## 5 LINES OF DEFENSE (Part 2)

From How the Experts Win at Bridge
Defense can be broken down to 5 basic situations. Much of learning how to defend well comes down to learning these 5 situations, recognizing which one best fits a particular hand, and then playing to fit that situation. Just as declarer should make a plan before playing to trick one, the defenders should make a plan before playing/playing to trick one.

THE FIVE LINES OF DEFENSE

| FORCING | BEING | BEING | CUTTING | CREATING |
| :---: | :---: | :---: | :---: | :---: |
| DECLARER | ACTIVE | PASSIVE | DOWN ON <br> RUFFING <br> POWER | TRUMP <br> TRICKS |
|  |  |  |  |  |

## 2. GO ACTIVE

If your tricks are going to disappear on Declarer's side suits, you need to actively attempt to get your side suit tricks early.


## CONDITIONS FOR GOING ACTIVE

- Dummy has suggested a strong side suit in the bidding, particularly if you have a non-Ace honor in that suit in front of dummy or no honors behind dummy, and you hold 3 small in that suit
- Declarer has shown a second suit in the bidding and you hold 3 small in that suit
- Opponents have shown extra strength in the bid
- An opponent has shown a long running suit (e.g., gambling 3NT)

If one of the above conditions is present, the downside of taking risks is small, since Declarer has extra tricks anyway (i.e., you probably are not giving Declarer extra tricks by leading away from honors that she couldn't get anyway).

## Example 1

You are on lead with the following hand after the bidding shown below:


North suggests a good club suit. Your Queen sits in front of this suit and will likely be picked up on a finesse, and your 3 cards in this suit suggest that the suit will be easy for Declarer to set up for discards. The opponents have shown plenty of strength for their bid. This all suggests that you should attack diamonds. The risk that Declarer holds the AQ of diamonds and will gain an extra trick from your leading diamonds is small since it's likely that Declarer will get 2-3 discards from the club suit and could discard any diamond losers. Lead the D2.

The full hand is:

|  |  | $\begin{aligned} & \text { Q } 103 \\ & K 8 \end{aligned}$ |  | Deal | South Vulner |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | $\begin{aligned} & 1083 \\ & \text { AK J } 83 \end{aligned}$ |  | West | North | East | South |
|  | $\begin{aligned} & A 742 \\ & \text { A3 } \\ & \text { KJ42 } \\ & +Q 65 \end{aligned}$ |  |  | Pass Pass Pass | $\begin{aligned} & 2 \% \\ & 3 v \\ & \text { Pass } \end{aligned}$ | $\begin{aligned} & \text { Pass } \\ & \text { Pass } \\ & \text { Pass } \end{aligned}$ | $\begin{aligned} & 2 \psi \\ & 4 v \end{aligned}$ |
| No. 10491 |  | $\begin{aligned} & \text { K8 } \\ & \text { AQJ742 } \\ & \text { Q65 } \\ & 107 \end{aligned}$ | Printed by Dealmaster Pro |  | ening L | ead: |  |

If you don't take your 3 diamond tricks upfront, they will all disappear on dummy's clubs.

## Example 2

You are East with the following bidding after the bidding shown. Partner leads the 2 H :


You win the first trick. How do you proceed?
Leading a diamond at first seems dangerous since if South as Qx you will allow him to avoid a diamond loser. However, if you don't lead a diamond, think of what will likely happen. Declarer will pull trump and knock out your partner's presumed Ace. Now, when partner leads a diamond, Declarer will win the Ace and discard diamond losers on clubs. If your side is going to get a diamond trick, your partner has to have the queen and you must knock out Declarer's Ace now. Lead a low diamond to tell partner that you have an honor and to keep your King over dummy's Jack.

The full hand is:


## Problem 1

You hold the following hand and the bidding is as noted below:


What is your plan and what do you lead?

## Problem 2

You hold the following hand with the bidding shown below:


What is your plan and what do you lead?

Problem 3:


Declarer wins your partner's heart ten lead with his King, plays the Diamond A, K, and Q and then leads a $4^{\text {th }}$ diamond to your J. Playing standard signals, partner follows to the first 3 diamonds with the 2,8 and 7 , then plays the Heart 9 . Declarer discarded 3 clubs and a spade from the dummy. What is going on and what do you play now?

Problem 4: The opponents end up in 4 H on the auction shown.


You lead the spade ten. Declarer takes the Ace, partner playing the 3 (standard signals). Declarer plays a trump to your K. What now?

## Problem 5:

$N / S$ get to 4 spades on the auction below.


Partner starts with an attacking low heart lead. Declarer ducks and you win the Queen. What is your plan?

## Answers

Problem 1: North has shown a good hand with strong clubs. Lacking the club Ace, it is almost a certainty that North's clubs will supply 4-5 tricks after your Ace is knocked out. You will need to set up another trick before this happens. Your best chance is in Spades, where you have one of the two needed cards. Play the S 4 to knock out Declarer's Ace and set up partner's hoped for Q . If Declarer has the Q , you aren't going to make your K anyway (Declarer almost certainly has 6-7 heart tricks to go with dummy's 5 club tricks and at least on side suit the Ace).

The full hand:


Problem 2: The opponents rate to be very short in spades and dummy is very likely to have a club suit that will provide discards once your poorly placed club stopper is dislodged. Declarer rates to have at least 2 clubs given your club shortness and the bidding so, if you start with a suit other than spades and your partner has the Ace of spades, that trick is unlikely to disappear. Lead the D3 hoping to build a diamond trick before you club stopper is knocked out. The full deal:


Problem 3: The only possible remaining trick for your side is in spades or clubs. Clubs seems like the safer lead. However, examine the cards partner has played. On the diamonds, his low card showed count (low from an odd number, here 3), while his second diamond was his highest remaining suggesting that he wants the higher ranking suit returned. His discard on the $4^{\text {th }}$ diamond is his highest remaining heart. He can't want a heart return, given that the dummy has the AQJ left, so he's played his highest remaining heart to tell you he wants a spade. Why didn't he just play a high spade to tell you this? Take a look at the full hand for the answer.

|  |  | KJ654 AQJ6 +6532 |  | Deale West | North North |  | South |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{aligned} & A 32 \\ & \text { A } 1098532 \\ & 872 \\ & \& J \end{aligned}$ |  |  | Pass Pass Pass | $\begin{aligned} & 14 \\ & 3 \vee \\ & 5 \\ & \text { Pass } \end{aligned}$ |  | 4 NT 6 NT |
| No. 10490 |  | - 10 <br> -K7 <br> - AKQ1054 <br> - A K Q 10 | Printed by Dealmaster Pro |  |  |  |  |

Problem 4: Partner has played his lowest spade either to discourage or because he can't/can't afford to play a higher one (maybe he started with K3 or KQ3). Playing any of the 3 side suits could be right. Play the Ace of hearts to find out what partner wants (he should be out of hearts - Declarer should have started with 5 based on his opening bid). The full hand:


Problem 5: Playing fourth best leads, partner should have 3 or 4 hearts for his lead. Therefore, Declarer has four or 3 hearts. You need to keep Declarer from ruffing the third heart in a way that allows you to win your hearts after dummy's spades are gone. Lead the two of spades. If partner started with 2 or less diamonds, he can keep Declarer from discarding more than one heart on the diamonds, thus setting the contract. If he draws your sides' last 2 trumps, you'll be able to cache 2 heart tricks. The full deal:


