## DEFENSE

## TAKE YOUR TRICKS NoTrump Contracts

## Bridge Lab

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,

V Tend to lead your longest unbid suit.
$\square$ 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.
$\square$ Tend not to lead 5-card or longer suits bid by the opponents.
$\square$ Consider suits "bid" by inference (such as Stayman auctions).

## Third Hand <br> Remainder Count

Unblocking

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.
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.

A high card may need to be sacrificed to unblock 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 Broken Interior | K-Q-J-9-6 | Q-J-10-5-2 | J-10-9-4 |
|  | K-Q-10-9-6 | Q-J-9-5-3 | J-10-8-4 |
|  | A-Q-J-7-5 | K-J-10-6-3 | Q-10-9-5 |
| 4th BEST LEAD | The 4th highest card from the top of the longest \& strongest suit. |  |  |
| 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

## Board 1

－J 65
North Deals
－ 1062
－J 73
－K J 105


1．Balanced，22－24 Points
Contract： 3 NT South， 9 Tricks
Lead：6，4th highest
Sure Tricks：3－＾，3－$\downarrow=6$ ．
Play：West leads the 4th highest＊，not the $\bullet A K$ ．East leads the remaining upon winning the $\approx A$ ．West wins four tricks．

Top of Solid Honor Sequence

Board 2
－ 983
East Deals
－ 1092
－Q 97
＊ 10987

＾AK Q
－ 653
－AKJ 3
$\therefore A K Q$

| West | North | East | South |
| :--- | :--- | :--- | :--- |
|  |  | Pass | $2 \AA$ |
| Pass | 2,1 | Pass | $3 \mathrm{~N}^{2}$ |

All pass
1．Waiting
2．Balanced，25－27 Points
Contract： 3 NT South， 9 Tricks
Lead：$\vee K$ ，Sequence，East plays $\bullet A$
Sure Tricks：3－ヶ，4－ャ，3－ヵ＝10．
Play：East overtakes（unblocks）with the $\checkmark$ A and returns the $\vee 8$ to West who has led the top of a solid $\vee$ sequence．


1．Balanced，15－17 Points

Contract： 3 NT South， 9 Tricks
Lead：$\vee 4,4$ th highest，East plays $\vee 3$
Sure Tricks：3－ィ，2－\＆＝ 5 ．
Play：West leads 4th highest．Later，East wins the $\leqslant$ ，returns the $\vee 9$（remainder count），and West ducks（key）．Upon winning the $A$ ，East returns the last $\vee$ ．

## Defense Takes Tricks Against NT Contracts

Broken Sequence


Contract: 3 NT South, 9 Tricks
Lead: ^ J, Top of broken sequence
Sure Tricks: 1-ヶ, 1-», 4-ヶ = 6.
Play: West leads the top of a broken sequence. East unblocks the $\uparrow K Q$ and upon winning the $\vee A$ leads the $\uparrow 5$ (link card) so West wins the rest of the $\uparrow s$.

## Rule of 11 - 4th Highest Leads

## Board 6

West Deals

ค K 62

- Q 72
- K 10843
* K 3
^Q J 87 - 1043
- J 5
* 10652


ค A 1095 - AJ 98

- 92
* 987

ค 43
$4^{11} 9 \quad$ V 65

- AQ 76
* A Q J 4

| West | North | East | South |
| :--- | :--- | :--- | :--- |
| Pass | Pass | Pass | 1 N |
| Pass | $3 \mathrm{~N}^{1}$ | All pass |  |

1. No 4+card Major, 10-15 Points

Contract: 3 NT South, 9 Tricks
Lead: a 7, 4th highest, East plays \& 5
Sure Tricks: 3-»,4-»=7.
Play: West leads the 4th highest a. 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 $\vee \mathrm{A}$.


