

D is for DEFENSE

QJ54 2 SPADES
KQ3
654
654

2
A98754
KJ3 2 HEARTS
KJ3

3
J62 3 HEARTS
A1087
Q9872

AK109876
10 DEALER – 1 SPADE
Q92 4 SPADES
A10

A of hearts lead, declarer plays the 3. How do you defend?

Q9 1 NT
8 2 SPADES
J8543
A10765

7653
KQ106 PASS
Q76 PASS
J8

A2 PASS
J953 PASS
K1092
KQ9

KJ1084
A742 DEALER – 1 SPADE
A 2 HEARTS
432

You're on lead against 2 spades, what do you lead and why?

The most important and widely used signal is the COMMON SENSE signal.
Signals are based on need, made to tell partner something he/she needs to know.

Q109542 4 SPADES
QJ5
K85
7

K8		VOID	PASS
9872	PASS	AK43	
1096	PASS	QJ732	
AK62		8543	

AJ763
106 DEALER – 1 SPADE
A4 PASS
QJ109

North is a little strong for 4 spades (but a little weak for a splinter of 4 clubs.
West leads the A of clubs, A from AK. What card does East play and why?

AJ2 DEALER – 1 DIAMOND
K10 3 NT
KQJ1064
K4

Q1085		643	PASS
7532	PASS	AQJ9	PASS
A2	PASS	9	
1082		J9753	

K97
864 1 NT
8753 PASS
AQ6

West leads the 5 of spades, East plays the 3, declarer wins the K. Declarer leads a diamond,
West ducks and wins the 2nd diamond, your East, what do you play on the second diamond?

For signals to work, partner has to be on the same wave length. There are 3 kinds of signals.

1. Attitude, you play high if you like the lead, low if you don't.
2. Count, when declarer is playing a long suit, give count so partner knows when to win.
3. Suit preference, when giving partner a ruff, or discarding, try to show suit preference.