Defence Basics

Opening Leads Good	Bad(sometimes)	Ugly(mostly)
Top of a sequence.g.QJ10	From a doubleton xx	Unsupported ace
Partners suit	Singleton trump except when partner has doubled	Underleading an ace
MUD (middle up down from xxx)	Honour card	K from Kx
From your longest suit when holding	Q from Qx	
declarers trump suit		
Trump when holding 4 or more		
Trump when partner has Doubled		
Fourth highest in NT (rule of 11)		
Low card promising an honour		

How to use the rule of 11

- 1. Subtract the value of the card led from 11 to give the total number of higher cards
- 2. Count the number of higher cards you can see in dummy and your own hand
- 3. Declarer will have the rest!

Signals

(a) When leading

The lead of a low card tells partner you have an honour in that suit. The lead of a high card (not an honour) tells partner you have no interest in that suit

The lead of an Ace promises the king

The lead of an honour indicates a sequence

(b) Attitude signals

When partner leads a suit you can indicate if you like it or not there are two possible ways i.e. High encourage ...I like this suit continue with it or

Low encourage... I like this suit... (this has the advantage of not wasting a high card)

(c) Discard Signals

When you can't follow suit your discard can indicate to partner which of the remaining suits you prefer. There are several ways to do this......

Low encourage...play a low card in the suit you like

Odds and Evens....an odd card says I like this suit an even card says I don't like this suit

When leading a suit partner has bid and you have supported, lead your highest card with three or four small cards.

The high card lead denies an honour, partner knows of your length. If you haven't supported, lead low from three or four small cards to deny a doubleton. The lead of a high spot card in partner's unsupported suit shows shortness. With three or four cards headed by an honour (10, J, Q or K) lead low whether or not you have supported. If you plan to lead partner's suit holding the ace, lead it.

Play through strength to the weakness

Don't lead unsupported Ace

Be aware of Score and Vulnerability