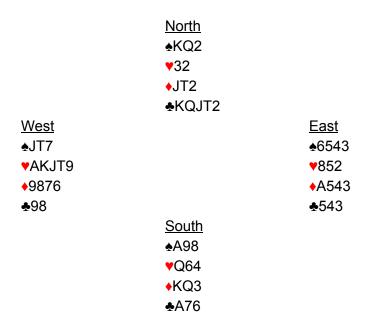
## Theme of the Week: Defense

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.

The first hand reinforces the concepts learned from <u>last week</u> to tell partner whether or not you like a suit.

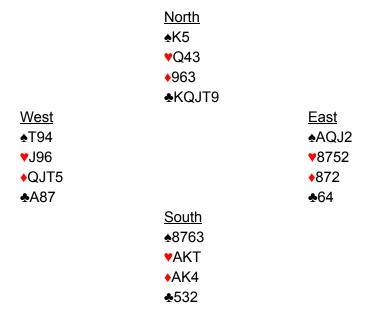


South will open the bidding with 1NT since they have 15-17 high card points and a balanced hand. North will bid 3NT and that will end the auction.

West should lead with the A $\blacktriangledown$  (it is safe to lead the A $\blacktriangledown$ , since they have the K $\blacktriangledown$  as well). East should encourage if they have the Q $\blacktriangledown$  since this is the card that West needs to continue playing hearts safely. East does not have the Q $\blacktriangledown$ , so they should play the 8 $\blacktriangledown$  at trick one. Then West has to figure out to switch to a diamond at trick one so that East can lead hearts through South's Q $\blacktriangledown$ .

It is important to note that not all signaling happens at trick one. You should signal anytime your partner is leading an honor or when you are unable to play third hand high. Signaling happens throughout the entire bridge hand and it is essential in figuring out the best defense.

The next hand will look at how discards can be used to tell your partner what you have in another suit.



South should open 1♣, North should bid 3♣ (showing 10-12 points with 5+ clubs), and South should rebid 3NT.

West should lead the Q 
ightharpoonup, the top of a sequence promising at least the J 
ightharpoonup as well. East should play the 8 
ightharpoonup at trick one to tell their partner that they don't like diamonds. East could only encourage diamonds if they had the K 
ightharpoonup or the A 
ightharpoonup.

The first thing South should do is count their tricks. South starts with 3 hearts and 2 diamonds. The immediate plan should be to try to set up clubs. West should wait to take the A♣ until the third round. The reason for doing this is to see what East will discard. On the third club, East should discard the 8♥ to say that they don't like hearts.

This discard is essential for the defense. East has discouraged both diamonds and hearts, is out of clubs, and therefore must have spades. Therefore when West wins the A♣, they should then switch to spades so the defense can get 4 spades and 1 club before declarer can get their 9 tricks for down 1.