

# MrBRIDGE LIBRARY ARTICLE

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

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1.

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

West	North	East	South
			1NT
Pass	2♣*	Pass	2♥
Pass	4♥	All Pass	

You lead the ♠5: ♠6, ♠10 and ♠K. Declarer leads low to the ♥A and then plays low to the ♥J. What do you do after winning?

If you have not already done so, you should count declarer's points. The bidding and the play to the first three tricks puts the ♠A-K-Q and the ♥K-J on your right. This accounts for 13 points. You do not need anything more to find the right switch. Partner must hold the ♦A. You play the ♦K and then the ♦2, soon scoring the ♥10 on a ruff or overruff.

2.

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

West	North	East	South
Pass	1NT	Pass	2♦ <sup>1</sup>
2♣	Pass	Pass	4♥
All Pass		<sup>1</sup> Transfer to hearts	

You lead the ♥J, won by the ♥Q. Declarer calls for a low spade and you capture the ♠Q with the ♠A. How do you continue?

As on the previous deal, counting points should tell you what to do. By passing as dealer, South has effectively announced, 'I do not have 12 points.' You know about the ♥A-K - partner could not beat the ♥Q - and you have seen the ♠Q. This accounts for nine points, thus telling you partner holds the ♦K. To pave the way for finessing against the ♦Q, you switch to the ♦7. This leaves you with the ♦A-J as a tenace to make two more diamond tricks when the suit divides evenly around the table.