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TEST YOUR DEFENCE - March 2015 - original - [Here](#)

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3.

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



♠ A 8 3	
♥ K 9 2	
♦ A K J 9	
♣ 10 6 3	

West	North	East	South
			1♦
1♠	Dbl	Pass	1NT
Pass	3NT	All Pass	


'15-17

Partner leads the ♠6. You win with the ♠Q and return the suit. Partner takes the ♠J and continues with the ♠2. What is your plan?

The easy part of your plan is your discard at trick three. You can surely afford a diamond. The harder decision comes if declarer later runs the diamonds. If this happens, there are a few clues. One way to the answer is to count declarer's tricks. If West lacks the ♠A, these will be a spade, two hearts (by finessing the ♥Q), four diamonds and two clubs. In other words, you cannot beat the contract if the diamonds are solid and declarer has the ♠A. Your partner's lowly ♠2, a suitpreference signal for clubs perhaps, is a further clue. You will keep all your hearts and discard a club.

4.

♠ J 7 6 4		
♥ J 7 5 4		
♦ K Q		
♣ J 7 6		
♠ 9 5 3		♠ Void
♥ 10 9		♥ Q 8 6 3 2
♦ 10 8 6 2		♦ J 9 7 5 4
♣ Q 10 5 2		♣ K 4 3



♠ A K Q 10 8 2	
♥ A K	
♦ A 3	
♣ A 9 8	

West	North	East	South
			2♣
Pass	2♦	Pass	2♣
Pass	3♣	Pass	4♣
Pass	4♦	Pass	4♥
Pass	4♠	Pass	5♣
Pass	6♣	All Pass	

Partner leads the ♥10. Declarer wins with the ♥A and draws three rounds of trumps with the ♠A-K-Q. What do you discard?

You can part with a long card in each red suit. What should your third discard be? A heart might let declarer ruff out the suit. The danger of a club is harder to see. Declarer might cash the red tops and play two rounds of clubs. Then you must give a ruff and discard. You need to discard a diamond instead. Declarer, if holding ♦A-x-x-x, could ruff a diamond. |