

INVASION *of the* BODY SNATCHERS

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Starring
KEVIN MCCARTHY



DANA WYNTER



Is that...

...is that

....one of
the....

PODS???

Yep....that's a POD alright.

INVASION OF THE BODY SNATCHERS

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P

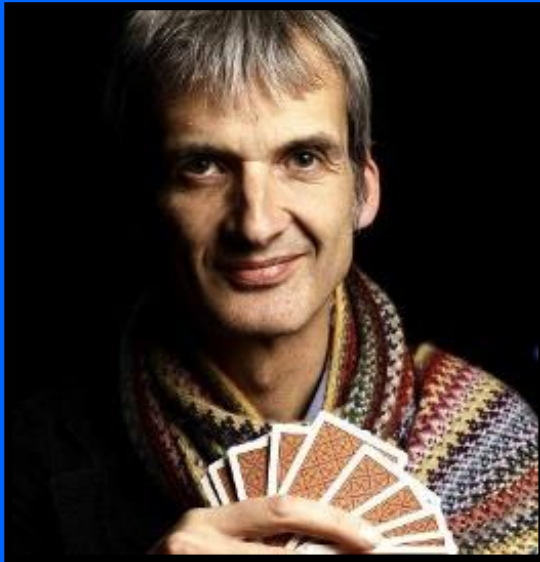
O

D

Does this mean
we're in defensive
mode?



Bernard McGee



Andrew Robson

Our experts



Barrie and Geneva



Kevin – not so much the expert
as willing to have a go!

Defensive Tips

and leads

Topics covered

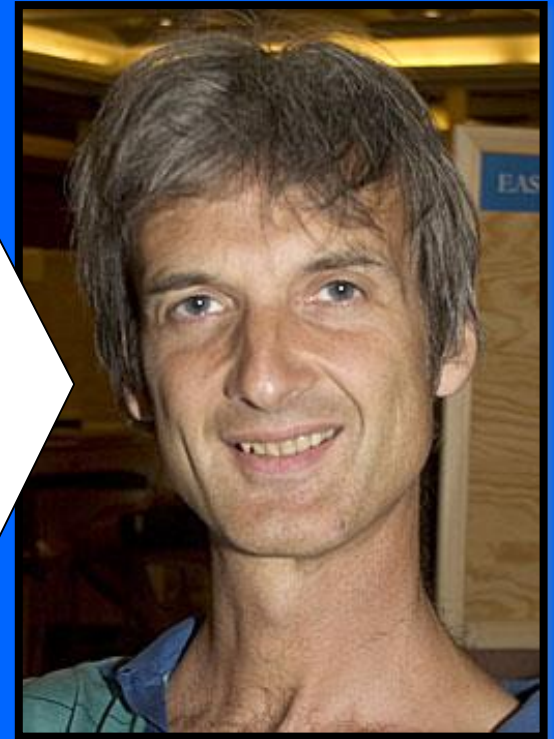
Review of lead conceptually -

Start with LEADS

Planning of planning well
in defensive mode -

**“A good club
player who
makes the best lead
every time
would be world
champion.”**

- Andrew Robson



You DO trust me
don't you darling,
don't you???



More than
ever, in
defence you
need to trust
and talk to
your
partner.

The opening lead serves two functions:

