

Basic Defensive Principles

Masterclass, July 2023

Defending with Honours

Thwarting Declarer

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- What are they for?

- Using your position on each trick to make life as difficult for Declarer as possible
- ► With both defenders following these principles, you can trap Declarer's high cards!

- What does 'position' mean here?

On each trick, you will be in one of 4 positions:

- First (Leading)
- ► Second 3
- ► Third 2
- **Fourth**

Each position comes with pros and cons.

- Pro and con of being FIRST

3

1

Pro:

You get to choose the suit!

Con:

You are not certain to win the trick unless you are playing the highest outstanding card in the suit.

- Pro and con of being SECOND

3

Pro:

If your partner has a high card in the suit, you can leave the final decision to him about what wins the trick.

► Con:

If your partner only has low cards in the suit, Declarer will normally be able to beat whatever you play.

- Pro and con of being THIRD

3

2

4

1

Pro:

You get an opportunity near the end of the trick to attempt to win it (and if it is Dummy to play after you, you can see how high you need to go!)

► Con:

If it is Declarer to play after you, you might have to guess how high you need to play.

- Pro and con of being FOURTH

Pro:

You know for sure whether the card you play will win the trick.

► Con:

It might be in a suit that you were not yet ready to play.

- Second and third positions

- First (Leading)
- ► Second 3
- ▶ Third 2
- ► Fourth

Second and third are awkward; let's discuss how to handle them.

Second hand should generally play low 'in tempo'.

3241

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Why?:

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324

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- ► To avoid crashing honours together.
- ► To avoid giving away to Declarer who holds which honour!

3 ?
2 \(\dagger 3 \)
4

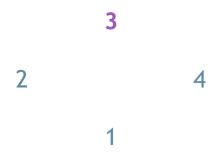
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3 2 4

Second hand should generally play low 'in tempo'.

- ► To avoid crashing honours together.
- ▶ To avoid giving away to Declarer who holds which honour!
- ► To give your partner the fourth-position advantage.



Third hand should generally play the highest card possible.

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Third hand should generally play the highest card possible. BUT remember to check the dummy!

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3 ♦KJ9
2 ♦QT3 4
1 ♦2
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324

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Why?:

To force Declarer to use up his high cards rather than winning cheaply.

324

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- To force Declarer to use up his high cards rather than winning cheaply.
- ► To promote a card in your Partner's hand.

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- First position (Choosing a suit)

- ► First (Leading)
- > Second
- ▶ Third 2
- **Fourth**

It can be tough to know which suit to play when it is your turn to lead.

- Play through strength/towards weakness 1

Choose a suit that puts potential/known strength in second position and potential/known weakness in fourth position.

4 ♦ AJ5 ♣ 973

2 **♦ 973 ♣** AJ5

Positional Principles - 3

- Play through strength/towards weakness 100842 Q842

Choose a suit that puts potential/known strength in second position and potential/known weakness in fourth position.

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Positional Principles - 3

- Play through strength/towards weakness 100842 Q842

Choose a suit that puts potential/known strength in second position and potential/known weakness in fourth position.

Why?:

► To minimise Declarer's fourth-position advantage.

2 **♦ 973 ♣ AJ5** 4 **♦ AJ5 ♣ 973**

Positional Principles - 3

- Play through strength/towards weakness 100842 Q842

Choose a suit that puts potential/known strength in second position and potential/known weakness in fourth position.

- ► To minimise Declarer's fourth-position advantage.
- ► To maximise Declarer's second-position disadvantage.

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Positional Principles - 3

- Play through strength/towards weakness 100842 Q842

Choose a suit that puts potential/known strength in second position and potential/known weakness in fourth position.

- ► To minimise Declarer's fourth-position advantage.
- ► To maximise Declarer's second-position disadvantage.
- ► To maximise Partner's potential to win the trick/promote a trick by playing "third hand high".

Defending with Honours

Thwarting Declarer

4

Defending with Honours - 1 3 1 1 - Cover an honour with an honour 2

When your RHO plays an honour (including the Ten) and you have a higher honour (not including the Ace), you should play your honour, rather than low, in second position.

4

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Defending with Honours - 1 3 AKT3 10J5

- Cover an honour with an honour 2 0 Q982

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Defending with Honours - 1 1 AKT3 3 SJ5 33

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▶ To promote one of your intermediate cards.

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Defending with Honours - 1 3 AKT3 10J5 - Cover an honour with an honour 2 0Q62

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Defending with Honours - 1 1 AKT3 3 SJ5 83 - Cover an honour with an honour 4 OQ62

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- ▶ To promote one of your intermediate cards.
- ► To promote one of your partner's intermediate cards.

- Keep honours guarded when discarding

When you are choosing what to discard, think about how many small cards are needed to guard your honours from the outstanding higher honours; do not unguard your honours unless you have no other choice.

Defending with Honours - 2 - Keep honours guarded when discarding

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K \rightarrow 1 \text{ small card } (Kx)
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 $Q \rightarrow 2$ small cards (Qxx)

 $J \rightarrow 3$ small cards (Jxxx)

- Keep honours guarded when discarding

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Why?:

You need small cards to play underneath those higher honours, retaining a trick in the suit.

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- You need small cards to play underneath those higher honours, retaining a trick in the suit.
- Even if your partner has a trick in the suit too, this can prevent him from coming under pressure with his discards.

Positional Principles

Defending with Honours

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- The most important principle

On every hand, a good defender will be considering the following questions:

- ► How is Declarer playing the hand?
- What is he trying to achieve?
- ► How can I best counteract that?

- The most important principle

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Drawing trumps or trying to ruff things?

Freely using entries or trying desperately to reach the dummy?

Establishing a suit or trying to steal tricks here and there?

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Trying to ruff? Defenders should draw trumps!

- The most important principle

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- ► How is Declarer playing the hand?
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Trying to ruff? Defenders should draw trumps!

Trying to reach the dummy? Defenders should take out its entries!

- The most important principle

On every hand, a good defender will be considering the following questions:

- ► How is Declarer playing the hand?
- ▶ What is he trying to achieve?
- ► How can I best counteract that?

Trying to ruff? Defenders should draw trumps!

Trying to reach the dummy? Defenders should take out its entries!

Trying to sneak a trick? Defenders might have a strong suit to attack!



Now, head to the Basic Defensive Principles tournament and try the practice hands!