



Lesson 20 – Teacher Notes

This Lesson Is About Defending

Active And Passive Defending

Active defending is when you can see how you can get the contract down or how you have a chance of defeating the contract.

If you can see how you can get the contract down or how you have a chance of defeating the contract go for it!

HOWEVER

Most defence is passive, patience is needed, don't give tricks away and keep all leads safe.

STRESS WHEN DEFENDING PASSIVELY TO BE AWARE THAT

- 1 Principles applying to the opening lead also apply when leading from a new later in the hand.
- 2 A lead from a suit headed by a single unsupported honour often gives tricks away. This is OK for an opening lead of a long suit against a NT contract because you may give one trick away but gain tricks when the long suit is established. This links with the problem of avoiding leading 'Frozen Suits'.
- 3 Don't lead out unsupported honours
- 4 Defenders don't give tricks away
- 5 Keep all leads safe – it is OK to allow Declarer to win a trick which he will win anyway for example if you know he will be able to ruff in one hand but...

- 6 Avoid giving a 'Ruff and Discard'
- 7 Revise **Rule of 11** on leads that look like 4th highest/best
- 8 Keep all leads safe – it is OK to allow Declarer to win a trick which he will win anyway for example if you know he will be able to ruff in one hand but...
 - A Keep a card/s in partner's suit so you can return the suit when you get the lead
 - B Keep length with dummy (and Declarer)
 - C Keep high cards protected

REVISE REVERSE ATTITUDE SIGNALLING

As with opening leads, 'Low for Like' and 'High for Hate'

REVISE WHY DEFENDERS FAIL

- 1 Failing to play passively. The temptation is always to play aggressively!
- 2 Premature cashing of winning cards. Withholding winning cards requires judgement and that requires practice. Always be aware that it might not be correct to win a trick so always consider not cashing winners. The more you try, the better your judgement will get.
- 3 Giving Declarer information by hesitating before playing a card. If you have a key card in your hand and stop to think before your play to a trick, you tell Declarer that you have something to think about. Try to do your thinking before you are called on to make the play!

Give a simple run down of procedure when playing in the club with particular attention to playing/bidding in tempo, use of stop and alert cards etc. Don't be afraid to call the director especially if you are an unsure beginner.

