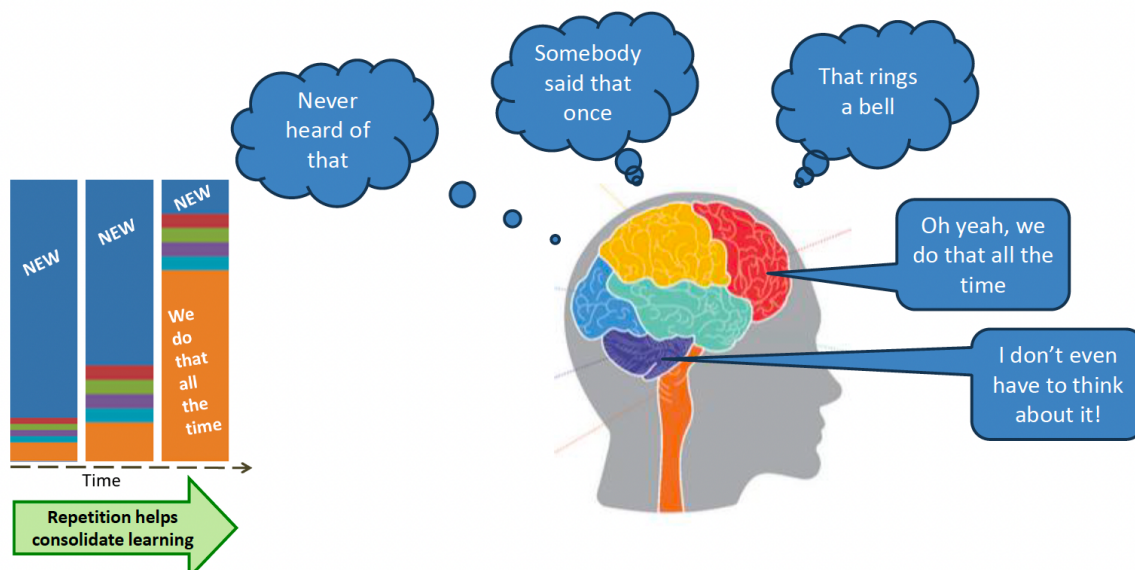


Introduction to Defence: Teaching Notes

How we learn bridge



Bridge consists of three areas:

- Bidding where our focus has been to date
- Declarer Play, the individual component of Bridge. Something to work at on your own by reading, doing quizzes, and using apps and software
- Defence which is the greatest weakness of most experienced players so it is an area where, with a little bit of effort, a new partnership can shine. Defence is where your partnership tries their utmost to reduce the number of tricks that declarer can make so that declarer fails to make their contract. It is different from the rest of Bridge in that it has the fewest guidelines and is highly dependent on psychology and thinking.

Define: Declarer, Honour, Opening lead and Discard

Defence consists of:

- The opening lead – which card should you choose
- The opening lead - which suit should you choose
- How do you communicate to partner that you like or dislike the card they played so they know whether to continue
- What to do if you win a trick. You usually just apply the above principles ie lead like you would the opening lead.
- What to do if you run out of the cards that declarer or partner plays

In this workshop we will focus on the opening lead. Read what Krystoff Martens has to say and the types of leads.

What are the four possible leads?

Let's look at some examples – what are the reasons for your choice of opening lead.

Suit Contract	8643	J864	QJ85	QJT5	KJ943	AQ875
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NT Contract	8643	J864	QJ85	QJT5	KJ943	AQ875
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What are the four possible leads?

- Let's now prioritise what to lead against a suit contract?
- Let's now prioritise what to lead against a NT contract?
- Why are they different?

Complete Quiz on page 4 of the Student Notes - Then switch with neighbour for correction.

What are the four possible leads?

- Let's now prioritise what to lead against a suit contract?
- Let's now prioritise what to lead against a NT contract?
- Why are they different?

What does partners opening lead mean? Let's look at some examples

- Assuming defending against a suit contract – K, 7, 4, A, J, 9, 6, Q
- Assuming defending against a NT contract – K, 7, 4, A, J, 9, 6, Q

After the opening lead:

- How do you communicate to partner that you like or dislike the card they played so they know whether to continue. An intelligent low to encourage.
- What to do if you win a trick. You usually just apply the above principles ie lead like you would the opening lead.
- What if you run out of the suit that declarer or partner plays? Hi Discourage = lo encourage.

In Summary Remember: When Bridge is played well, it is not a game of rules, but a game of thinking, partnership, and making mistakes. The winner is the one who:

- outthinks their opponent
- is a good partner, someone always trying to understand partner and make life easy for partner
- is willing to make mistakes, learns from their mistakes with the aim to make different mistakes next time. Over time the number of errors diminishes but all the best players will always make some mistakes – otherwise it isn't Bridge.