easily see number and location of top tricks and best place to develop additional tricks**
- **Defenders are in dark to a much greater extent regarding their combined assets → most challenging part of the game**

Be prepared for some serious thinking!!

Where defenders get their information from?

- **Information from the Auction**
  - **Counting Points**
  - **Counting Distribution**
- **Opening lead**
- **Dummy's hand**
- **Signals**
- **Declarer play**

Defense

5 lines of defense and when should we chose one?

- **Forcing declarer to lose control**
- **Going on attack or active defense**
- **Remaining passive**
- **Cutting down declarer's ruffing power**
- **Creating trump tricks**

School of thoughts re Active or Passive defense:

- **Best Defense is a good offense** → **Attack at every turn, ignoring risks in an attempt to build up winners**
- **All things come to those who wait** → **Make safe plays unlikely to loose tricks and not taking any chances**

Excessive reliance on either of these strategies will prove foolhardy

What do experts defenders think when dummy comes down:

This applies to both defenders as defense is a team game

- Review the bidding and determine what we know of declarer's hand
- Look at partner's lead to determine what is known about the suit led
- Study the dummy and will ask themselves: what will declarer do with his losers
- The dummy is the key for them to adopt an active or passive (or other lines of) defense

Let's look at an example: Information from bidding

As North you hear the following auction:

West	North	East	South
1S	pass	**2C**	pass
3C	pass	**4S**	all pass

You hold:

♠ A 7 ♥ 9 8 ♦ A 8 5 3 ♣ T 7 3 2

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You hold:

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- Partner is **short in C** (singleton or void)
- We have two aces, **needing two C ruffs** from P to defeat the contract
- We lead C and when back to our hand, give partner **a C ruff**
- At the same time we want to **signal partner** to get back to us in D to give her another ruff **(by giving P a small C to ruff).**

Going Active when tricks can disappear

We must take tricks that belong to us. Anytime we feel declarer, given time, may dispose his losers; we should go on attack. It is used in situations where:

- **Tricks can go away**
- **Declarer's side suit is breaking**
- **Vigorous bidding (slam interest)**
- **Long running suits (e.g. gambling 3NT)**

Purpose → taking our tricks before they disappear

Our approach → We take risks and go on attack as we have nothing to lose and everything to gain

Active Defense

What are the benefits and drawbacks of an attacking style?

Benefits

To take the tricks early to defeat the contract or minimise overtricks. If a declarer has a convenient way to pitch losers (such as a long side suit), we could be facing a **“now or never”** scenario for tricks that we are entitled to. If we don't take those tricks early, we may not take them at all

Drawbacks

When we lead away from an honor (typically a King or Queen), there is always at least some risk that we are **giving away a trick** that declarer would otherwise have to lose if playing the suit himself.

Go Active when tricks can disappear

West	North	East	South	
			1H	
Pass	2C	Pass	2H	
Pass	3H	Pass	4H	(All pass)

West
♠ A 7 4 2
♥ 9 4
♦ K J 4 2
♣ T 6 5

- **Bidding shows good ♣ in Dummy**
- **Declarer will draw trumps and use ♣ to discard loser**
- **We need to attack with our best suit: ♦**
- **If declarer has Ace of ♦, nothing would be lost**

Go Active when tricks can disappear

North
♠ Q T 3
♥ K 8
♦ T 8 3
♣ A K T 8 3

West
♠ A 7 4 2
♥ 9 4
♦ K J 4 2
♣ T 6 5

East
♠ J 9 6 5
♥ T 6 5
♦ A 9 7
♣ 9 4 2

♠ K 8
♥ A Q J 7 4 2
♦ Q 6 5
♣ Q 7
South (Declarer)

Active Defense

Examples of an active defense against a 4♠ contract

♠ 8 5 4 ♥ K J 6 3 ♦ 7 6 ♣ T 9 8 5	Leading ♥ 3 would be an aggressive action hoping to find partner with either the Ace or Queen of hearts and establish hearts winners

♠ 7 4 ♥ Q 8 6 ♦ K Q T 6 ♣ 7 6 5 2	Leading ♦ K here is an attacking style of lead, though it comes with added safety because you have a broken honor sequence in the diamond suit

