

BRIDGE DEFENSE

J972 2 Clubs (Stayman)
 KQ105 4 Spades
 2
 KQ43

K43 Pass
 96 Pass
 A876
 10862

65
 A742 Pass
 J9543
 97

AQ108
 J83 DEALER – 1 NT
 KQ10 2 Spades
 AJ5

Opening Lead: 9 of hearts. Partners 9 of hearts figures to be top of a doubleton; it can't be a singleton because South has denied 4 hearts. Since you don't have an outside entry, signal encouragement with the 7 and allow either dummy or declarer to win the first trick. When partner gets in with the K of spades, partner can return her remaining heart over to your ace and your heart return allows partner to ruff, Diamond A is the setting trick.

J974 3 NT
 654
 1032
 AKQ

86532
 J Pass
 9864 Pass
 643

A DEALER – 1 Heart
 K109732 Pass
 A7
 J1075

KQ10
 AQ8 1 NT
 KQJ5 Pass
 982

Opening lead; J of hearts. Your hearts are strong enough to overtake partner's lead with the King to make sure hearts can be continued. You do have two side entries, so your plan is to knock out both of declarer's heart stoppers before both of your aces are removed. If you stingily play a lower heart at trick one and declarer allows partner's Jack to take the trick, you lose the race

		AK97	DEALER – 1 Diamond	
		652	4 Spades	
		AKQ85		
		4		
5				Q4 Pass
KQJ98	2 Hearts			A3 Pass
643	Pass			972
KJ106				Q98532
		J108632		
		1074	1 Spade	
		J10	Pass	
		A7		

Opening lead K of hearts. Holding Ax when partner leads the K, it's almost right to overtake, unblocking the suit, and then return your remaining card. After partner takes the first 3 heart tricks, you can see that if partner leads a 4th heart, your Q of spades will be promoted. In order to get partner to lead a heart, discard a discouraging club at trick 3, not a discouraging diamond. When partner sees that you don't have the Ace of clubs, they should realize the only chance is to lead a fourth heart

Attitude signals are far and away the most common defensive signal. Whenever partner leads an honor card, a common lead, you are expected to give an attitude signal. A relatively high spot card is an encouraging signal and a relatively low card is a discouraging signal.

If partner leads a suit you don't like, you play your lowest card. What if you were dealt the 987, the 7 is your lowest card. On the other hand, if partner leads a suit you do like, you play the highest card you can afford. You have the Q32, then the 3 is the highest card you can afford.

You cannot always tell what partner's attitude is by looking at the card partner plays; you have to look UNDER the CARD. What are you looking for under there? You are looking to see if any lower cards are missing. If they are, partner is probably signaling encouragement. If you can see every spot card lower than partner's between the dummy, your hand, and the card declarer plays, then partner's card is discouraging, no matter how "high" it is.

Two points about giving count:

1. If declarer's count in the suit is known, do not give count; partner already knows it.
2. If one defender has all the outside strength, the other nothing, it's not important for the stronger hand to give count. It's the weaker hand that should help the stronger hand out. Weak hand normally gives count, the strong hand may or may not. Optional.