# BASIC PRINCIPLES OF GOOD DEFENCE

Although these general guidelines are useful, each hand is different and you do have to THINK!

## **OPENING LEADS**

If partner has bid a suit during the auction, lead it. 1. With two cards in partner's suit, lead hi-lo e.g. <u>6</u>3 or <u>Q</u>3 With three or four cards in partner's to an honour, lead low e.g. Q83. or Q873. With three rags, cards in partner's lead MUD e.g. 8<u>7</u>4 or 9<u>8</u>2 (Middle Up Down)

Long suits against NO TRUMP contracts. 2. Lead Top of Sequence (BEST) e.g. <u>J</u>1094, or <u>K</u>QJ4. Top of near sequence is also good e.g. <u>K</u>Q104 Lead 4th highest ONLY if no sequence is held. A 10763

3. Short suits against suit contracts. (Looking for a ruff)

Lead singletons or doubletons (hi-lo) e.g. Lead &8 to &Q. When east returns A play 2. The hi -lo tells partner you can ruff the next round DO NOT lead hi-lo from a doubleton honour. e.g. Q6

# PLAYING 2ND IN HAND

- Usually play low. Be prepared for what declarer might lead. 1.
- 2. Against suit contracts, split your honours and play high, if you hold KQx and dummy has AJx.
- 3. Usually cover an honour with an honour, particularly when led from the closed hand.

# PLAYING 3RD IN HAND

- Usually play high to try and win the trick. 1
- 2. Try to win - using the lower or lowest of touching high cards. e.g. with KQx - play the queen
- 3. If partner leads top of a sequence and you have only Ax or Kx, unblock the honour and return.

## PLAYING 4TH IN HAND

- 1. Usually play to win if you can using the lowest card necessary
- 2. Do not win if declarer is trying to force out your ace to establish winners in the dummy hand.

## **RECOGNIZE WHAT PARTNER'S LEAD MEANS**

- An honour card lead, shows the card beneath the lead and denies the card above. e.g QJ92 1.
- 2. A low card lead shows an honour in the suit. e.g K982
- 3. A high card (not an honour) is likely to be showing two cards and an interest in ruffing. e.g 84
- 4. Usually, it is correct to return your partner's suit if you get on lead.

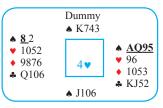
## LEADS IN MID GAME

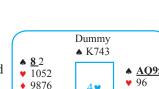
- 1. Usually return partner's suit! (Unless looking at dummy tells you otherwise).
- 2. Lead UP to weakness in dummy, when dummy is on your right. (Last to play.)
- 3. Lead through dummy's tenaces e.g. AQx or KJx if dummy is on your left. (Next to play.)

# ASK YOURSELF WHY DECLARER IS PLAYING A PARTICULAR SUIT.

- 1. If declarer in NTs is trying to establish a suit, it is often correct to duck. e.g. 983 - 54 - KQJ108 - 762
- 2. If declarer in 4 h is going to ruff losers, lead trumps whenever you can.

e.g. 983 - 6 - AJ1085 - K752





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# **OPENING LEADS FOR THE DEFENCE**

We have looked at play techniques for the declarer, but the hardest part of this game is defending. Opening leads often give declarer a trick because he has the advantage of playing the last card. To avoid this, defenders are constantly trying to find *safe leads*.

Leads against NT contracts:	Leads against suit contracts:		
Top of a sequence. e.g. <b>Q</b> J105 4th highest of your longest suit.	A K combinations (to have a look at dummy) e.g. <u>AK32</u> Leads which set up a trick e.g. <u>QJ109</u> , <u>J</u> 1098. A singleton (looking for a ruff.) A trump (to stop declarer ruffing your tricks in dummy.)		
Avoid Leading the opponent's suits. Short suits.	Avoid Leading opponent's suits, particularly if shown on your right Leading a suit in which you hold an ace. e.g A872 Leading from 'tenace' combinations, e.g. AJ9, KJ5.		

# Which CARD to lead from your chosen suit?

#### Top of a sequence

The safest lead is the top card from a sequence, headed by an honour card. These top of a sequence leads guarantee that you have the card below the card led. They deny holding the card immediately above the card led. The card to lead is underlined. 1, 2, 3

1.	after a	<i>D</i> .
QJ1063	KQJ84	KJ1093

In hand 3 the jack is still top of a sequence even though there is a card higher than the one led.

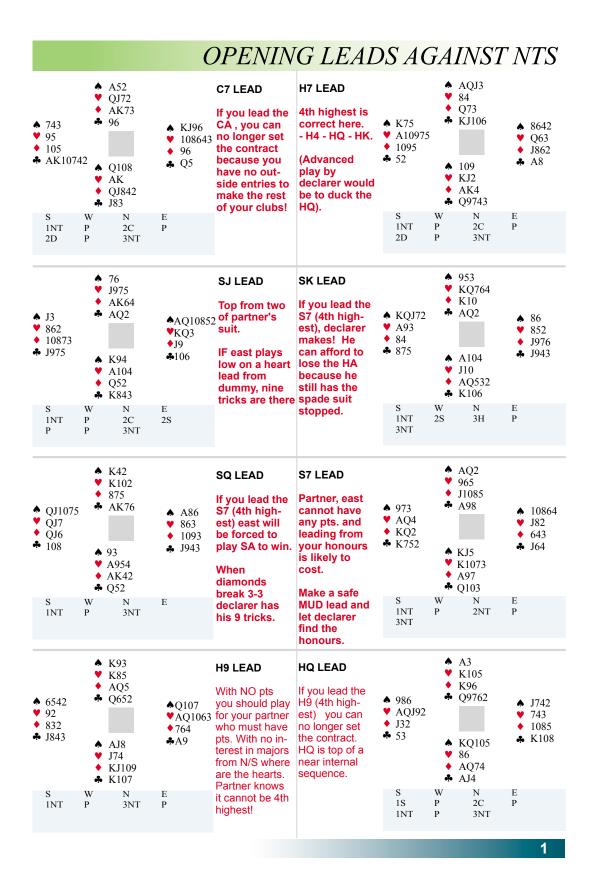
The hand shows how it is often a race between declarer and defenders to ESTABLISH winners.

## Other standard leads include

#### Top of doubletons against suit contracts.

Playing your cards hi-lo from two, shows an interest in ruffing the 3rd round. (Best from weak hands) e.g. $\underline{8} \ 3 \ \underline{9} \ 5 \ \underline{4} \ 2$ but <b>NOT</b> from honours please! (With K2, Q7 or J6, lead a different suit)									
4th highest of a suit against NT contracts									
Counted from the top with no touching honour combinations. (These are standard leads against NT contracts.)									
e.g.	K J 6 3			Q8742	J 6 5 🧕	KJ9742			
					••••••				
Low from an honour									
Called attitude leads. The lower the card I lead, the more I want the suit returned.									
e.g.	K 7 🙎			Q 8 3	J 6 🙎	K 10 4			
M.U.D. Middle, Up, Down from three rag cards. ( <i>No honours</i> ) It is asy to remember the opening lead but remember to play the high card next e.g. With 952 lead the 5, then follow with the 9, then play the 2. <i>The top card is never an honour card (AKQJ or10)</i>									

NOTE - It is usually a good idea to return your partner's suit if you win a trick.



#### PLAY HANDS - BEGINNERS LEVEL YEARS 1 & 2