1st: To take, set up or not give away tricks

2nd: To start giving your partner information
about your hand

First Function: TRICKS

Active

Take tricks: lead A from AKQ

NT

Set up tricks: lead Q from QJ10

Set up tricks: 4th highest from
longest and strongest

Passive

Suit

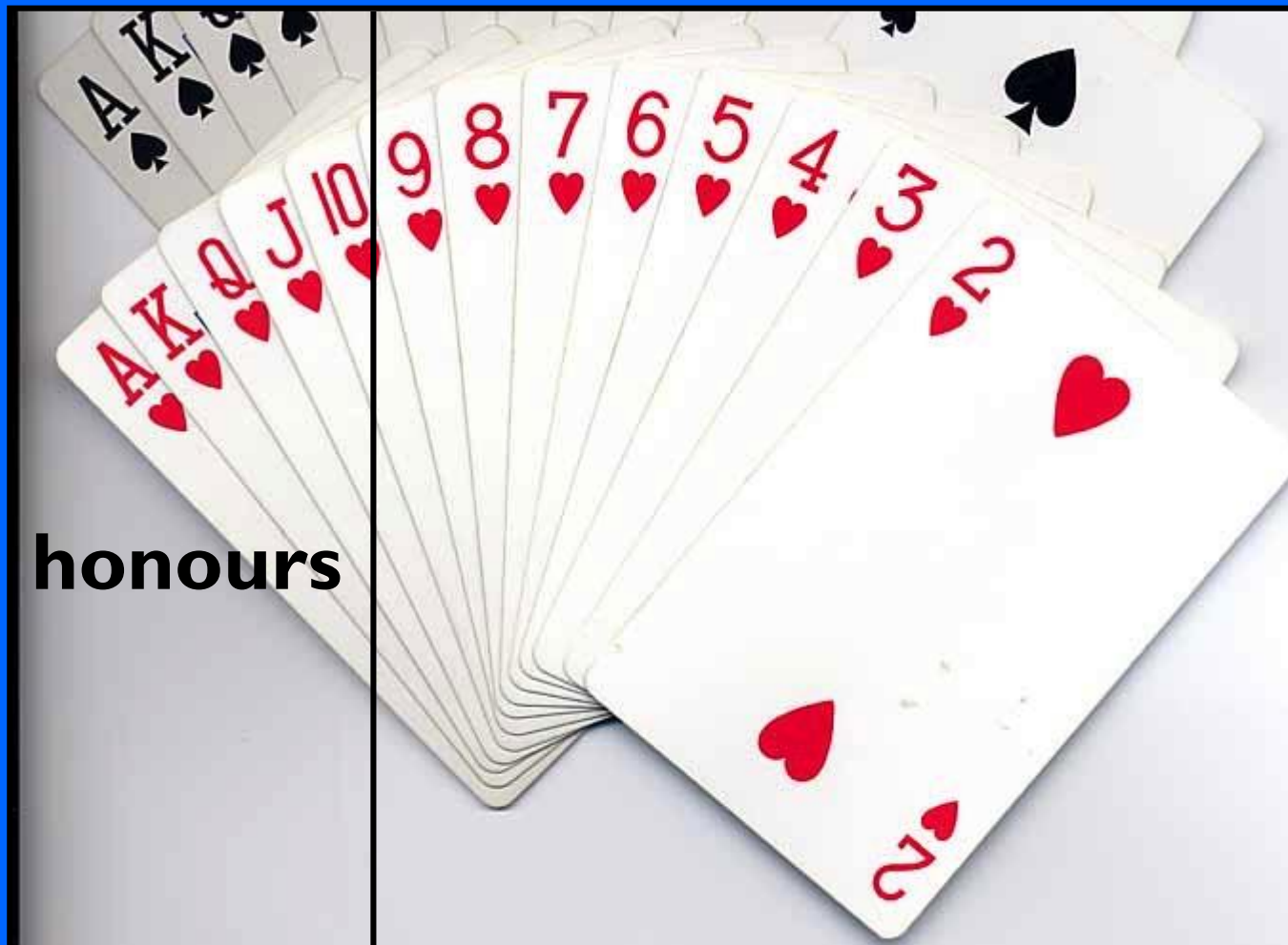
Lead a trump when ops have
gone straight to 4 and you
have two small ones.

