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TEST YOUR DEFENCE - Feb 2017 - original - [Here](#)

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3.

	♠ A Q J 8		
	♥ K 9 7 3		
	♦ 7 4		
	♣ 10 8 4		
♠ 4 3 2	♦ N W E S	♠ 10 9 7 5	
♥ 6 4		♥ 8 2	
♦ A K 8 2		♦ Q J 5	
♣ A 9 7 6		♣ Q J 3 2	
	♠ K 6		
	♥ A Q J 10 5		
	♦ 10 9 6 3		
	♣ K 5		

West	North	East	South
		Pass	1♥
Pass	3♥	Pass	4♥
All Pass			

Partner leads the ♦A. What is your plan?

At the four level, partner should have the ♦K with the ♦A. If the other high cards are on your left, your side just makes two diamonds to hold declarer to one overtrick.

Even the ♣K in partner's hand might not help because you can envisage discards coming on the spades. What would help is the ♣A - just about possible on the bidding. In this case, you need to gain the lead to switch to the ♣Q. The way to persuade partner to give you the lead is to drop the ♦Q under the ♦A. This shows the ♦J (or possibly a singleton) and suggests you would like the lead.

4.

	♠ J 4		
	♥ K 7 3		
	♦ A K 7 4		
	♣ A K 8 4		
♠ A K Q 9 8 7 2	♦ N W E S	♠ Void	
♥ 9 4		♥ 8 6 2	
♦ 8 2		♦ Q 10 6 5 3	
♣ 9 6		♣ Q J 7 3 2	
	♠ 10 6 5 3		
	♥ A Q J 10 5		
	♦ J 9		
	♣ 10 5		

West	North	East	South
4♠	Dbl	Pass	5♥
All Pass			

Partner cashes two top spades and continues with the ♠8, ruffed high. What is your plan?

On the first and second rounds of spades, you can easily spare the fifth card from each minor. The crunch comes on the third round. If you reduce your holding to three cards in a minor, declarer may be able to play ace, king and then ruff to set up a long card in dummy.

Although declarer will not always read the position, especially if you discard smoothly, there is a better option. Underruff on the third spade. You still have the ♥8-x to prevent your opponent from ruffing another spade. ■