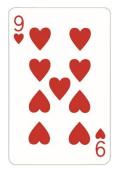
Defence

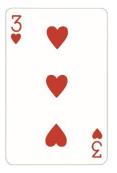
<u>Signals</u>

On Partners Lead we use **Low encourage** simply because it more logical to dispense with low cards than with intermediates. Suit preference requests (on **first** and sometimes on later discards use the REVOLVING methodology. This is best system as it cuts down on the reckoning logic required by systems such as McKenney.

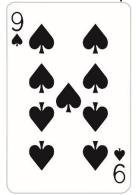
Here the discard of the 9 of hearts asks for a spade because its high. The same request could be made with a low club.



Whereas,
The 3 of hearts would ask for a diamond



and the 9 of spades would ask for a club.



And a low club would ask for a spade! REVOLVING!

The key advantage of the system is that the actual card played totally specifies the requirement. With McKenney you have to first work out what are the two suits in the trick, then say which is the higher or lower of the other two suits. Relatively laborious.

Meckwell defence over 1NT

Playing Meckwell, you have six choices for interfering with an opening one-no-trump bid:

- 1. X promises a long minor suit (at least six cards) or both majors (usually five cards in each major suit).
- 2. 2 tells partner you have clubs and a major suit (at least four cards in each suit).
- 3. 2 tells partner you have diamonds and a major suit (at least four cards in each suit).
- 4. 2♥ is a natural bid, promising a six-card heart suit.
- 5. 2 is a natural bid, promising a six-card spade suit.
- 6. 2NT promises both minors (usually five cards in each minor), or a big hand.

Following your X of one no trump (choice #1), your partner must bid two clubs (with a self-sustaining 6+

card suit, partner may alternatively bid his own suit). If clubs is your long minor suit, you will almost always pass. If your suit was diamonds, you will correct to diamonds and your partner will pass. If you have both majors, you will bid hearts and your partner will pass or correct to spades. Following your 2 or 2 bid (choices #2 and #3), your partner can either pass, and let you play in the minor suit, or bid hearts. If hearts is your major suit, you will pass. Otherwise, correct to spades. Following your natural 2 or 2 bid (choices #4 and #5), your partner can pass or, with support, compete. Following your 2NT bid showing both minors or a big hand (choice #6), your partner should choose a minor and bid it. This is to play. If your 2NT bid was intended to show a big hand, simply bid your hand naturally and trust your partner to understand that you are strong.

Have a Plan to defeat the Contract

Sometimes it may be possible to plan declarers downfall. If there's a non-trump long suit out there lead it to get your partner a ruff.

Leads against NT contracts

Which Suit to Lead:

- a) Always lead the suit bid by your partner unless you have a much better option (most unlikely).
- b) Partner's Lead directional double or omission of a double of a Stayman or Transfer conventional bid by responder to 1NT, followed by a precedence to a NT contract.
- c) Choose a four-card suit with honours over a weakish 5 card minor.
- d) 1NT -3NT means at least NO 4CM, lead a major
- e) Lead the unbid major with suits of equal length
- f) If a long Suit has been indicated by the bidding, lead your short strong suit.
- g) After a 4th Suit Forcing process consider leading this suit if none bid by your partner
- h) Never lead a suit bid by opponents on their way to 3NT.

Which Card to Lead:

ACE Shows the AKQ10, AKJ9, AQJ10 (PARTNER to unblock)

KING Shows Top of Sequence KQJ, KQ10, maybe KQx QUEEN Shows Top of Sequence QJ10, QJ9, maybe QJx

JACK Top of Sequence J109, maybe J10x

TEN Combinations headed by AJ10, KJ10, or Top of Sequence 109x NINE Combinations headed by A109, K109, 2-8 Spot cards 4th Highest

Leads against Suit Contracts

Which Suit to Lead:

