

# MORRINSVILLE BRIDGE CLUB - CARD PLAY 101

A series of elementary card play tuition sessions at Morrinsville

May 9 Topic:

## Defence

*Working as a team to take the opponents down*



### Contents:

- Page 2: Notes to be handed out (and talked about) at the start of the session (red numbers refer to the board which demonstrates this point)
- Pages 3-5 Travellers to go with the boards (a set of 9).  
Place on top of the board with the bottom folded up so only the bidding can be seen.  
Play the hand then open up the travellers and discuss the comments there
- Pages 6-8 Hand records with expanded comments to be handed out at the end

## CardPlay 101\_Defence

### Defending is easy

Haahh! 😊 that is not true of course.  
BUT every step up the competency ladder  
IS an easy one.

Start by learning a few simple rules and **sticking to them**, and you will be making the correct play more often than not. As you gain experience you will identify situations where the rules should be broken, but *don't break any of the rules without a reason*.

### **Bridge is a team game!**

Don't forget you have a partner.

Partner is neither an idiot nor a mind-reader.

Partner is neither blind nor able to see through the back of the cards.

*Feed your partner correct information  
Study the information partner feeds you.*

And importantly: **pay attention**.

### The Opening Lead:

**First** select which **suit** to lead:

Study the bidding and follow these priorities

**ALWAYS: lead suit partner bid.** ③ ⑨

**OTHERWISE: lead a suit nobody bid.**

**AVOID: a suit the opponents bid.**

Then, if that doesn't identify ONE suit:

Look at your holdings in your preferred suits and follow these priorities:

Against notrumps: **Your longest suit** ①

Otherwise:

1st choice: **honours in sequence**

2nd choice: **honour(s) not in sequence**

or: **small cards only**

Last choice **suit with Ace but not King** ⑥

**Then** select which **card** to lead

Honour sequence: **top card**

Honour(s) no sequence: **4th card**

Small cards only: **top card**

Any 2-card holding: **top card** ③ ⑧

### The Opening Lead (ctd)

**ALSO** (against a **Trump-suit** contract only)

**A short suit** (2 cards or (better) one card) is a very good lead; you might be able to trump declarer's winning card(s) later ② ⑧

**The trump suit** is more often a good lead than most people think.

**and IMPORTANT:**

**Never** lead a small card in a suit you hold the ace in. Too often that gives declarer a cheap trick and/or you lose your ace. ⑤

### Subsequent Leads:

Keep on leading the same suit as **your side** led unless there is a **good reason** to lead something else!

If **declarer** can trump your lead that is **NOT** a "good reason".

If **dummy** can trump your lead it **IS** a "good reason".

### Playing to Partners Lead:

"Third hand high" is the general rule.

**BUT (important)**

**If you have a sequence** of "equal-highest" cards play the **lowest** of the sequence (note **this is opposite to what you lead**) ② ⑦

*There is a logical reason for this!*

For example partner leads a low card and you have QJ6 play the **Jack** (**not** the Queen).

If partner has the King and sees your Jack lose to declarer's ace he **knows you have the Queen** (and can safely lead a **low** card next, saving his King for later)

Also look for the opportunity to "smother" an honour card in dummy.

For example dummy has Q53 and you have KJ6, play the jack (**not** the king) if dummy plays low on partner's lead.

### Playing to declarer's side's lead:

"Second hand low" is a **very good rule**. ④

Exceptions are rare (other than the glaringly obvious ones!) One such exception is if an honour card is led; it is likely to help your side if you play a higher honour on that trick

Board 1 Dealer N Vul none  
**N E S W**  
**1NT p 3NT all pass**

**Lead longest suit in notrumps and keep leading the same suit**

Both sides must persevere leading their respective long suits, East-West with spades and declarer with clubs. 3NT will go down provided East sticks to that plan. If East cashes any top clubs instead of continuing with spades he scores an "own-goal" as does a declarer who hastens to cash his spades.

<b>1</b>		♠ J10 ♥ K753 ♦ AKJ2 ♣ 863	Dir: N Vul: None
♠ 863 ♥ QJ96 ♦ 9765 ♣ J10		♠ 97542 ♥ 108 ♦ Q108 ♣ AKQ	
12		♠ AKQ ♥ A42 ♦ 43 ♣ 97542	♣♦♥♠NT N 4 2 2 2 2 S 4 2 2 2 2 E - - - - - W - - - - -
4	11		
13			

Board 2 Dealer E Vul NS  
**E S W N**  
**2♠ all pass**

**Lowest of equals on partner's lead**

South's best plan is to lead his singleton ♣A and hope to trump some clubs later. If South leads a diamond next North must win with ♦K not ♦A (lowest of equals). Alternatively if South leads a heart next North's play of the ♥A denies the ♥K so South won't lead hearts again, so can only try a diamond.