2nd Function: INFORMATION



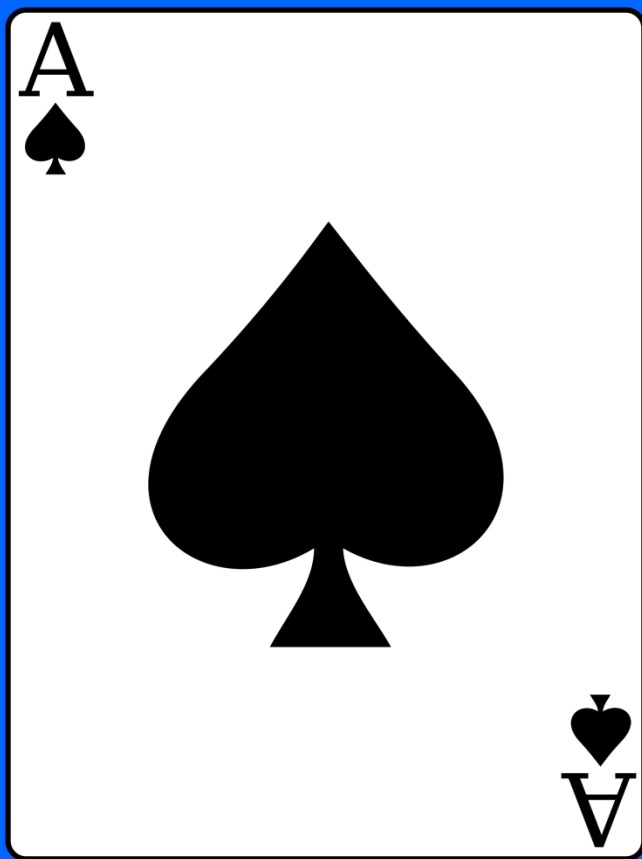
Watch the lead carefully Kevin,
I've got just one chance to tell you
what I've got in my hand.





**What did she say
leading from an
honour meant?**





A K x x

A K x

A K Q x x



K Q J x

(K Q x x)



