

Theme of the Week: *Defense*

The theme for this week is *defense*. When playing defense, it is important to communicate to your partner whether or not you like the suit that they are playing. This week we discuss two cases where this happens. At the UMD Bridge Club, we play **Upside-Down Attitude**. This means that if you do like the suit from which your partner is leading a high card, you play low. If you do *not* like the suit, you play high.

This can be showcased in the first hand as diagrammed below.

<u>North</u>		
♠A32		
♥432		
♦872		
♣KQ32		
<u>West</u>		<u>East</u>
♠654		♠7
♥Q65		♥AK987
♦AKJ5		♦943
♣654		♣JT98
<u>South</u>		
♠KQJT98		
♥JT		
♦QT6		
♣A7		

Note: T=10

The dealer for this auction is South. South will open 1♠, North will bid 2♠, and the auction will end there.

West should lead the A♦ from strength. On the A♦ play, East should play the 9♦ to say that they do not like diamonds. This is important because West needs to know that East does not have the Q♦, and therefore it is not safe to play the K♦ on trick one. West therefore needs to switch suits after trick one. The question is what suit to switch to. North has very good clubs, so hearts seems like a logical alternative. West should lead a small heart to East's A♥. East can then cash the K♥ and then return a diamond. Now South is stuck — if South plays the 10♦, West will play the J♦; if South plays the Q♦, West will play the K♦ — and has to lose 3 diamonds and 2 hearts. South will still make their 2♠ contract, but if the defense does not take their 5 tricks in the sequence above, South will be able to discard one of the heart or diamond losers on dummy's clubs.

The second hand is another important lesson on why signaling what you have to your partner is so important for trick one.

<u>North</u>		
♠(void)		
♥5432		
♦432		
♣AKQJT9		
<u>West</u>		<u>East</u>
♠AKT9876		♠QJ54
♥876		♥QT9
♦A5		♦KQ6
♣5		♣436
<u>South</u>		
♠32		
♥AKJ		
♦JT987		
♣872		

Note: T=10

For this hand, West will open the bidding with 1♠ and North will overcall with 2♣. East will now bid 3♣ which is a cuebid and shows an invitational hand in support of spades. East has to do this because of the overcall or interference by North. Before the overcall, 3♠ was an invitational hand; but now with the overcall, 3♣ is an invitational hand and 3♠ is a weak hand with lots of spades. West should accept the invitation and go to 4♠, because West gets 2 extra length points for having 6 spades. These 2 length points, 3 singleton points, and 11 high card points sum to 16 total points.

North-South are defending 4♠. They can defeat this contract, but it will take careful defense. North should lead the A♣ at trick one, and then look for South's signal to see what to do next. South should play the 8♣ at trick one to discourage clubs. North should then realize something is up and there might be a better play at trick two. Notice that if North continues with clubs at trick two, then declarer can trump, draw the defense's trump, and play 3 diamonds pitching a heart. Then declarer will simply lose 2 hearts and 1 club to make the contract. North has to realize to switch to a heart (based on the logic that dummy's hearts are much weaker than the diamonds) at trick two and the defense will get 3 hearts and 1 club for down 1.