<b>2</b>		♠ 5 ♥ A95 ♦ AK9 ♣ 976532	Dir: E Vul: N-S
♠ K4 ♥ Q1084 ♦ Q1084 ♣ KQJ		♠ AQJ973 ♥ K3 ♦ 53 ♣ 1084	
11		♠ 10862 ♥ J762 ♦ J762 ♣ A	♣♦♥♠NT N 1 1 2 - - S 1 1 2 - - E - - - 1 2 W - - - 1 3
13	10		
6			

Board 3 Dealer S Vul EW  
**S W N E**  
**1♣ 1♥ 1♠ p**  
**3♠ p 4♠ all pass**

**Lead partner's suit; top of 2-card holding**

East should lead ♥Q, (higher card of two in partner's suit). East-West will win the first three tricks, with West on lead at the end, regardless of when declarer plays the ♥K. A fourth heart from West will promote a fourth trick for his partner's ♠10.

<b>3</b>		♠ AKQ74 ♥ 542 ♦ 973 ♣ 105	Dir: S Vul: E-W
♠ J ♥ AJ1063 ♦ K8542 ♣ 97		♠ 1093 ♥ Q7 ♦ QJ106 ♣ 8632	
9		♠ 8652 ♥ K98 ♦ A ♣ AKQJ4	♣♦♥♠NT N 4 - - 3 2 S 5 - - 0 5 E - 2 - - - W - 2 - - -
9	5		
17			

Board 4 Dealer W Vul all  
**W N E S**  
**1NT X all pass**

*Play low in second position*

If North leads three rounds of hearts it looks like declarer will make only four tricks.

When West leads a club North (second hand) must play low.

To crash South's ♣K gives declarer four club tricks at once and eight in all.

After winning with ♣K South can lead a diamond giving NS 4 diamond tricks along with 3 hearts and 2 clubs.

<b>4</b>		♠ 84	Dir: W
		♥ AK63	Vul: Both
		♦ AJ72	
		♣ A64	
♠ AK6		♠ QJ10	
♥ QJ10		♥ 942	
♦ K4		♦ 853	
♣ J9752		♣ Q1083	
18		♠ 97532	♣ ♦ ♥ ♠ NT
14	5	♥ 875	N - 5 4 3 3
5		♦ Q1096	S - 5 4 3 3
		♣ K	E 1 - - - -
			W 1 - - - -

Board 5 Dealer N Vul NS  
**N E S W**  
**1♠ p 3♠ p**  
**4♠ all pass**

*Don't underlead ace in a suit contract*

East's best lead is ♥Q, not a diamond and definitely not a *small* diamond which would give declarer a bonus trick with ♦K. Declarer would then discard his heart losers on the clubs and make 12 tricks.

On a heart lead declarer will have to lose two hearts as well as the ♦A and a trump.

<b>5</b>		♠ AK842	Dir: N
		♥ 984	Vul: N-S
		♦ 1073	
		♣ AK	
♠ QJ9		♠ 3	
♥ K103		♥ QJ75	
♦ QJ862		♦ A954	
♣ 86		♣ 9732	
14		♠ 10765	♣ ♦ ♥ ♠ NT
9	7	♥ A62	N 2 - - 3 -
10		♦ K	S 2 - - 3 -
		♣ QJ1054	E - 2 1 - -
			W - 2 1 - -

Board 6 Dealer E Vul EW  
**E S W N**  
**1NT all pass**

*Lead from King better than Ace*

Other things being equal a lead of a suit with the King is better than one with the Ace.

Either lead gives North-South three tricks in that suit.

But if South's leads a spade NS will later get 4 more tricks in hearts as North can lead a heart through East's ♥K.

On a heart lead East keeps his ♠A which stops the defenders running all their spades later.