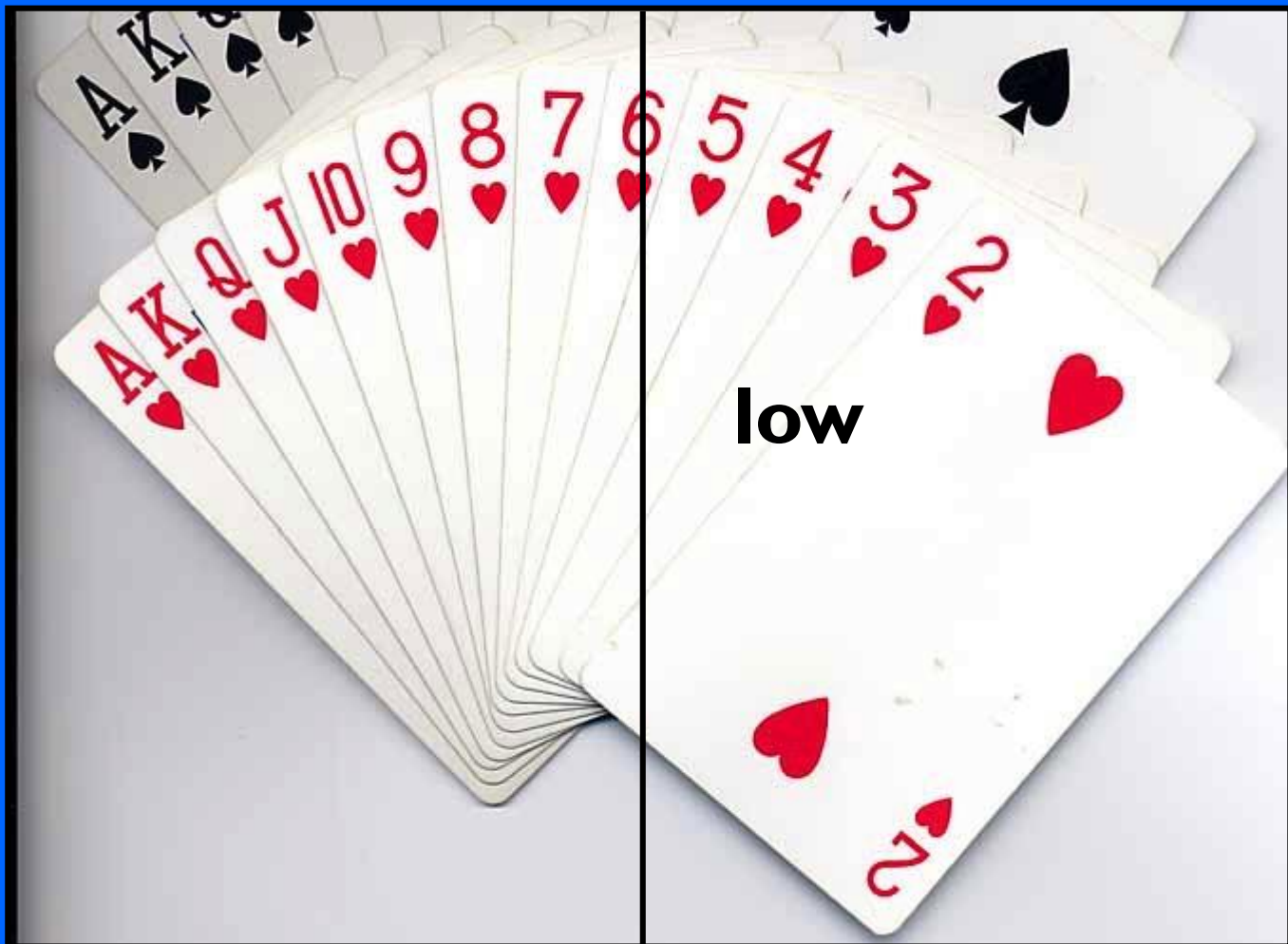
QJ 10 x

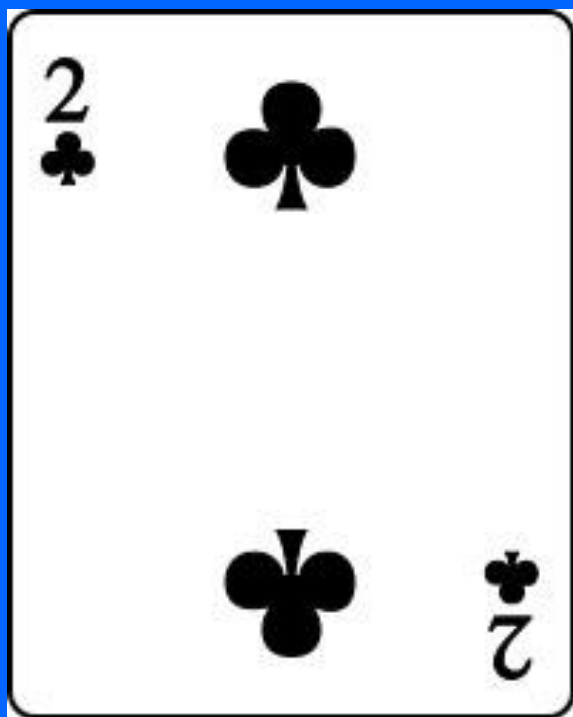
(QJ x x)



J 10 9 x

K J 10 x



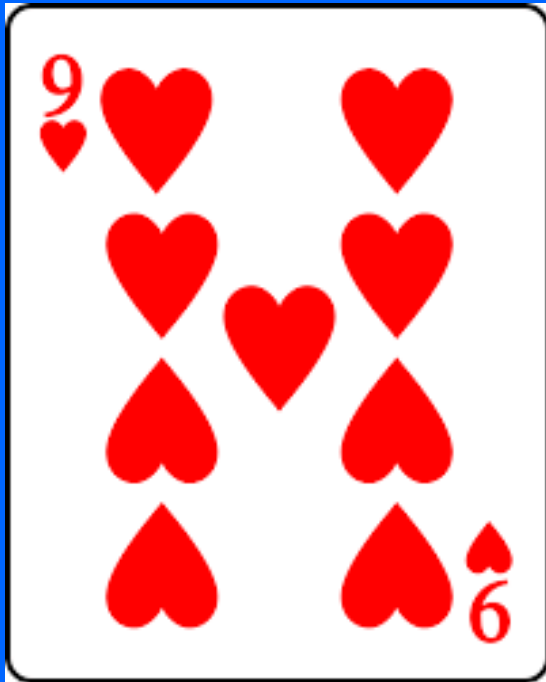


Q x x

J x x x

Can't be A or K

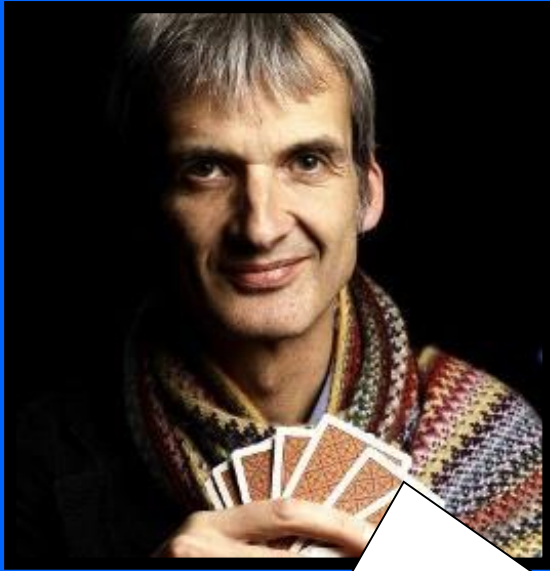




9 8 4 2

Why can't it be:

