

Dynamic Defense

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How Many Conventions Do You Want to Learn? EADS AND SIGNALS WBF Convention Card ERCALLS (Style: Responses: 1/2 level: Reopening) In Partnership Suits HCP and possibly good 4 card suit at one-level. Sour -level, but more aggressive when opponents have 3rd/low incl H98(+) ponses: All raises weak. New suit F1 [23]. CATEGORY: Green Double jump=SPL below game in our England & Irelan nt v suit. King for unblock or suit preference. Vs. NT g holding, Kx strongish at 2 1NT Opening: 2 OVER 1 Respon SPECIAL BIDS TH WEAK JUMP RESP 3 level transfers after in LEB-VARIATIONS [2] a CRAMBLING 2NT [2] a PETITIVE CUE=LIMI IOWING JUMPS in CO 4-2♣ =natural FG or a limit rai JL of 2M [2] Opponents 24 / / after (1NT)-DBL <5♠. 1m-(1♥)-DBL=<4♠

What's more common?

- Even common conventions (Stayman, Jacoby transfers, Bergen raises) don't come up very often
- Yet, we defend about half the time
- So what's more important: one more convention, or learning to defend well?
- Good cardplay has benefits to declaring, too

Agenda

- A new, intuitive way of counting

- Defensive Signalling



"Count Everything"

- Points
- Winners
- Losers
- Shape

Pro Tip: As defender, form a tentative picture of declarer's hand before you play to trick 1

Today we'll focus on counting shape in an innovative way

Every hand has a pattern



North - Sit! Every suit has a pattern W West - Sit! **♠**K109876 J109 **♣**K84 ٨J ♥AKQ84 ♦K92 **♣**Q962



The 14 Most Common Hand Patterns

4-4-3-2	21.5%
5-3-3-2	15.5%
5-4-3-1	12.9%
5-4-2-2	10.6%
4-3-3-3	10.5%
6-3-2-2	5.6%
6-4-2-1	4.7%

6-3-3-1	3.5%
5-5-2-1	3.2%
4-4-4-1	3.0%
7-3-2-1	1.9%
6-4-3-0	1.3%
5-4-4-0	1.2%
5-5-3-0	0.9%

A Worked Example

- Pro Tip: As defender, form a tentative picture of declarer's hand before you play to trick 1. What did she reveal in the auction?
- Your hand and Dummy let you see half the cards in the deck
- Note Dummy's shape and use it to help you refine your picture of declarer's shape
- In *practice sessions only (no ACBL games!)* use the chart on the next page to help you practice patterning around the table

	North	East	South	West	
Spades	5				
Hearts	3				
Diamonds	2				1//
Clubs	3				11//

As North, you pick up AKJxx, Qxx, Kx, Xxx -- fill in the chart as above.

Since you are dealer, you start with a 1 bid.

You hear the auction proceed:

1 P 2 X

P 3 (all pass)

What guesses do you make about dummy? declarer's hand?

	North	East	South West
Spades	5		
Hearts	3		
Diamonds	2		
Clubs	3		

1S P 2S X P 3C (all pass)

Dummy hits with X, AJxx, Axxx, KJxx

We can fill in the "knowns" of dummy
We also know partner has 3, maybe 4 spades
East must have at least four clubs

	North	East	South	West
Spades	5		3(+)	1 1
Hearts	3			4 //
Diamonds	2			4
Clubs	3	4(+)		4

1 P 2 X X P 3 (all pass)

Since partner doesn't have 5 spades (didn't jump to 4 , didn't compete to 3 , declarer must have three or four spades.

Since we know about 11 clubs, P must have at most two clubs.

	North	East	South	West
Spades	5	3/4	3(+)	1 1
Hearts	3			4
Diamonds	2			4
Clubs	3	4(+)	Max 2	4

1 P 2 X X P 3 (all pass)

You win the A and shift to a trump.

Partner follows to one club, and gives you a spade count card on the second club.

	North	East	South	West	1 1
Spades	5	4	3		1
Hearts	3				4
Diamonds	2			1	4
Clubs	3	5	1		4

1 P 2 X X P 3 (all pass)

As soon as either East or South shows out of hearts or diamonds, you will be able to fill in the four boxes that are empty below -- every row and every column just needs to add up to 13, just needs to be one of those patterns you'll train yourself to know.

	North	East	South	West
Spades	5	4	3	1 /
Hearts	3			4
Diamonds	2			4
Clubs	3	5	1	4

Signalling on Defense

Defensive Signalling

- The standard signals are Count, Attitude, and Suit Preference
- You can signal in the "standard" or "upside down" way
- Upside-down is technically better (and not harder) than standard; I prefer it
- Standard uses a high card to show even or encouragement
- UD uses high to show an odd number or to discourage
- "High" means the highest card that doesn't cost a trick
- DO NOT try to be subtle (from 762, 7 is your high card!)

Signalling on Opening Lead

- Three situations: Trying to win the trick, Giving attitude,
 Giving count
- If trying to win the trick, lowest of touching cards
- If dummy plays a card you can't beat, give attitude
- If it's clear you can't want a continuation, give count

- Special Case: dropping the Queen under partner's ace guarantees you have the Jack, or, the Queen is a singleton

When Do We Give Attitude?

- On opening lead, when not trying to win the trick

- When our side breaks a new suit

- NOT attitude when declarer leads a suit; that is almost always a suit where he is working to set up tricks

When Do We Give Count?

- When declarer leads a suit: Count
- After we've had a chance to give an attitude signal: Count
- When discarding, after first discard: Count

Real Life Hand

The opponents reach 4!H after

1 - 2

4 - P



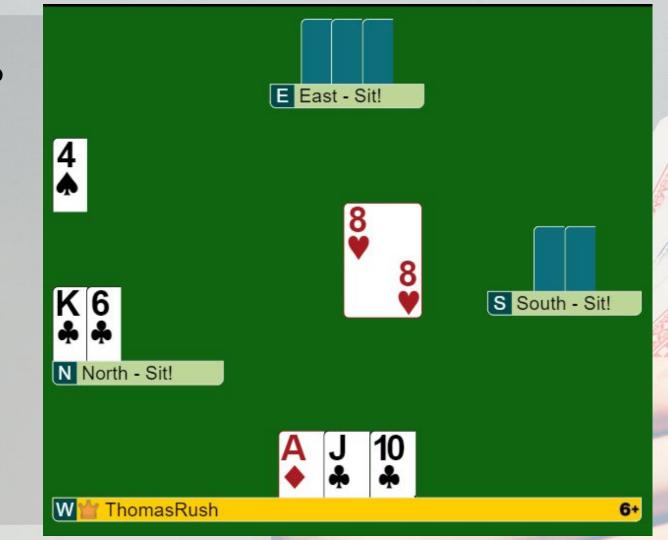








What to pitch?



When Do We Give Suit Preference?

- If we are leading a suit for partner to ruff
- When the order we play our winners (or follow suit with non-winners) can imply suit preference
 - Example: Partner leads to our AKQxx suit, we know declarer will ruff and P can overruff. If we play A, K, Q, we imply an entry in the higher suit. If we play Q, K, A, we imply an entry in the lower suit
- Suit Preference is almost always played high = high (not UD)

Other Signalling Situations

- As declarer, STOP blindly following with your lowest card!
- You MUST look at the spots. Sometimes a 7 is low. Sometimes a 4 is high!
- Trump Echo: Some use it to show ability to ruff; some use it to show an odd number of trump; some use it as suit preference. It's up to your partnership.
- Smith Echo, Foster Echo
- "Encouragement" is not a demand. Plan the defense!

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