

DEFENDER PLAY - WEEK 3  
ASSIGNMENT ANSWERS

-----  
LAST REVISED ON MARCH 10, 2022

1. a) Your partner's lead is probably fourth highest from a long strong suit. Partner should have an honor in spades. Because partner did not lead the  $\spadesuit T$  (top of a  $\spadesuit T98$  sequence), the honor should be the  $\spadesuit K$ .  
b) Apply the rule of eleven:  
$$11 - 6 \text{ (lead)} = 5 - 2 \text{ (see in dummy)} = 3 - 2 \text{ (see in hand)} = 1 \text{ (declarer)}$$
which tells us that declarer only has one spade higher than the  $\spadesuit 6$ .  
c) You should play the  $\spadesuit J$  which is *third hand high but only as high as necessary*.
2. a) Your partner's lead should be top of connecting honors in a three card solid or broken sequence. Partner should have the  $\heartsuit Q$  and either the  $\heartsuit J$  or the  $\heartsuit T$ .  
b) You should play the  $\heartsuit 8$  to *encourage* partner to lead the suit again.  
c) Take the trick with the  $\heartsuit A$  and return your last heart to partner's  $\heartsuit Q$ .
3. a) Your partner's lead should be top of connecting honors in a three card solid or broken sequence. Since you see the  $\spadesuit 9$  in the dummy, partner should have started with  $\spadesuit AQJx$  or  $\spadesuit QJT_x$ .  
b) You should play the  $\spadesuit 2$  to *discourage* partner from expecting you to have any missing honors.
4. a) Your lead is the top of connecting honors in a three card solid sequence.  
b) Partner's low card is a *discouraging attitude signal* which tells you that partner probably does not have the  $\diamond K$ .  
c) Since you can see the  $\spadesuit 54$  in your hand and the  $\spadesuit 32$  in the dummy, the  $\spadesuit 6$  must be partner's lowest spade. Partner may be trying to discourage you from leading a spade. But it is also possible that partner can not afford to play a higher card to show encouragement.
5. a) Your partner's lead should be top of connecting honors in a three card solid or broken sequence. Because you hold the  $\heartsuit J$ , partner should have the  $\heartsuit Q$  and the  $\heartsuit T$ .  
b) You should play the  $\heartsuit 7$  to *encourage* partner to lead the suit again.
6. a) Your partner's lead is probably fourth highest from a long strong suit. Partner should have at least one honor in spades.  
b) Apply the rule of eleven:  
$$11 - 5 \text{ (lead)} = 6 - 2 \text{ (see in dummy)} = 4 - 1 \text{ (see in hand)} = 3 \text{ (declarer)}$$
which tells us that declarer has three spades higher than the  $\spadesuit 5$ .  
c) You should play the  $\spadesuit K$  to *unblock the suit* so that you can lead back to your partner if you take a trick.

7. a) Your partner's lead should be top of connecting honors in a three card solid or broken sequence. Partner should have the ♥Q and either the ♥J or the ♥T.
- b) You should *overtake* with the ♥A to *unblock the suit* and then lead the ♥7 back to your partner's ♥Q.
8. a) The ♣8 is probably top of nothing. This is confirmed by using the rule of eleven:  
 $11 - 8 \text{ (lead)} = 3 - 1 \text{ (see in dummy)} = 2 - 2 \text{ (see in hand)} = 0 \text{ (declarer)}$   
 which says the declarer does not have the ♣A, the ♣K or the ♣Q. But if partner had the ♣AKQ, partner would have lead the Ace (or possible the King)!
- b) Play the ♣6, *third hand high but only as high as necessary*. You can see the ♣JT9 so partner's ♣8 will force declarer to play an honor to take the trick.  
*Declarer should have played the ♣T instead of the ♣3. Defenders should always take advantage of a declarer mistake!!*
- c) The best lead is probably the ♠3 to *lead through declarer strength toward dummy weakness*. This might promote a spade in partner's hand.
9. a) Your partner's lead should be top of connecting honors in a three card solid or broken sequence. Declarer should have the ♠Q. Because declarer did not keep the ♠K to have an entry to the dummy, your partner probably also has the ♠A.
- b) Your low card is a *discouraging attitude signal* which tells your partner you do not have one of the missing honors.
- c) Declarer will probably try to knock out your ♣A and then run the clubs in the dummy. If your partnership can prevent declarer from gaining an alternate entry to the board, you can upset declarer's plan.
- d) You need to holdup the ♣A to exhaust declarer's ability to lead a club back to the dummy. Your low card helps to hide the location of the ♣A and your partner should interpret the low card as the start of an odd count signal.
- e) Since your partner has no reason to give you an attitude signal in clubs, the ♣4 is either a singleton or the start of a *low-high odd count signal*.
- f) Partner played low-high so partner must have started with three clubs. This means declarer does not have any more clubs so there is no need to holdup the Ace a second time. Play the ♣A now and lead the ♠8 to trap declarer's ♠Q between partner's remaining ♠AT9.