

## Passive or Active Defence

### Passive Defence

Defence that is least likely to help declarer make any extra tricks

Often chosen when

- Opponents have bid weakly and ended in a partscore or in game
- You have no attractive lead such as a sequence
- Try to avoid leading suits where you have a single honour
- More often chosen vs suit contracts e.g. Avoid leading from AQ10xx
- More likely to be a good choice in Duplicate (pairs) scoring as you do not want to give declarer any overtricks.

### Active (or Attacking) Defence

- Where the bidding suggests that there is a long strong suit where declarer may be able to take lots of tricks, or where you can see this in dummy, after the opening lead
- You need to take your tricks or they will disappear
- More often chosen against NT e.g. 4<sup>th</sup> highest from AQ10xx
- More likely to be a good choice in forms of bridge scoring where overtricks do not matter so much (Rubber, Chicago, Teams).

### Example Hands

1. After a weak bidding sequence, make a safe opening lead of a trump, rather than lead away from an honour. <http://tinyurl.com/l3mphta>
2. With no long suit, try not to lead anything that will help declarer make 1NT-X <http://tinyurl.com/mkll04f>
3. There is only one club trick available to the defence, so East must overtake and lead into dummy's weakness. <http://tinyurl.com/l7fe6t3> Otherwise declarer has at least 12 tricks,
4. Partner signalled MUD, so does not have a doubleton. With that strong diamond suit in dummy, try to take some clubs. <http://tinyurl.com/m67bqsr>
5. After taking 3 tricks, the only hope is to take AD now. Perhaps West should have cashed AD before giving partner a ruff. <http://tinyurl.com/lxg53tl>