9 8 4



Three step Guide to finding the lead

- 1) **Go for the Great lead. If not there...**
- 2) **Eliminate the **must not** leads.**
- 3) **Choose from what's left.**



Got a Great lead?

best

Has Partner said anything? – if you've got P's Ace lead it.

Ace from Ace King

A K 7 3

King from King Queen

K Q J 6

Queen from Queen Jack Ten

Q J 10 2

Jack from Jack Ten

K J 10 8

Ten from Ten-Nine

10 9 7 4

good



If not, eliminate the no-no leads:

Away from an Ace

~~A 9 7 4~~

Opponents suit

Honour doubleton

~~Q 3~~

Away from split honours

~~K J 4 2~~

~~A Q 6 3~~



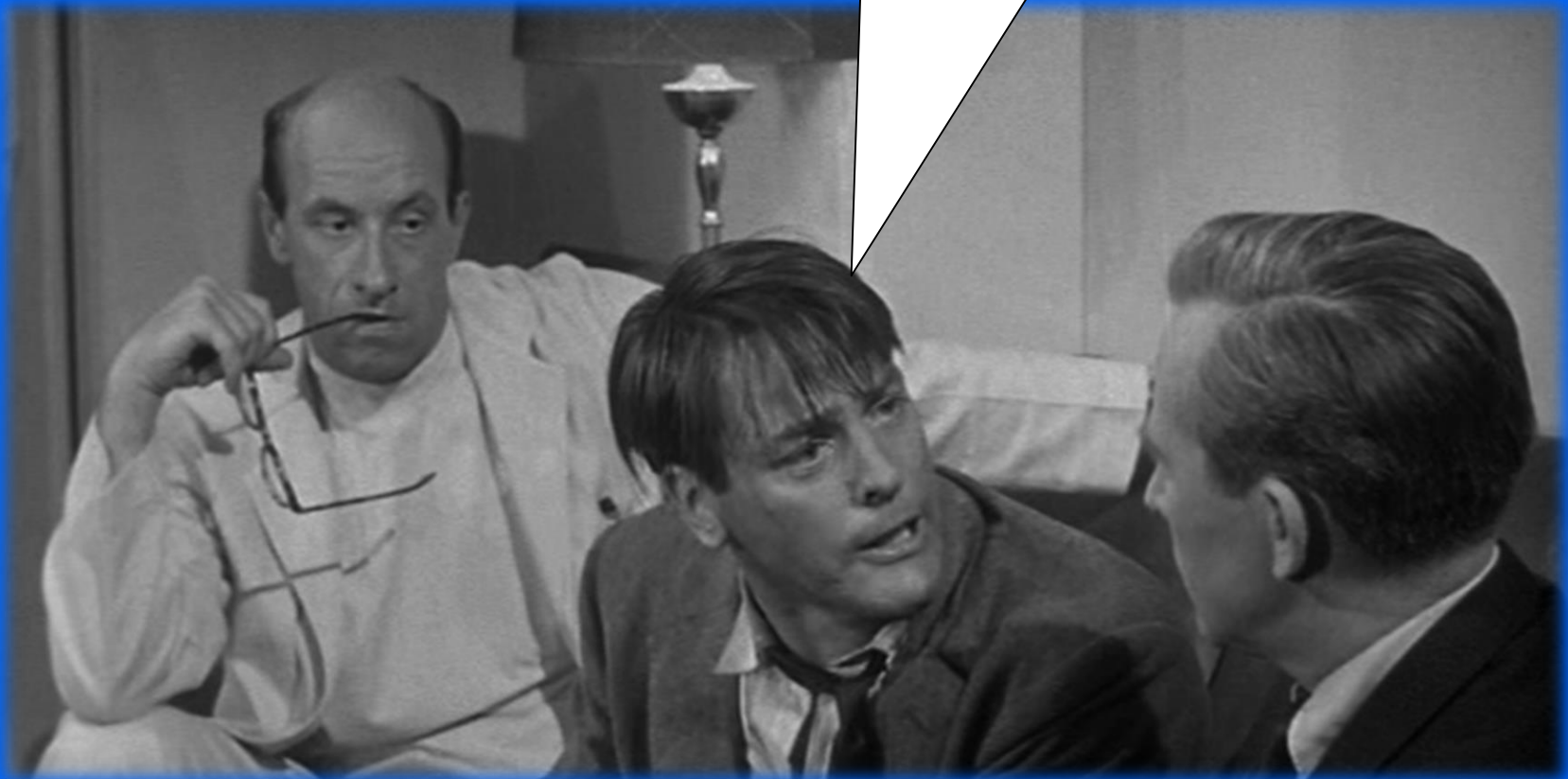
You' ll be left with the
“so-so” leads:

