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Dealer :North Vul :	NORTH ♠ Q83 ♥ 10952 ♦ AKJ85 ♣K	
WEST ♠ J10974 ♥ J764 ♦ 103 ♣Q10	Deal 1	EAST ♠ A62 ♥ Void ♦ 9742 ♣986532
	SOUTH ♠ K5 ♥ AKQ83 ♦ Q6 ♣AJ74	

South	West	North	East
		1 Diamond	Pass
1 Heart	Pass	2 Heart	Pass
4 NT	Pass	5 Diamond	Pass
6 Heart	All Pass		

Partner leads the ♠J and dummy plays low. What do you play?

In another context, you might duck to stop the ♠Q and ♠K from scoring on separate tricks. Here, you should see that your side has no second spade winner. One of dummy's spades can go on the ♣A or some of declarer's can go on the diamonds. Assuming South can count aces, your only real chance of beating the slam is to find partner with a trump trick. Take the ♠A at trick one. If you do not take it, declarer's second spade will disappear on the third round of diamonds.

Dealer :East Vul :	NORTH ♠ KQ93 ♥ 105 ♦ KQJ8 ♣965	
WEST ♠ J1062 ♥ Q963 ♦ A42 ♣104	Deal 2	EAST ♠ 75 ♥ 874 ♦ 975 ♣AKJ83
	SOUTH ♠ A84 ♥ AKJ2 ♦ 1063 ♣Q72	

East	South	West	North
Pass	1 NT-	Pass--	2 Club
X	2 Heart	Pass	2 NT
Pass	3 NT	All Pass	

Partner leads the ♠10. What do you do?

Since the ten would be a strange lead from 10-x-x, declarer's queen must be a stopper. One option is to win the first trick and switch to a heart. If partner has the ace-queen-jack (or ace-king-jack), your side can make three heart tricks and two club tricks.

A better bet is to play partner for an ace. On many layouts, declarer will not have nine top tricks, in which case that ace and four club tricks will suffice. To take advantage you need to maintain communications and so duck the first trick, playing the ♠8 to encourage.