

Defensive Strategies - Part 1



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Time for a Joke

A blonde is overweight, so her doctor puts her on a diet. “I want you to eat regularly for 2 days, then skip a day, and repeat the procedure for 2 weeks. The next time I see you, you’ll have lost at least 5 pounds.”

When the blonde returns, she’s lost over 20 pounds.

“Wow, that’s amazing!” the doctor says. “Did you follow my instructions?”

The blonde nods. “I’ll tell you, though, I thought I was going to drop dead that third day.”

“From hunger, you mean?” said the doctor.

“No,” replied the blonde, “from skipping.”



Defensive Strategies



There are **five** primary lines of defense:

- 1) Forcing Declarer to Lose Control
- 2) Being Active
- 3) Being Passive
- 4) Cutting Down Dummy's Ruffing Power
- 5) Creating Trump Tricks

In support of these defensive strategies are your side's:

- Inferences from Bidding or Play
- Counting of Points and Distribution
- Counting of Tricks
- Defensive Signaling

1) Forcing Declarer



1) FORCING DECLARER

The most powerful defense, Forcing Declarer, causes him to lose control of the hand by running out of trumps. The conditions include:

- Declarer has a two-suiter or
- You have 4 trumps or believe partner does or
- Declarer is in a 4-3 trump contract (Moysian) or
- Any time the long trump hand can be forced early.

The purpose of Forcing Declarer is to make it impossible for him to draw trumps and cash his side-suit tricks. When one or more of the conditions above exists, the expert leads the partnership's most powerful suit, even if it means leading from a tenace (such as AQ10, KJ10, AJ10).

Hand #1

Forcing Declarer

Playing low is a count signal, showing an odd number of ♠'s. This a crucial tool, so West knows how to defend properly.

North	East	South	West
		1H	1S
2S*	Pass	3H	Pass
4H	Pass	Pass	Pass

North
 ♠ ~~764~~
 ♥ ~~Q109~~
 ♦ K1098
 ♣ AKJ

East
 ♠ ~~1095~~
 ♥ ~~5~~
 ♦ J6543
 ♣ 9865

Dealer: S

Lead: K♠

West
 ♠ ~~AKQJ3~~
 ♥ ~~A742~~
 ♦ 72
 ♣ 72

South
 ♠ ~~82~~
 ♥ ~~KJ863~~
 ♦ AQ
 ♣ Q1043

It's imperative that West not take his A♥ until the trumps in dummy are gone.

Another Joke (Texting)

Dad

I need your help I got a
flat tire

Can't your husband help
you?

I called him but he's
really busy

Ok, do you have a spare
one?

I called him too but he
didn't answer

2) Being Active



2) BEING ACTIVE

GO ACTIVE WHEN TRICKS CAN DISAPPEAR. You must take all the tricks that you can, even if the contract cannot be defeated. On many hands, if declarer is given enough time, he will set up winners to pitch his losers away. Experts become very Active whenever they think declarer is going to dispose of losers. Conditions are:

- Any time tricks can go away or
- Declarer's side suit is breaking or
- There is vigorous bidding (slam interest) or
- There is a long running suits shown in the auction.

Often, you have everything to gain and nothing to lose. You can take high risks because any tricks you might have had were going to go away anyway.

Hand #2

Being Active



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1H	Pass
2C	Pass	2H	Pass
3H	Pass	4H	Pass
Pass	Pass		

North

♠ Q103
♥ K8
♦ 1083
♣ AKJ83

East

♠ J965
♥ 1065
♦ A97
♣ 942

Dealer: S

Lead: ???

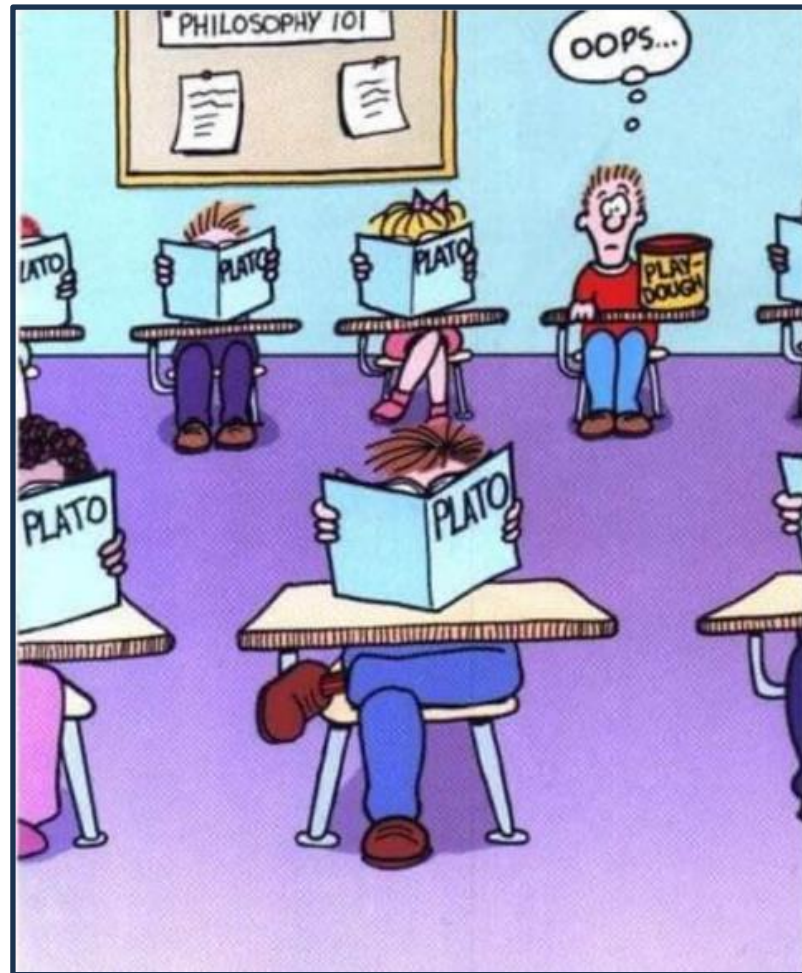
West

♠ A742
♥ 93
♦ KJ42
♣ 1065

This is a good example of an Active Defense.

South

♠ K8
♥ AQJ742
♦ Q65
♣ Q7



Time for the Game