Top of a small doubleton 4 3

High from a suit you hate 8 5 4 3

Low from single honour Q 9 6 4

But what about leading
trumps? You haven't
mentioned them!



To lead
trumps...or not
to lead trumps....





Listen to the bidding!
Think Shape
Partner's Suit
Unbid Suit

Examples:

* The opps bid 5 clubs or 5 diamonds.

They will be weak in one suit or else they would have finished in 3 NT. Lead your strongest suit.

* The Opps are in 3NT by a circuitous route

They probably do not have a an 8 card fit in a major. If you have a doubleton in a major – partner probably has at least four: Lead the heart doubleton.

* Ops are in 6 spades....

*Listen to the bidding! Think
POD! – Analyse your partner's
hand!*

Try these hands

- Boards 1 and 2
- Clue: Remember Robson – listen to the bidding.
- Clue: Partner bids....but doesn't lead that suit. What has he got that would prevent him from leading it?

My partner
bid?????

Oh
yeah....I
remember..
...I think.



Dlr: S

Vul: None

I

 6 5 3

 Q 9 6 4

 K 5

 A J 10 9

 A Q J 7 4

 J 3

 Q 7 2

 8 6 5

 10 8

 8 5

 J 10 8 6 4 3

 K 4 3

 K 9 2

 A K 10 7 2

 A 9

 Q 7 2

Dlr: W

Vul: None

 A 4

 10 8 7 5

 10 6 4 2

 Q J 10

 K 10 9 6 3

 K 9

 K Q 5 3

 A 2

 Q J 7


 A J 6

 A J 9 8 7

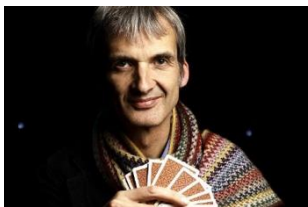
 K 3

 8 5 2

 Q 4 3 2

 -

 9 8 7 6 5 4



Listen to the bidding!
Think Shape
Partner's Suit
Unbid Suit

Examples:

* The opps bid 5 clubs or 5 diamonds

They will be weak in one suit or else they would have finished in 3 NT. Lead your strongest suit.

* The Opps are in 3NT by a circuitous route

They probably do not have an 8 card fit in a major. If you have a doubleton in a major – partner probably has at least four: Lead the heart doubleton.

* The Opps are in 6 Spades. You Hold: **S** A4 **H** 10875 **D** 9764 **C** QJ10

In a slam don't play your ace unless you know it will set them straight away. Queen of Clubs looks attractive but think shape. How many diamonds can partner have? Lead a diamond, when you get in with Ace of spades give partner a diamond ruff. Down one.

Bidding: West	East
1 S	2D
3D	3S
4S	4NT
5H	6S

Part II

Defensive play

Twice as frequent as declarer play

POD

Partner:

How many point has your **partner** got?

Has she got the hand declarer must be afraid of? Leads help!

Own:

Is it your **own** hand the one to be afraid of?

Must you be aggressive and set up tricks?

Difficult:

Make things **difficult** for declarer. Don't give anything away. Make them work for every trick!



Three areas

- Signal to partner
- Assess partner
- What to do

Signals!

Gettin

ion

He played the 4...and then the 9.
Does that mean he's got 3 or is he still
thinking about French Open?