- a) If you have a strong sequence such as AK or KQJ lead this suit
- b) Partners bid suit or overcall
- c) Partner's lead directional double or omission of a double of a conventional bid by the opponents
- d) <u>Lead a Trump</u> when dummy rejects declarer's first suit and passes the second option, OR when partner passes your one-level take-out, or when you know that you have a large majority of the points (and declarer is counting on a significant x-ruff), OR when dummy has made a single raise of the opening suit and that becomes the contract.
- e) <u>NEVER lead a Trump</u> if the opponents are playing a misfit or if the dummy is known to have a long side suit plus trump support OR if you hold four trumps or if you have a short suit and a suitable trump holding (one that cannot afford to trump)
- f) Lead the missing suit if the opponents end up in 3 or 4 of the Minor instead of finding the cover for 3NT

Which Card to Lead:

ACE Shows the AKQ10, AKJ9, AQJ10

KING Shows Top of Sequence KQJ, KQ10, maybe KQx QUEEN Shows Top of Sequence QJ10, QJ9, maybe QJx

JACK Top of Sequence J109, maybe J10x (Jack Denies)

TEN Combinations headed by AJ10, KJ10, or Top of Sequence 109x

NINE Combinations headed by A109, K109,

Response to partner's opening lead:

a) Play attitude (high card discourages suit and low (encourages) unless:

b) If it's obvious that continuation of suit will establish tricks for the declarer, then change to suit preference signal (high card – higher non trump suit, low card – lower non trump suit).

My opening lead:

- a) Per the convention card for honours and/or series (i.e., top of series or internal series) against suit and NT contracts.
- b) If not honour or series lead (per above), 4th best against NT. This card should NOT be less than a 7 as this will inevitably end in a cheap trick for the declarer.

After opening lead:

a) If partner breaks new suit, then give attitude signal (low encourage, high discourage)

Count:

Occasionally it is convenient to provide count when on lead. High-Low means even number and Low-High means odd number in suit. However, attitude is primary signal to partner leads.

"Jack Denies and other opening lead signals":

The lead of a Jack implicitly denies holding any cards higher than that

BOSTON Leads:

During the play, leading a low dot card will imply that I have "something" in a suit. Leading a high card will imply that I have "nothing". Leading an initial 7,8 or 9 says to your partner "This is just a passive lead, no need to return"

Discards:

Use "Revolving" suit preference signals i.e. a low club asks for a spade lead, while a high Diamond asks for a heart etc. This system is the best for signalling as it gives most options for selecting a discard and needs no reference to any other card or the suit you are discarding on.

The things to NEVER or ALWAYS do in Defence

Don't lead unsupported honours, if you lead an honour you are signalling the top of a sequence (could be 2).

Don't lead a singleton opposition trump as opening lead

Don't lead any suit bid by declarer

Never give declarer a Ruff and Sluff

Never ruff in your hand (long side) when you can ruff in dummy (short side)

Look to your **right**, now lead to dummy weakness

Look to your <u>left</u>, now lead through dummy strength

Never lead through or to dummy's long unestablished suit (don't set it up)

The things to ALWAYS do in Defence

Lead to dummy weakness and never to a tenace, AQ KJ etc

Try, whenever possible to double the opponents conventional bid (such as a transfer initiation) to direct you partners lead.

Keep leading your top long suit when opponent's long side trumps are under pressure from your side 4 trump holding (especially with the 5/3 trump fit)

Always have it in mind whether declarer is under strain to make it or not.

Passive and Aggressive Opening Leads

Lead <u>passively</u> against MARGINAL (tight) contracts and let the tricks come to you. Don't buy tricks with High card sequences, e.g. leading a king to make a Queen. This is OK if you have an entry with an Ace so you can cash your queen after taking the Ace. Lead more <u>aggressively</u> against easy contracts. Always grab your quick tricks if you and partner have agreed a suit fit.

Try not to lead an unguarded ACE. The exception to this is that if opponents are in a small or grand slam and the contract is considered makeable.