<b>6</b>		♠ QJ87	Dir: E
		♥ QJ87	Vul: E-W
		♦ 987	
		♣ 82	
♠ 109		♠ A42	
♥ 109		♥ K42	
♦ AK102		♦ QJ4	
♣ Q10764		♣ KJ95	
6		♠ K653	♣ ♦ ♥ ♠ NT
9	14	♥ A653	N - - 2 2 -
11		♦ 653	S - - 2 2 -
		♣ A3	E 3 3 - - -
			W 3 3 - - -

Board 7 Dealer S Vul all  
**S W N E**  
**1NT p 3NT all pass**

**Play lowest of equals on partner's lead**

On West's ♠5 lead East plays ♠J not ♠Q (lowest of equals).

When that loses to ♠A East can "see" ♠Q in his partner's hand because declarer would have won the trick with ♠Q if he had it.

So when West wins with ♣A he can lead a *small* spade to East's ♠Q allowing the whole suit to run.

<b>7</b>		♠ 973 ♥ A84 ♦ K73 ♣ KQ64	Dlr: S Vul: Both
♠ K8652 ♥ QJ3 ♦ 965 ♣ A7		♠ QJ4 ♥ 10962 ♦ QJ102 ♣ 92	
12		♠ A10 ♥ K75 ♦ A84 ♣ J10853	
10	8		
12			
		♣♦♥♠NT	
		N 3 1 1 - 2	
		S 3 1 1 - 2	
		E - - - 1 -	
		W - - - 1 -	

Board 8 Dealer W Vul none  
**W N E S**  
**1♠ p 4♠ p**  
**6♠ all pass**

**Lead higher card from a 2-card holding**

When South's ♣A wins trick 1 should he cash his other ace? Emphatically **"NO!"**

South can see all the clubs except ♣K which **declarer must have** as partner would have led ♣K if he held ♣K3. So South must lead another club for partner to trump.

<b>8</b>		♠ 865 ♥ 9753 ♦ J10742 ♣ 3	Dlr: W Vul: None
♠ AQ10942 ♥ AKJ108 ♦ ♣ K4		♠ KJ73 ♥ 2 ♦ KQ86 ♣ QJ96	
1		♠ Q64 ♥ A953 ♦ A108752	
17	12		
10			
		♣♦♥♠NT	
		N - 1 - - -	
		S - 2 - - -	
		E 2 - 4 5 5	
		W 2 - 3 5 5	

Board 9 Dealer N Vul EW  
**N E S W**  
**1♦ 1♠ 1NT all pass**

**Lead partner's bid suit**

West must lead partner's bid suit even with a 6-card suit of his own.

A spade lead lets East set up 4 spade tricks before declarer can set up his diamonds.

Those 4 tricks along with the AK in both minor suits makes 8 so declarer will be down 2.

On any other lead declarer has time to set up the diamonds and make 2NT.

<b>9</b>		♠ A83 ♥ A6 ♦ QJ10954 ♣ Q8	Dlr: N Vul: E-W
♠ 2 ♥ Q97532 ♦ 832 ♣ A72		♠ QJ10954 ♥ 104 ♦ AK ♣ K64	
13		♠ K76 ♥ KJ8 ♦ 76 ♣ J10953	
8	13		
8			
		♣♦♥♠NT	
		N 1 1 - - -	
		S 1 1 - - -	
		E - - 2 2 -	
		W - - 2 2 -	

Board 1 Dealer N Vul none  
**N E S W**  
**1NT p 3NT all pass**

**Lead longest suit in notrumps and keep leading the same suit**

The fate of notrump contracts often depend on which side can set up their long suit first.

This deal is a race between East-West with spades and declarer with clubs.

The winner of that race will ultimately make two more tricks with small cards nobody else is able to follow suit to.

The defenders must keep leading spades at every opportunity. Any West who cashes any top clubs instead of leading his spades scores an "own-goal".

Similarly declarer must keep leading clubs and must not prematurely cash any top spades.

<b>1</b>		♠ J10 ♥ K753 ♦ AKJ2 ♣ 863	Dir: N Vul: None
♠ 863 ♥ QJ96 ♦ 9765 ♣ J10		♠ 97542 ♥ 108 ♦ Q108 ♣ AKQ	
12	♠ AKQ		♣♦♥♠NT
4 11	♥ A42		N 4 2 2 2 2
	♦ 43		S 4 2 2 2 2
13	♣ 97542		E - - - - -
			W - - - - -

Board 2 Dealer E Vul NS  
**E S W N**  
**2♠ all pass**

**Lowest of equals on partner's lead**

South should lead his singleton ♣A and hope to trump some clubs later.

