DEFENSE

TAKE YOUR TRICKS

NoTrump Contracts



with the Monroes

DEFENSE GOAL: Maximize combined tricks – think before you play! Consider the Bidding, Opening Lead, and Points.

BEST DEFENSE: Try to establish winning tricks in a long suit. Gather and analyze clues from the auction, then apply that information.

OPENING LEAD: The best opening lead paints a picture to help with a plan to establish winning tricks. If partner has bid during the auction, lead partner's suit. Otherwise,

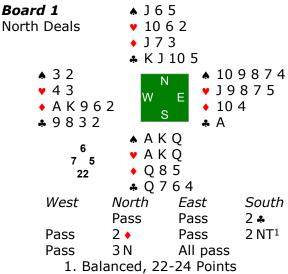
- ☑ Tend to lead your longest unbid suit.
- ✓ With a choice of suits, tend to lead an unbid Major rather than an unbid Minor. Notrump auctions often conceal Minor suits, but rarely conceal Major suits.
- ☑ Tend not to lead 5-card or longer suits bid by the opponents.
- ☑ Consider suits "bid" by inference (such as Stayman auctions).

Third Hand	The player who contributes the third card to a trick is referred to as Third Hand, and is the partner of the player leading to the trick. Try to visualize the partnership's trick-taking cards based on the partner's lead.
Remainder Count	When returning partner's suit, lead "high-low" when holding two remaining cards to show a doubleton. Otherwise, lead low from three or more remaining cards or lead top of touching honors.
Unblocking	A high card may need to be sacrificed to <i>unblock</i> partner's long suit. Keep an "entry" to the hand with the long suit.

OPENING LEADS – LONG SUITS					
SEQUENCE LEAD	Top of Touching Cards headed by an honor card. 3-card Sequence vs. NoTrump Contracts				
Solid	<u>K</u> -Q-J-9-6	<u>Q</u> -J-10-5-2	<u>J</u> -10-9-4		
Broken	<u>K</u> -Q-10-9-6	<u>Q</u> -J-9-5-3	<u>J-</u> 10-8-4		
Interior	A- <u>Q</u> -J-7-5	K- <u>J</u> -10-6-3	Q- <u>10</u> -9-5		
4th BEST	The 4th highest card from the top of the longest & strongest suit.				
LEAD	AKxxx	Kxxx	QJxx		
Rule of 11	Third hand subtracts the number on the card led from 11. The result is the number of cards in the other hands higher than the card partner led.				
The Two	When partner leads the "2," it is specifically a 4-card suit. Third Hand can count the number of cards in that suit held by the other three hands.				

Defense Takes Tricks Against NT Contracts

Don't Lead the ACE



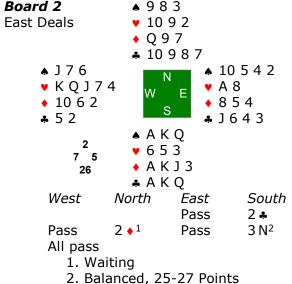
Contract: 3 NT South, 9 Tricks

Lead: ♦ 6, 4th highest Sure Tricks: 3-4, 3-7=6.

Play: West leads the 4th highest ♦, not the ◆ AK. East leads the remaining ◆ upon winning the ♣ A. West wins four ♦ tricks.

♦ 983 Board 2

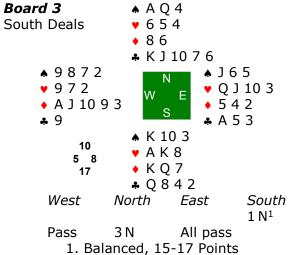
Top of Solid Honor Sequence



Contract: 3 NT South, 9 Tricks **Lead:** ♥ K, Sequence, East plays ◆ A **Sure Tricks:** 3-4, 4-4, 3-4 = 10.

Play: East overtakes (unblocks) with the ▼ A and returns the ▼ 8 to West who has led the top of a solid • sequence.

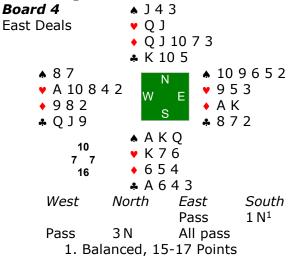
Lead Top of Interior Sequence



Contract: 3 NT South, 9 Tricks **Lead:** ◆ J, Interior sequence Sure Tricks: 3-4, 2-4=5.

Play: West leads the top of an interior sequence. After winning the AA, East leads the • 5 (partners suit) and West wins four tricks to set the contract.

4th Highest - Partner Returns Suit



Contract: 3 NT South, 9 Tricks

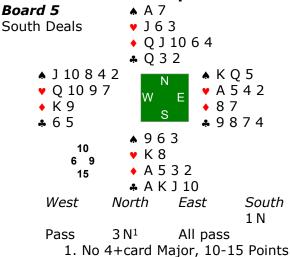
Lead: ♥ 4, 4th highest, East plays ♥ 3

Sure Tricks: 3-4, 2-4 = 5.

Play: West leads 4th highest. Later, East wins the ◆K, returns the ♥9 (remainder count), and West ducks (key). winning the ◆ A, East returns the last ♥.

Defense Takes Tricks Against NT Contracts

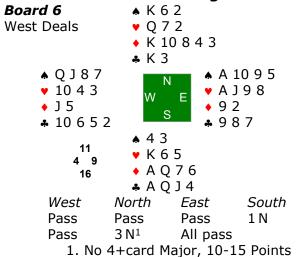




Contract: 3 NT South, 9 Tricks **Lead:** ♠ J, Top of broken sequence **Sure Tricks:** 1-♠, 1-♠, 4-♣ = 6.

Play: West leads the top of a broken sequence. East unblocks the ♠ KQ and upon winning the ♥ A leads the ♠ 5 (link card) so West wins the rest of the ♠s.

Rule of 11 - 4th Highest Leads



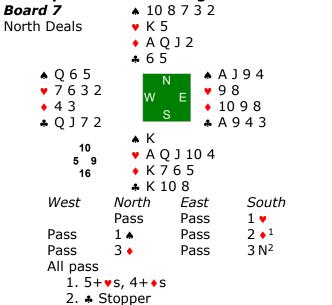
Contract: 3 NT South, 9 Tricks

Lead: ♠ 7, 4th highest, East plays ♠ 5

Sure Tricks: 3-4, 4-4 = 7.

Play: West leads the 4th highest ★. East calculates Rule-of-11 (11-7=4) and sees one in Dummy and 3 in East's hand. East ducks the opening lead. E/W win four ★ tricks and the ▼ A.

Exception To Returning Partner's Suit



Contract: 3 NT South, 9 Tricks

Lead: ♣ 2, 4th highest, East wins ♣ A

Sure Tricks: $5 - \checkmark$, $4 - \checkmark = 9$.

Play: East knows South has three ♣s (West has 4, East has 4 and Dummy shows 2), so South has only one ♠. East leads the ♠ A.