## Dynamic Defense

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## 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

Every suit has a pattern


## 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 |  |  |  |  |
| Clubs | 3 |  |  |  |  |

As North, you pick up AKJxx, QQxx, Kx, $\int x x x$-- fill in the chart as above.
Since you are dealer, you start with a 18 bid.

You hear the auction proceed:
10 P 2 X
$P$ 30 (all pass)

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

|  | North | East | South | West |  |
| :--- | :---: | :--- | :--- | :--- | :--- |
| Spades | 5 |  |  |  |  |
| Hearts | 3 |  |  |  |  |
| Diamonds | 2 |  |  |  |  |
| Clubs | 3 |  |  |  |  |

The auction was:

| $1 S$ | P | 2 S | X |
| :--- | :--- | :--- | :--- |
| P | 3 C | (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 |  |
| Hearts | 3 |  |  | 4 |  |
| Diamonds | 2 |  |  | 4 |  |
| Clubs | 3 | $4(+)$ |  | 4 |  |

The auction was:
10 P 2 X
$P 3$ (all pass)
Since partner doesn't have 5 spades (didn't jump to 42 , didn't compete to 30 ), 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 |  |
| Hearts | 3 |  |  | 4 |  |
| Diamonds | 2 |  |  | 4 |  |
| Clubs | 3 | $4(+)$ | $M a x 2$ | 4 |  |

The auction was:
10 P 2 X
$P$ 30 (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 |  |
| :--- | :---: | :---: | :---: | :---: | :---: |
| Spades | 5 | 4 | 3 | 1 |  |
| Hearts | 3 |  |  | 4 |  |
| Diamonds | 2 |  |  | 4 |  |
| Clubs | 3 | 5 | 1 | 4 |  |

The auction was:
10 P 2 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



What to pitch?


4

K 6
\% $\%$
N North - Sit!


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## 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!


## Thomas Rush

Available for individual and group lessons
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