



Complete Partnership Defense

a program for advanced players

based on Kit Woolsey's renowned book

Partnership Defense in Bridge

Detailed Table of Contents

- **Chapter 1: The Basic Signals**

Exposition of the three basic signals: 'attitude' (encourage, discourage), 'count' (even or odd number of cards), and suit-preference signals; when these are applicable and how they should be applied. When is a played card a signal? Standard signals and comparison with upside-down signals, revolving discards and Lavinthal discards. Six exercises.

Note 1: none of the exercises in this program are trivial or routine (except for some of the drills in chapter 12). You also learn to discern when and how you should deviate from a standard or routine play or signal; that will be a recurring theme in the next chapters.

Note 2: to avoid frequent repetition it is stressed here that all situations are viewed from both defenders' standpoint throughout the program, as suggested by the title.

- **Chapter 2: Interpreting the Signals**

What signal is applicable to the situation at hand? "Third Hand High?" on partner's spot card lead against NT? When 'attitude'? When 'count'? Examination of common potential signalling misunderstandings. Six exercises.

- **Chapter 3: Extensions of the Attitude Signal**

The 'why' and 'when' of the attitude signal (the 'how', standard or reverse is of secondary importance at this stage). The discouraging signal and the negative inferences. An encouraging signal does not promise any particular (high) card or particular holding (e.g., a doubleton). When could a signal in an 'attitude situation' be a suit-preference signal? Signalling attitude with trumps. Seven exercises.

- **Chapter 4: Extensions of the Count Signal**

The trump echo; later count signals; count on partner's opening lead; leading the king against a high suit contract; count when discarding; other ideas about count signals from then bridge literature. Six exercises.

- **Chapter 5: Extensions of the Suit-preference Signal**

Suit preference when ruffing; variable suit-preference signals; suit preference at trick 1. Six exercises.

- **Chapter 6: Leads, Continuations and Shifts**

Leads, MUD, returning partner's suit, shifting: all seemingly routine moves, but often there's much more to it. Six exercises.

- **Chapter 7: Defensive Conventions**

In this chapter the most common defensive conventions are examined (opening leads, later leads, and signals): standard leads and signals, Rusinow, Journalist, upside-down signalling, 4th best leads, odd card leads, 3rd/5th best leads, Lavinthal discards, Revolving discards, Ten or Nine = Zero or Two higher; special leads and partner's reaction, etc. Six exercises.

- **Chapter 8: Countering the Signals**

As declarer you obviously need to know how to most effectively undermine the defenders' signals by proper falsecarding; or either prevent or elicit those signals by correctly timing the play. In this chapter you can play all examples as well as the exercises as declarer, succeeding only by employing the proper falsecard or proper timing of the play. Six exercises.

- **Chapter 9: Protecting Partner**

Some situations call for one defender to protect his partner from making an error. Sometimes he must even deliberately deceive his partner in order to achieve the desired result. Six exercises.

- **Chapter 10: Matchpoints**

The defense at matchpoints is of a different quality, for compared to IMPs (where the only goal is setting the contract), the defenders' matchpoint strategy and target may be entirely different. Six exercises.

- **Chapter 11: A Partnership Test**

This chapter presents you with 21 defensive exercises that you can try yourself either as West or as East, or that can be done by both defenders.

- **Chapter 12: Defensive Boot Camp**

Many 'bookkeeping' chores are necessary when defending: the counting or estimating of points and distributions, and proper reading of spot card leads (applying the rules of 10, 11 or 12 depending of the opening lead agreements). In this chapter you will find techniques and exercises to facilitate the efficient handling of the chores. Attention is paid also to 'advance thinking' to help you avoid revealing hesitations at the critical point of the deal.

- **Appendices:**

- A1 - Summary of important rules, hints, and concepts**

- A2 - Probabilities of suit divisions**

- A3 - Tables of Opening Leads**

- a) Standard leads**

- b) Journalist leads**

- c) Rusinow leads**

- A4 - Summary of Signalling Schemes**

- A5 - Opening Lead Strategy**

A fairly extensive overview of the choice of opening lead and treatment of lead-directing doubles and other doubles of 3NT contracts; opening leads against slams and Lightner doubles.

- A6 - Later Leads, Continuations and Shifts in a Nutshell**

- **Index:** alphabetical index with links to all topics.

The CD-rom *Complete Partnership Defense* contains English, Swedish and Dutch versions of the program, and sells at € 34.00.

A free demonstration program may be downloaded from www.abridge.nl

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