After leading ♣A South has to guess which red suit to lead next (with no guidance from the cards he can see!)

North can win the first trick in either suit of course.

If chooses a diamond lead North must play ♦K (lowest of equals) not ♦A. When that wins South knows partner has the ace.

If South chooses a heart lead the play of ♥A from North, denying the ♥K, tells South not to lead another heart so he can only try a diamond instead.

<b>2</b>		♠ 5 ♥ A95 ♦ AK9 ♣ 976532	Dir: E Vul: N-S
♠ K4 ♥ Q1084 ♦ Q1084 ♣ KQJ		♠ AQJ973 ♥ K3 ♦ 53 ♣ 1084	
11	♠ 10862		♣♦♥♠NT
13 10	♥ J762		N 1 1 2 - -
	♦ J762		S 1 1 2 - -
6	♣ A		E - - - 1 2
			W - - - 1 3

Board 3 Dealer S Vul EW  
**S W N E**  
**1♣ 1♥ 1♠ p**  
**3♠ p 4♠ all pass**

**Lead partner's suit; top of 2**

East must lead partner's bid suit and the higher of a two cards, ♥Q.

That gives East-West the first three tricks, ending with West on lead, no matter when declarer plays the ♥K

A fourth heart from West will promote a fourth trick with his partner's ♠10 whether declarer trumps it high or low or not at all.

How does West know the lead of a fourth heart is required?

He doesn't but he can see from the dummy they have no more tricks outside the trump suit

<b>3</b>		♠ AKQ74 ♥ 542 ♦ 973 ♣ 105	Dir: S Vul: E-W
♠ J ♥ AJ1063 ♦ K8542 ♣ 97		♠ 1093 ♥ Q7 ♦ QJ106 ♣ 8632	
9	♠ 8652		♣♦♥♠NT
9 5	♥ K98		N 4 - - 3 2
	♦ A		S 5 - - 6 5
17	♣ AKQJ4		E - 2 - - -
			W - 2 - - -

Board 4 Dealer W Vul all  
**W N E S**  
**1NT X all pass**

**Play low in second position**

North's best lead is the ♥A and continue for three rounds

Declarer looks like he will only make 4 tricks (down 3; -800) but will lead a club hoping for a miracle (but the best he can really hope for is to be able to make the ♦K somehow and be only down 2.)

South will win and lead a diamond (better than a spade where there are honours in dummy). North-South will run 4 diamond tricks which along with 3 hearts and 2 clubs gives them their 800.

But if North were to play ♣A in second position, disaster!

Crashing partner's ♣K gives declarer four club tricks immediately and he makes his doubled contract with an overtrick!

<b>4</b>		♠ 84	Dir: W
		♥ AK63	Vul: Both
		♦ AJ72	
		♣ A64	
♠ AK6		♠ QJ10	
♥ QJ10		♥ 942	
♦ K4		♦ 853	
♣ J9752		♣ Q1083	
18	♠ 97532	♣♦♥♠NT	
14	♥ 875	N - 5 4 3 3	
5	♦ Q1096	S - 5 4 3 3	
5	♣ K	E 1 - - - -	
		W 1 - - - -	

Board 5 Dealer N Vul NS  
**N E S W**  
**1♠ p 3♠ p**  
**4♠ all pass**

**Don't underlead ace in a suit contract**

The ♥Q looks like the best lead from an uninspiring choice. East should avoid leading a diamond (unsupported ace) and definitely not a *small* diamond.

The heart lead works well as it sets up two tricks for the defence straight away.

If East leads ♦A before leading a heart declarer can draw two trumps, lead the ♣AK, then trump a diamond in dummy and lead ♣Q. West can trump that with ♠Q but declarer discards a heart loser.

A small diamond opening lead gives declarer a bonus trick with ♦K and then the only trick he will lose is a trump.

<b>5</b>		♠ AK842	Dir: N
		♥ 984	Vul: N-S
		♦ 1073	
		♣ AK	
♠ QJ9		♠ 3	
♥ K103		♥ QJ75	
♦ QJ862		♦ A954	
♣ 86		♣ 9732	
14	♠ 10765	♣♦♥♠NT	
9	♥ A62	N 2 - - 3 -	
7	♦ K	S 2 - - 3 -	
10	♣ QJ1054	E - 2 1 - -	
		W - 2 1 - -	

Board 6 Dealer E Vul EW  
**E S W N**  
**1NT all pass**

**Lead from King better than Ace**

Other things being equal a lead of a suit headed by the King is better than one headed by the Ace.

