

Twoonie Talk #11

D-Changes

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Defensive Footprint

Defensive footprint is the number of suits the defense opens by leading first. Whenever opponents lead a suit for the first time, they risk giving the declarer an undeserved trick. The bidding and or the opening lead sets the defensive attack suit. Both defenders attack this suit when they get on lead and try not to make a change to the attack suit. The exceptions I call D-changes.

D-Changes

There are sometimes an abrupt defensive change of attack. I call this a D-Change.

There is a D-Change when:

1. One has to kill entry in Dummy which has a long source of tricks
2. Leading Trump to cut down short hand ruffs
3. Partner of Opening Leader has a stiff
4. Tap declarer
5. Switch to dummy's dead suit
6. Unidirectional play of a suit