












Tips to Make You a Better Defender



Tip 1: Draw Conclusions from the Bidding and the Partner's Play


 K 10 8 <u>3</u>	 9 4 2	Contract 3 nt.
 A 8 7	 K 9 4 2	
 Q 3 2	 J 5 4	 Q
 8 6 5	 K Q 7	
	 A	

Bidding 1 nt...3 nt

 K 10 8 3

 A 8 7

 6 2

 8 6 5 2

 9 4

 K 9

 K Q J 8 5 4

 10 3





 Q





 A

Tip2: Count Count Count

- The bidding should give you a fairly good idea of the declarer's points.
- You will see the dummy's points.
- From that information, you should be able to get an pretty close idea of partner's points.

Consider this bidding

North	East	South	West
1 	pass	1 	pass
2 	pass	2 	pass
2 nt	pass	3 nt	all pass

North	East	South	West
1 	pass	1 	pass
2 	pass	3 	pass
3 nt	all pass		

Tip 3: When Discarding, Keep Parity with Dummy or Declarer

North	East	South	West
1nt	pass	2 ♣	pass
2 ♠	pass	3nt	all pass

West Hand

♠ K 10 8 3
♥ 8 7
♦ A 6 2
♣ Q 6 5 2

West Hand

♠ 10 8
♥ K J 8 7
♦ A 6 2
♣ Q 6 5 2

Tip 4: Make A Defensive Plan Based on What You See In Dummy

- In a suit contract, declarers use two techniques to generate extra tricks.
 - Set up a side suit in dummy.
 - Ruff losers with dummy's trump.
- When dummy has a long suit, but you have length and strength in that suit: **Lead Trump**
- When dummy has a long suit that you think will be set up by declarer: **Play an attacking defense.**

Tip 4 (Continued)

- When dummy is relatively balanced with scattered high-card points: **Play a passive defense.**

An Attacking Defense

♠ J 10 9 3
♥ A 8
♦ K J 6 2
♣ Q 6 5

♠ K 5
♥ 10 7 4
♦ 9 5 4
♣ A K J 10 5
♠ A Q
♥ K Q J 6 5 3
♦ Q 7 3
♣ 6 5

Contract 4 ♥

An Attacking Defense

♠ A 8

♥ Q 8

♦ K Q 10

♣ A Q J 8 6 3

Contract 3nt

♠ 9 4 3

♥ K J 3 2

♦ A 9

♣ K 5 4 2

♦ 3

♠ K Q J

♥ 8 6 5

♦ 8 7 5 4

♣ 10 9 7

A Passive Defense

♠ K Q 3 2

♥ 7 3

♦ 6 5

♣ 8 7 4 3 2

Contract 4 ♠

♠ 9 2

♥ A K 8 4

♦ K J 8

♣ K J 10 9

♠ A J 10 9 8 7

♥ 6 5

♦ A Q 4

♣ A Q

Consider this Card Combination



Q

7

4

W:  A 9 8 6

E:  K 10 2



J

5

3

♠ 10 8 4 2

♥ A K

♦ A 9 6 2

♣ J 7 4

Contract 4 ♠

west

♠ A 5

♥ Q J 10 6 3

♦ 7 4

♣ K 10 6 2

east

♠ 9 3

♥ 9 7 5 2

♦ J 10 8 5

♣ A 9 5

♠ K Q J 7 6

♥ 8 4

♦ K Q 3

♣ Q 8 3

Tip 5: Lead From A Short Suit, To Get a Ruff

- The best time to lead a short suit, is when you have a trump control.
- Against a suit contract if your trump holding is:
 - A x
 - K x x
- You might choose to lead a singleton or sometimes even a doubleton.

Tip 5 (continued)

- If ruffing will cost you a natural trump trick, then leading a short suit will probably help declarer.
- Ruffing will probably cost you a natural trump trick if your holding is:
 - J 10 x x
 - Q J 10 or Q J 9
 - K Q 9 x

Tip 6: Lead Your Partner's Bid Suit Unless You Have a Good Reason to do Otherwise

- If you have bid a suit and your partner, on opening lead, does not lead it, what conclusion can you draw?
 - a) He has led a singleton and has a trump control and he plans to put you in with your suit so you can give him a ruff.
 - b) She does not have any cards in your suit.
 - c) She is establishing the setting trick.
 - d) He forgot what you bid.