Let's Play

North — Hand 1

♠ Q T 3
♥ K 8
♦ T 8 3
♣ A K J 8 3

West

♠ A 7 4 2
♥ 9 3
♦ K J 4 2
♣ T 6 5

East

♠ J 9 6 5
♥ T 6 5
♦ A 9 7
♣ 9 4 2

♠ K 8
♥ A Q J 7 4 2
♦ Q 6 5
♣ Q 7

South (Dealer)

Let's Play

North

♠ 5
♥ K Q T 3
♦ 8 7 6 2
♣ A J 4 3

Hand 2

West

♠ Q 4
♥ J 9 6 5
♦ A J 4
♣ Q T 7 5

♠ A K J 9 8 6 3 2
♥ 7 2
♦ K
♣ 9 6

East
Dealer

♠ T 7
♥ A 8 4
♦ Q T 9 5 3
♣ K 8 2

South

Let's Play

North — Hand 3

♠ A K T
♥ A K 3 2
♦ T 9 3
♣ Q J 9

West

♠ J 9 7
♥ Q 9 8
♦ K 4
♣ T 8 5 4 2

East

♠ Q 6 5 4 2
♥ J 7 5 4
♦ 8
♣ A K 3

♠ 8 3
♥ T 6
♦ A Q J 7 6 5 2
♣ 7 6

South (Dealer)

Let's Play

North — Hand 4

♠ K 6 5
♥ J 7 4
♦ K T 6 3
♣ A 7 6

West — Dealer

♠ A J 9 7 3
♥ 6 5 2
♦ A Q 5 2
♣ K

East

♠ Q T 4 2
♥ A K 3
♦ 8 4
♣ J 8 5 4

♠ 8
♥ Q T 9 8
♦ J 9 7
♣ Q T 9 3 2

South

Let's Play

North — **Hand 5**

♠ K Q J 9 8
♥ T 9 5
♦ 8 6 2
♣ K 8

West

♠ T 7
♥ K 3
♦ K T 7 4
♣ Q J T 7 4

East

♠ 6 5 4 3
♥ 6 2
♦ A J 5
♣ 9 6 5 2

♠ A 2
♥ A Q J 8 7 4
♦ Q 9 3
♣ A 3

South (Dealer)

Let's Play

North — Hand 6

♠ K 4 3 2
♥ A 6 2
♦ J 3
♣ Q J T 8

West — Dealer

♠ Q 9 7
♥ K J T 7 3
♦ A 4 2
♣ A 2

East

♠ 8 6 5
♥ Q 9 5
♦ K Q T 9 7
♣ K 3

South

♠ A J T
♥ 8 4
♦ 8 6 5
♣ 9 7 6 5 4

Let's Play

North — Hand 7

♠ 6 3
♥ K T 2
♦ A 8 3 2
♣ 9 6 3 2

West

♠ K Q 4
♥ A J 9 6
♦ 7 5
♣ K Q J T

East — Dealer

♠ A J T 9 5 2
♥ 7 5 3
♦ K 6
♣ 8 4

South

♠ 8 7
♥ Q 8 4
♦ Q J T 9 4
♣ A 7 5

Let's Play

North (Dealer) — Hand 8

♠ K Q 3 2
♥ 7 3
♦ 6 5
♣ A K Q J T

West

♠ 5 4
♥ A K Q J
♦ K J 9 7
♣ 8 4 2

East

♠ 8 6
♥ T 9 5 4
♦ A 8 4 2
♣ 9 6 5

South

♠ A J T 9 7
♥ 8 6 2
♦ Q T 3
♣ 7 3

North **Hand 1**

♠ Q T 3
♥ K 8
♦ T 8 3
♣ A K J 8 3

♠ A 7 4 2
♥ 9 3
♦ K J 4 2
♣ T 6 5

♠ J 9 6 5
♥ T 6 5
♦ A 9 7
♣ 9 4 2

♠ K 8
♥ A Q J 7 4 2
♦ Q 6 5
♣ Q 7

South (Dealer)

North bids 2C and opponents reach 4H contract. We should go on attack leading 2 of D

West **Hand 2**

♠ Q 4
♥ J 9 6 5
♦ A J 4
♣ Q T 7 5

♠ T 7
♥ A 8 4
♦ Q T 9 5 3
♣ K 8 2

♠ 5
♥ K Q T 3
♦ 8 7 6 2
♣ A J 4 3

♠ A K J 9 8 6 3 2
♥ 7 2
♦ K
♣ 9 6

East (Dealer)

East opens 4S. We lead ace of H, partner encourage and we continue. Looking at Dummy, partner now should switch to ace of C and look for our signal. We encourage and P continues with C.

