

Working Together in Defence

Masterclass, October 2023

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- Who should be guarding which suit?
- Who knows more about what is happening on the hand?

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This sometimes requires some teamwork from you and your partner!

Who should be playing which suit?

♦ 7

♦ KJ9

♦ AQT

You have just won with the ♦T.

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With the ♦K on your right, you are destined for two more diamond tricks... as long as you are not the one who plays the suit!

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Declarer usually has no incentive to play it for you: you need to get your partner on lead.

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Declarer usually has no incentive to play it for you: you need to get your partner on lead.

Play a different suit to attempt to get your partner in.

Who should be playing which suit?

Dummy: ♠ AKQ ♥ 764 ♦ KJ9 ♣ Q753

You: ♠ 763 ♥ JT5 ♦ AQT ♣ K642

According to defensive principles, what should you switch to after winning with the ♦T?

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♠: Safe but unproductive. Unlikely to achieve the aim of getting your partner to win a trick so he can play ♦.

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♥: Appealing for two reasons.

1. Playing towards Dummy's weakness;
2. Communicating your ♥ holding to your partner.

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♥: Appealing for two reasons.

1. Playing towards Dummy's weakness;
2. Communicating your ♥ holding to your partner.

♣: Very scary. If Declarer has the ♣A, this gives him a trick.

Who should be playing which suit?

When done correctly, this teamwork can feel like a dance!

Partner: ♥ AQ83 ♦ 8764

Declarer: ♥ K92 ♦ 532

Dummy: ♥ 764 ♦ KJ9

You: ♥ JT5 ♦ AQT

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Partner: ♥ AQ83 ♦ 8764

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Dummy: ♥ 764 ♦ KJ9

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Partner: ♥ ~~A~~Q8~~3~~ ♦ 8~~7~~64

Declarer: ♥ ~~K~~9~~2~~ ♦ 5~~3~~2

Dummy: ♥ 7~~6~~4 ♦ K~~J~~9

You: ♥ ~~J~~~~T~~5 ♦ A~~Q~~~~T~~

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Who should be guarding which suit?

Principle: **Keep length with Dummy.**

e.g. Auction: 1NT - 2♣* - ;

2♦* - 3NT AP

Dummy: ♠ AKQ2

You: ♠ T543

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You and Dummy each have 4 spades; Declarer has 2 or 3, leaving Partner with 3 or 2.

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Your partner therefore cannot guard the spade suit: that's your job!

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You and Dummy each have 4 spades; Declarer has 2 or 3, leaving Partner with 3 or 2.

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You must keep your fourth spade for as long as Dummy keeps his.

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Dummy: ♠ T7

You: ♠ Q43

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You cannot guard the fourth round of the spade suit: that's your partner's job!

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You: ♠ Q43

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If Declarer puts pressure on you to discard, you **may** need to abandon your spade stop and leave guarding those to him.

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e.g. Auction: 1♦ - 3NT AP

Lead: ♠J

Dummy: ♠ K32 ♥ A54 ♦ QJ73 ♣ K96

You: ♠ A75 ♥ JT83 ♦ KT9 ♣ AQ4

Who knows more about what is happening?

When you see the dummy, consider how strong you are expecting your partner to be compared to you.

e.g. Auction: 1♦ - 3NT AP

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Declarer has 12 HCP; Dummy has 13 HCP; you have 14 HCP.

12+13+14= 39 HCP, leaving Partner with at most 1. This must be the ♠J!

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Declarer has 12 HCP; Dummy has 13 HCP; you have 14 HCP.

$12+13+14=39$ HCP, leaving Partner with at most 1. This must be the ♠J!

You cannot expect Partner to have any more honours, so you are in charge of the defence!

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e.g. Auction: 1♠ - 1NT - ;

2♠ AP

Lead: ♥K

Dummy: ♠ T5 ♥ 43 ♦ KJT85 ♣ A642

You: ♠ 94 ♥ AT42 ♦ Q942 ♣ QJ3

Who knows more about what is happening?

When you see the dummy, consider how your knowledge should affect your play.

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You know you have heart tricks to enjoy but there is a risk that Declarer might get to ruff one in the dummy.

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You know you have heart tricks to enjoy but there is a risk that Declarer might get to ruff one in the dummy.

You can deduce to switch to a trump but Partner may not be able to do so safely.

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You know you have heart tricks to enjoy but there is a risk that Declarer might get to ruff one in the dummy.

You can deduce to switch to a trump but Partner may not be able to do so safely.

Therefore, you should overtake the ♥K in order to play a trump through Declarer.

Now, head to the
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tournament and try the
practice hands!