Signals

- Defence is a partnership
- Talk to each other:
- Attitude/count in suit played
- Suit preference in discards.

Attitude/count

- Show Attitude on partner's lead
- Low = No, High=Aye
- Show Count on declarer's lead
- High-low = even, low-high=odd number of cards.

“High then low,
means no.....no,
low then high,
means even?.....

No no Darling,
don't call David.
I'll get it! ...high
then low
means....

Try
Deals 5 and 6



Using signals (and receiving
them) will help defeat the
contracts.

Dlr: N

Vul: None

5

 J 10 8 4

 K 7 3

 J 9 5

 A 8 5

 6 5 2

 9 6

 8 3 2

 K Q 10 7 3

 A K Q 3

 A 10 5

 A K 6

 J 6 2

 9 7

 Q J 8 4 2

 Q 10 7 4

 9 4

Dlr: S

Vul: None

6

 6 5 2

 9 6

 8 3 2

 K Q 10 7 3

 9 7 4

 Q J 8 4 2

 Q 4

 9 4 2

 J 10 8

 K 7 3

 J 10 9 5

 A 8 5

 A K Q 3

 A 10 5

 A K 7 6

 J 6

Discard for suit preference - simple

- Simple:
- <6 = no
- $6+$ = yes
- Use as high or low a card as possible
- Only your first discard matters
- .. so ***watch*** partner's first discard.

Discard for suit preference – more complex

- McKinney
- Dodds
- Etc
- Key to improving is to agree signals with partner ...
- ... and then use them!

P

- Work out your partner's hand
- Plan your defence (partner, having seen dummy, should be doing the same)
- Which of you has the danger hand?
- You know from partner's lead what he has or hasn't got
- Try to work out whether partner desperately wants you to lead something

It's his own fault. If he had assessed my hand he would have known I couldn't have the ace.



Assessing partner's hand

- Try these hands 3 – 4.
- Clue: Listen to the bidding and try to assess what your partner's hand might have.

Dlr: N

Vul: None

3

 Q J 8 4 2

 A J

 K 7 3


 K 8 3

 K 3

 9 8 5 2

 J 8

 J 10 9 7 6

 6 5

 10 7 6

 A Q 10 6 5

 5 4 2

 A 10 9 7

 K Q 4 3

 9 4 2

 A Q


Dlr: S

Vul: None

4

 A 9 8 4 3

 10 5

 5 3

 A 7 6 2

 K Q

 A Q J 7 2

 J 9 6 2

 Q 4


 10 7

 K 8 6 3

 A Q 10 8 4

 J 9

 J 6 5 2

 9 4

 K 7

 K 10 8 5 3

What do you do if you gain the lead during play

- Things to think of doing
- Things to avoid doing
- Different between suit contract and NT

Key things to *consider* in NT

- If your partner has *bid*, lead your highest. If this is allowed to win, lead your next highest
- If you think your partner has led from a long or strong suit, consider leading it back with your highest card in that suit
- If you have a good suit that you think is worth establishing, lead it. If your suit is headed by KQ or a run (QJ10 or J109) lead the highest card in the suit
- Consider leading up to dummy's weakness
- Consider switching to a new suit if it looks like declarer may make his establish his tricks before you make your tricks.

Things to avoid doing in NT

- Avoid leading a suit which it looks like declarer is trying to establish.
- Avoid leading up to dummy's strength.

Key things to do in a suit

- Could your partner have led a singleton? If so & trumps are not yet drawn, lead it back.
- If declarer may be planning to ruff in dummy, lead a trump. If you have Ax of trumps, lead A then x on next trick.
- Lead the highest of your partner's **bid** suit. If this is allowed to win, lead your next highest.
- Could partner have avoided leading from AQxx or KJxx? Consider leading it.
- If it looks like declarer has a side suit that may run to give him discards, lead a different suit in which you and your partner may need to take tricks before declarer can get his discards
- Make declarer ruff in long trump hand
- Promote a trump trick in Partner's hand.

Things to avoid doing in suit

- Avoid giving declarer a ruff and a discard
- Avoid leading a suit which it looks like declarer is trying to establish.
- Avoid leading up to dummy's strength.