South (Dealer) **Hand 3**

♠ 8 3
♥ T 6
♦ A Q J 7 6 5 2
♣ 7 6

♠ Q 6 5 4 2
♥ J 7 5 4
♦ 8
♣ A K 3

♠ J 9 7
♥ Q 9 8
♦ K 4
♣ T 8 5 4 2

♠ A K T
♥ A K 3 2
♦ T 9 3
♣ Q J 9

North

South opens 3D and North bids 3NT. We make an attacking move by leading A. Partner encourage, we continue with King and a third C. Now when declarer plays D, partner will win with King and cash two more C tricks.

West (Dealer) **Hand 4**

♠ A J 9 7 3
♥ 6 5 2
♦ A Q 5 2
♣ K

♠ 8
♥ Q T 9 8
♦ J 9 7
♣ Q T 9 3 2

♠ K 6 5
♥ J 7 4
♦ K T 6 3
♣ A 7 6

♠ Q T 4 2
♥ A K 3
♦ 8 4
♣ J 8 5 4

East

West ends in 4S contract. We are on lead in North. C & D are not attractive. If we lead away from our Ace or King, declarer makes. We should lead H

North **Hand 5**

♠ K Q J 9 8
♥ T 9 5
♦ 8 6 2
♣ K 8

♠ T 7
♥ K 3
♦ K T 7 4
♣ Q J T 7 4

♠ 6 5 4 3
♥ 6 2
♦ A J 5
♣ 9 6 5 2

♠ A 2
♥ A Q J 8 7 4
♦ Q 9 3
♣ A 3

South (Dealer)

South opens 1H, and they end up in 4H. You lead Q of C and when dummy comes down with those spades, you should be alerted. Once You get in with King of H, no point is returning C. You should take risk and go on attack by leading 4 of D.

North **Hand 6**

♠ K 4 3 2
♥ A 6 2
♦ J 3
♣ Q J T 8

♠ Q 9 7
♥ K J T 7 3
♦ A 4 2
♣ A 2

♠ 8 6 5
♥ Q 9 5
♦ K Q T 9 7
♣ K 3

♠ A J T
♥ 8 4
♦ 8 6 5
♣ 9 7 6 5 4

South **(Dealer West)**

West ends up in 4H contract and you at North lead Queen of C. Dummy comes down and you see those diamonds. Once you get in with ace of H, you need to attack with spades by leading 2. Partner wins with ace and should come back with Jack of spades.

North **Hand 7**

♠ 6 3
♥ K T 2
♦ A 8 3 2
♣ 9 6 3 2

♠ K Q 4
♥ A J 9 6
♦ 7 5
♣ K Q J T

♠ A J T 9 5 2
♥ 7 5 3
♦ K 6
♣ 8 4

♠ 8 7
♥ Q 8 4
♦ Q J T 9 4
♣ A 7 5

South **(Dealer East)**

East opens 2S and they end up in 4S. You lead Queen of D. Dummy comes down exposing dangerous clubs. Partner should overtake your Queen with ace. Partner assumes you have the ace of C and hope for you to have queen of hearts as well. He should attack H by playing 2 !!

North **Hand 8**

♠ K Q 3 2
♥ 7 3
♦ 6 5
♣ A K Q J T

♠ 5 4
♥ A K Q J
♦ K J 9 7
♣ 8 4 2

♠ 8 6
♥ T 9 5 4
♦ A 8 4 2
♣ 9 6 5

♠ A J T 9 7
♥ 8 6 2
♦ Q T 3
♣ 7 3

South **(Dealer North)**

North opens C and end up a 4S contract by south. You play ace of H followed by King of H and bow have to attack D by switching to 7 of D.