

## TIP OF THE WEEK: THINK LIKE A DECLARER!

**Build up an image of Declarer and Responder's hand from the bidding.**

**Determine how many points partner holds, and whether passive or aggressive defensive will defeat the contract.**

- Passive** ---> Don't take chances  
**Aggressive** --> Cash or establish tricks quickly

**Assess dummy's strengths, and discern what source of tricks it will provide.**

**Imagine how declarer will conduct the play.**

### Countering Declarer's Plan

<b>Declarer's Plan</b> <b>Set up a long suit in Dummy</b>	<p>If dummy comes down with a long and a short suit and you have the long suit blocked, lead trumps because the long suit is not useable.</p> <p>If you think the long suit is usable, play an attacking defense,</p> <ul style="list-style-type: none"><li>. Give partner an early ruff in the long suit you and dummy hold, if you know from partner's signal that they only hold one card in this suit.</li><li>. Hold up a controlling card until declarer's cards in the suit are exhausted. (Entires are gone)</li><li>. If an entry to the long suit can be established by ruffing, go for outside tricks quickly.</li></ul>
<b>Ruff losers in the dummy before pulling trump</b>	<p>Cut down Declarer's Ruffing Power</p> <ul style="list-style-type: none"><li>. Lead trump if the opponents' auction is a misfit.</li><li>. Lead trump if you control the opponents' side suit.</li><li>. Lead trump if the opponents' are sacrificing.</li></ul>
<b>Use the second good suit to throw losers</b>	<p>Attack with your best suit if you have no defense against opponent's second suit</p>
<b>Pursue an elimination/end-play technique</b>	<p>Discard winners in the throw-in-suit</p>

**Check out, Michael Berkowitz's article on, "Killing the Dummy".**

**<https://www.larryco.com/bridge-learning-center/print/1056>**

## Ducking or a Holdup Play

	QJT96	
732	K5	A84

Declarer leads the K. and there are no other entries to the dummy. Partner plays the **2**, the start of a **low/high signal to show an odd number of cards**. **Duck the first card** to see partner's **2nd play** on this suit. **Partner plays the 7 showing 1, 3, or 5 cards in this suit**. Partner can't have five because you hold 3 cards and dummy has 5. If partner has 3, then declarer has only two.

**Hold up when you are in front of an honor.**

	KQJ	
ATxx	xxx	

Holdup to Capture an Honor

Partner leads fourth best against a suit contract.

	Q76	
3	AJ62	

**Holdup the Ace if dummy plays small. Play the Jack.**

## Attack trumps to reduce Declarer's ruffing power.

	<b>South</b>
	1S
	2S - 3NT
	4S
843	
JT	
AJ95	
KT72	

**Lead a trump. North would have passed 3NT if he didn't hold a short suit.**

**North: KJ7 K854 2 96543**

(Source: William Root)

## Attack Declarer's Entries

75	Q3	864	
J843	A72	QT9	
972	AJ653	KQT	<b>Partner leads the 4C against a 4S contract</b>
8754	T92	AKJ3	(Source: William Root)
	AKJT92		
	K65		
	84		
	Q6		

T1: Win the AC  
T2: Play the KC, declarer plays the QC  
T3: You need 2 more tricks to set the contract. You're surrounding the diamond suit so work on knocking out the AH entry. Declarer can't discard on diamonds until trump are drawn.  
**Therefore, play the ten of hearts.** Declarer wins the KH.  
T4: Declarer leads a diamond to the Jack and you win the KD.  
T5: **Lead another H to knock out the last entry.**

## Countering a Finesse

**Only cover an honor with your own honor if it promotes a trick in either you or your partner's hand.**

KT8      AJ6  
            Q

Declarer leads the Q. Play the K to force out dummy's A. Dummy's J will make a 2nd trick, but you will win the third trick with your 10.

## Force Declarer to Lose Control

When a defender holds four of declarer's trumps, keep leading your longest suit in hopes that declarer is short in that suit. This strategy forces declarer to ruff in his hand and lose control of the trump suit.

A432	QJ98 AJ97 J7 QJT	<b>4S Contract by South</b>
54		(Source: J. Jacoby)
AK9432		
6		

Lead A and K of diamonds. East showed three diamonds by playing the five and then the 8. West knows his partner doesn't have any other high cards, so he continues with a third round of diamonds, forcing declarer to trump in his hand or dummy.

## ADVANCED LEARNERS

### Uppercut

An uppercut is when a defender ruffs with an intermediate card, to force declarer to weaken his trumps by spending a high trump to overruff. The goal is to promote a trump trick in partner's hand into a winner.

### An Uppercut in Action

[youth.worldbridge.org](http://youth.worldbridge.org) > [thinking-bridge-the-uppercute-by-Thinking Bridge \(The Uppercut\) by Eddie Kantar](#)

[“Deducing Declarer’s Line of Play” with Peter Hollands](#)



<https://youtu.be/SsMobu6HUCg>

### Defending Against a Good Declarer

[blog.bridgebase.com](http://blog.bridgebase.com) > 2019/05/28 > [defending-against-Defending against a good declarer - blog.bridgebase.com](#)

