

STAMFORD BRIDGE CLUB

Wednesday 30th July 2014

BETTER DEFENCE

The aim of this workshop is to encourage each player and, especially, partnerships to think about how they defend and work together to defeat the contract and/or do better than everyone else defending against the same contract. The workshop follows and builds on one held in June – ‘leads against No Trumps’. The same issues apply:

- Finding the best lead
- Avoid giving away tricks
- Disrupt declarer's communication with dummy
- Losing tricks early to gain more later.

BRIDGE IS A PARTNERSHIP GAME.

DIVIDED INTO 3 PARTS:

- **BIDDING**
- **DECLARER PLAY**
- **DEFENCE**

For two of these co-operation is essential.

Bidding is a language: partners communicate to reach the best contract.

Defence is also a language. What does partner have? How do we defeat this contract (or limit overtricks)?

KEY ISSUES

- **Listen to the bidding (especially by partner)**
- **Count your tricks and possible tricks (what might partner have/what do you need him/her to have to defeat the contract?)**
- **Aggressive or defensive?**
- **Maintain communication and break Declarer's links**

- **Avoid giving away tricks (cp Chris Heames' talk)**
- **Count, signals and discards.**

Listen to the bidding

Hand 9:

Try the unbid suit: 8, 6 shows a doubleton. You should always try to show partner the 'count' – how many you have – especially in key suits.

Count your tricks

Hand 10 Bidding

Where are defensive tricks coming from?

On the bidding, neither Hearts or Spades look promising.

So Diamonds or Clubs. Diamonds look more promising. Lead JD

Aggressive or Passive?

Unblocking

Hand 11

Can 4S be defeated? *Avoid leading Diamonds. Lead club or wait for declarer to play clubs (or lose to QH)*

Can 3NT be defeated? *This time lead a Diamond. Jack is best.*

It is vital that East unblocks the suit by playing the Queen

Break communication

Hand 12

What is East's role and abiding concern?

East must stop the Diamond suit. Duck once or twice; and South has at most 8 tricks.

Count, signals and discards

Massive subject

Generally low high shows odd number, high low = even.

Signals can show whether you like a suit led by partner or not.

Discard systems are many, varied and potentially useful.

IT DOES MEAN THAT YOU SHOULD NOTICE WHAT PARTNER PLAYS

To end with a particular signal:

Hand 13

4S: lead 4D

East wins and gives a ruff.

How to ensure 2nd ruff?

East should win Ace of Diamonds and return the Jack, asking for the higher suit.