Here "other things" are equal!

Either lead sets up three tricks in that suit for North-South after declarer loses to ♣A.

But if South's first lead is a spade NS will later get four tricks in hearts as North can win the last spade and lead a heart killing East's ♥K.

With an initial heart lead declarer wins with ♥K. Now when South wins ♣A the defence can run the hearts but not the spades as declarer still has his ♠A.

After the last heart declarer will win the rest of the tricks and make 3NT.

<b>6</b>		♠ QJ87	Dir: E
		♥ QJ87	Vul: E-W
		♦ 987	
		♣ 82	
♠ 109		♠ A42	
♥ 109		♥ K42	
♦ AK102		♦ QJ4	
♣ Q10764		♣ KJ95	
6	♠ K653	♣♦♥♠NT	
9	♥ A653	N - - 2 2 -	
14	♦ 653	S - - 2 2 -	
11	♣ A3	E 3 3 - - -	
		W 3 3 - - -	

Board 7 Dealer S Vul all  
**S W N E**  
**1NT p 3NT all pass**

**Play lowest of equals on partner's lead**

West leads ♠5 East plays ♠J (not ♠Q!)  
 When that loses to ♠A East can "see" ♠Q in his partner's hand as declarer would have won with ♠Q if he held it.  
 So when West wins with ♣A he can lead a *small* spade to his partner allowing the whole suit to run.  
 If West were to lead ♠K on the second round that would just nobble his partner.  
 Because if East plays low on that trick he would be left with the highest spade next round and be cut off from West's two good spades.  
 And if East were to play his other spade honour on West's ♠K that would promote dummy's ♠9 as a winner.

<b>7</b>		♠ 973 ♥ A84 ♦ K73 ♣ KQ64	Dir: S Vul: Both
♠ K8652 ♥ QJ3 ♦ 965 ♣ A7		♠ QJ4 ♥ 10962 ♦ QJ102 ♣ 92	
12	♠ A10		♣♥♦♠NT
10	♥ K75		N 3 1 1 - 2
	♦ A84		S 3 1 1 - 2
12	♣ J10853		E - - - 1 -
			W - - - 1 -

Board 8 Dealer W Vul none  
**W N E S**  
**1♠ p 4♠ p**  
**6♠ all pass**

**Lead higher card from a 2-card holding**

When South wins the first trick with ♣A is it obvious to cash his other ace?  
 The answer is an emphatic "NO"  
 South can see every club in the pack except ♣K and **declarer must have it** as partner would have led ♣K if he held ♣K3.  
 So South must return a club for partner to trump.  
 Even if a devious declarer dropped ♣K under the ♣A South would still know declarer has the missing ♣4 (the correct lead from two cards is always the higher one).

<b>8</b>		♠ 865 ♥ 9753 ♦ J10742 ♣ 3	Dir: W Vul: None
♠ AQ10942 ♥ AKJ108 ♦ ♣ K4		♠ KJ73 ♥ 2 ♦ KQ86 ♣ QJ96	
1	♠ Q64		♣♥♦♠NT
17	♥ A953		N - 1 - - -
12	♦ A108752		S - 2 - - -
10			E 2 - 4 5 5
			W 2 - 3 5 5

Board 9 Dealer N Vul EW  
**N E S W**  
**1♦ 1♠ 1NT all pass**

**Lead partner's bid suit**

West must lead partner's bid suit even with a 6-card suit of his own.  
 A spade lead allows East to set up four tricks in that suit before declarer can set up his diamonds. Four spades along with the A and K in both minor suits is eight tricks and declarer will be down 2.  
 On any other lead declarer will have time to set up four tricks in diamonds which, along with the A and K in both major suits, means *declarer* gets eight tricks and will make 2NT.  
 An initial heart lead is even worse for the defence as that gives declarer a bonus trick with the ♥J and nine in all.

<b>9</b>		♠ A83 ♥ A6 ♦ QJ10954 ♣ Q8	Dir: N Vul: E-W
♠ 2 ♥ Q97532 ♦ 832 ♣ A72		♠ QJ10954 ♥ 104 ♦ AK ♣ K64	
13	♠ K76		♣♥♦♠NT
6	♥ KJ8		N 1 1 - - -
	♦ 76		S 1 1 - - -
8	♣ J10953		E - - 2 2 -
			W - - 2 2 -