Expert defense involves collecting clues about the hand from the bidding and early play and putting all the information into place to solve the puzzle of how to defeat their contract

## Take time before playing to trick one, because you have a lot of work to do!

a) Review the bidding, and note whether declarer has shown/denied 4+ cards in any suit(s). Make a mental picture of declarer's distribution.

b) Make an estimate from the bidding of approx. how many hcp the declarer has, Add your hcp to the hcp in the dummy and your estimate for declarer. This will tell you within a couple of points how many hcp your partner has, and help you to plan the defense.

c) Analyse the opening lead. If partner leads an honor card, you may be able to place the remaining honor cards in the suit.

If partner leads a spot card, is it a high spot from shortness or low from length? Ask yourself how many cards in the suit are left for declarer.

Vs suit contracts, when partner leads a spot card in an unbid suit, there is a strong inference that he doesn't have an honor sequence in another unbid suit. You can use that inference to start placing the high cards in declarer's hand.

d) know your trick target: how many tricks do you need to set the hand?

e) always count the declarer's tricks. This will tell you what you need in partner's hand to set the contract.

## Trick one signal:

Primary signal is attitude (continue or switch) except give suit preference when no more tricks are cashing for our side. The most common situation for this is when dummy has shortness.

## Example:

They reach 4S after 1N opening and texas. Partner leads the ace of hearts and dummy has AQxxxx, x, Qxx, Qxx

You hold: xx, 10xxx, AKJx, xxx Play the heart ten, suit preference for the higher remaining suit A diamond switch is necessary, because declarer's hand is KJx, QJx, xxx, AKJx

**After trick one:** spot card leads are attitude. A low card says you have an honor here and would like the suit returned. A high card says you want partner to shift to another suit

These deals are based on hands from "Kantar for the Defense, Volume 1" and "Kantar for the Defense, Volume 2" both by Edwin B. Kantar. I highly recommend this series of books forxxxxx learning expert defense.

North 2H	East 2NT	South P	Board 1 None Vul	S	North J2		
Р	P	Р		Η	QT8642		
				D	AK3		
			West	С	Т4		East
			S A6			S	KQ83
			Н 97			Η	AK53
			D QJT974			D	62
			C AQ2		South	С	KJ9
				S	Т9754		
				Η	J		
				D	85		
			3NT East	С	87653		
	2Н	2H 2NT		2H 2NT P None Vul P P P West S A6 H 97 D QJT974 C AQ2	2H 2NT P None Vul S P P P P H West C S A6 H 97 D QJT974 C AQ2 S H D	2H 2NT P None Vul S J2 P P P P H QT8642 D AK3 West C T4 S A6 H 97 D QJT974 C AQ2 South S T9754 H J D 85	2H 2NT P None Vul S J2 P P P P H H QT8642 D AK3 West C T4 S A6 H 97 C AQ2 South C S T9754 H J D 85

South leads heart jack. North can see she has heart spots strong enough to overtake the jack with the queen and continue with the heart ten smashing dummy's nine. Key point: don't leave partner on lead to continue a suit when this is something you can do for yourself.

West	North	East 1D	South 1H	Board 2 N-S Vul	q	North KQ2		
2D	3C	P	3NT	N 5 VUI	H	T		
Ρ	Ρ	P			D	53		
				West	С	KJT9876		East
				S 953			S	JT76
				H A32			Η	KJ94
				D JT98			D	AK42
				C 542		South	С	3
					S	A84		
					Η	Q8765		
					D	Q76		
				3NT South	С	AQ		

West leads the diamond jack. East wins the King and needs to figure out how to get 5 tricks before declarer gets 9. Declarer is marked with Qxx of diamonds, continuing the suit will only produce 3 tricks. If West's side card is spade ace, nothing can be done, but if west has either the heart ace or a club stopper plus the heart queen then switching to a heart will be productive. East plays the heart jack at trick 2 smothering the ten in dummy.

West	North	East	South 1D	Board 3 EW Vul	S	North 75		
1S	2C	Ρ	2NT			86		
Р	3NT	Р	Р		D	Q75		
Ρ				West	С	AKQT62		East
				S QT832			S	J94
				H AJ72			Η	KT53
				D A2			D	т63
				С Ј7		South	С	843
					S	AK6		
					Η	Q94		
					D	KJ984		
				3NT South	С	95		

West leads his 4<sup>th</sup> best spade to partner's jack and declarer wins the trick. West estimates 12 hcp for declarer, so partner can have at most 1 king. West can see 8 fast tricks for declarer: 2 high spades and 6 clubs so west must win the first diamond and switch to the 2 of hearts hoping partner has the king. When East wins the heart 2, East will know to continue hearts based on the "attitude" of West's heart: a low heart by West means he wants a heart back, a high heart would ask for a spade back.

West 1NT 2H P	North P P P	East 2C 4H	South X P	Board 4 Both Vul	H D	North T965 72 T9864		
				West	С	Τ4	C	East
				s aj2			5	KQ84
				H A543			Η	QJT6
				d AK5			D	Q7
				C 875		South	С	J32
					S	73		
					Η	К98		
					D	J32		
				4H West	С	AKQ96		

North leads the club ten. South can see the club nine so knows this must either a singleton or a doubleton. South overtakes and cashes 3 clubs, North discarding the diamond 6. South can count 24 hcp between his hand and the dummy. Declarer has shown 15-17 so that means partner can own at most 1 hcp, the spade jack. The only chance for another trick is to lead a 4<sup>th</sup> round of clubs and hope North owns the precious heart 7. Ruffing with this card will uppercut dummy's trump holding and promote a trick for the K98.