	NT	Suits
D O	<ul style="list-style-type: none"> • If partner has bid – lead your highest – carry on if it wins • Return partners lead with your highest • Lead from touching honours • Lead towards dummy's weakness • Consider switching to a new suit if it looks like declarer may make his establish his tricks before you make your tricks. 	<ul style="list-style-type: none"> • Could your partner have led a singleton? If so & trumps are not yet drawn, lead it back. • If declarer may be planning to ruff in dummy, lead a trump. If you have Ax of trumps, lead A then x on next trick. • Lead the highest of your partner's bid suit. If this is allowed to win, lead your next highest. • Could partner have avoided leading from AQxx or KJxx? Consider leading it. • If it looks like declarer has a side suit that may run to give him discards, lead a different suit in which you and your partner may need to take tricks before declarer can get his discards. • Make declarer ruff in long hand. Promote a trump trick in Partner's hand
A V O I D	<ul style="list-style-type: none"> • Avoid leading a suit which it looks like declarer is trying to establish. • Avoid leading up to dummy's strength. 	<ul style="list-style-type: none"> • Avoid giving declarer a ruff and a discard • Avoid leading a suit which it looks like declarer is trying to establish. • Avoid leading up to dummy's strength.

Tip for all contracts

- If declarer has a running suit in dummy and is short of entries, avoid taking your winner until he has run out of entries
- Read partner's signals to know when to take your winner.

Try these hands

- 7 and 8
- CLUE: Holding 4 trumps can be useful in defense. Declarer will always want to trump tricks in the short suited hand.
- Those are extra tricks. You can make life difficult for declarer by making her trump in the long trump hand – the forcing defense!

Dlr: S

Vul: None

7

 J 10 6

 9 7 6 2

 10 3 2


 A Q 5

 8 5 4 2

 A K Q 10 3

 A 4

 10 9

 7

 8 5

 9 8 7 5

 J 8 7 6 4 2

 A K Q 9 3

 J 4

 K Q J 6

 K 3


Dlr: N

Vul: None

8

 K J 3

 K Q 10 9 4

 9 5


 K Q 3

 10 8 7 4 2

 3


 A 6 2

 J 9 7 4

 9 5

 A 7 6 2

 Q J 10 8 3

 8 6

 A Q 6

 J 8 5

 K 7 4

 A 10 5 2

A black and white film still showing a man with dark hair, wearing a dark jacket over a light-colored shirt and a dark tie. He has a pained or distressed expression, with his eyes closed and his mouth slightly open. He is leaning against a light-colored wall. In the background, a doorway is visible. The text "THE END" is overlaid in a large, white, serif font at the bottom of the frame.

THE END

<i>Board</i>	<i>Board</i>	<i>Board</i>	<i>Board</i>	<i>Board</i>	<i>Board</i>	<i>Board</i>	<i>Board</i>
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32

Do you have a great lead?



Trumps?
Don't forget
them!

Ace from Ace King

A K 7 3

Single from a weak hand

Partner's Suit (Ace, then high for hate etc)

King from King Queen

K Q J 6

Queen from Queen Jack

Q J 3 2

Jack from Jack Ten

K J 10 8

Ten from Ten-Nine

10 9 7 4

best

good

If not, eliminate the no-no leads:



Away from an Ace/King

Away from split honours

Opponents suit

Honour doubleton

~~**A 9 7 4**~~

~~**A Q 9 6**~~

~~**Q 3**~~

worst

poor

The remaining "so-so" leads:



Top of a small doubleton

4 3 – going out of style

High from a suit you hate

8 5 4 3

Low from a suit you like

Q 9 6 4

Do you have a great lead?



Ace from Ace King	<u>A</u> K 7 3
Single from a weak hand	
Partner's Suit (Ace, then high for hate etc)	
King from King Queen	K <u>Q</u> J 6
Queen from Queen Jack	<u>Q</u> J 3 2
Jack from Jack Ten	K <u>J</u> 10 8
Ten from Ten-Nine	<u>10</u> 9 7 4

best

good

If not, eliminate the no-no leads:



Away from an Ace
Opponents suit
Honour doubleton

~~A 9 7 4~~

~~Q 3~~

worst

poor

The remaining "so-so" leads:



Top of a small doubleton 4 3
High from a suit you hate 8 5 4 3
Low from a suit you like Q 9 6 4
Trumps

