

# DEFENCE WORKSHEET

Use the following worksheet as you defend a hand

## MAKE A LEAD

use the **3P'S**

During the auction listen to the bidding. What shape and strength has been shown?

<b>Picture</b>	Picture the Declarer and Dummy's hand
<b>Play</b>	How will the Play go?
<b>Plan</b>	What is Declarers Plan? What is your defensive plan?

Your default lead is passive unless you need to get busy – now select a lead

In 3<sup>rd</sup> hand use the rule of 11 to appraise a 4<sup>th</sup> best lead (rule of 12 for 3<sup>rd</sup> best)

## AFTER YOU SEE DUMMY DECIDE YOUR **COVER PLAN**

### USE **13 40** TO **COUNT TO FIND DECLARERS PLAN**

Count to 13 in each suit	Consider the possible distributions of each suit
Count to 40 Points to find	My points + dummy points + declarer points
Partners point range?	$40 - (\text{My points} + \text{dummy points} + \text{declarer points}) = ?$
What cards has partner got?	Consider what honour cards partner could have?
Count Declarers Tricks	Where will declarer try to develop tricks?
Count Defensive Tricks	What are our actual and potential tricks in defence?
What is declarers plan	Declarer entries/communications? Declarer Plan?
Assess the contract	Normal contract? Knock contract or prevent overtricks?

## DURING PLAY COUNT THE SUITS AND POINTS

What is declarers exact shape and points? What suits need to be protected?

## KILL PLAN FIND IT !

Sometime between Trick 2 to Trick 8	What is your kill plan for this contract?
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