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TEST YOUR DEFENCE - July 2013 - original - [Here](#)

By JULIAN POTTAGE

Dealer :West	NORTH ♠ Q94 ♥ 86 ♦ KJ95 ♣ AQ94	
WEST ♠ 8 ♥ AKJ9754 ♦ 103 ♣ 1062	Deal 1	EAST ♠ 765 ♥ 3 ♦ A8764 ♣ K873
	SOUTH ♠ AKJ1052 ♥ Q102 ♦ Q2 ♣ J5	

South	West	North	East
--	3 Heart	Pass	Pass
3 Spade	Pass	4 Spade	All Pass

Partner leads the ♥A followed by the ♥K. What do you discard?

You have values in both minors and need to work out which one you would like led. A diamond, though it will give you a quick winner, will not defeat the contract. You need two more tricks to go with partner's two top hearts to beat the game.

You want partner to switch to a club so that you can cash the ♣K when you get in with the ♦A.

Since you want a club switch, you should discard the highest club that you can afford, in this case the ♣8. Without a clear signal, partner might be guessing whether you have your actual hand or some other hand with the ♦A-Q and rubbish clubs.

Dealer :South	NORTH ♠ J94 ♥ 10753 ♦ KQ9 ♣ KQ8	
WEST ♠ AKQ108 ♥ Void ♦ J1053 ♣ 10652	Deal 2	EAST ♠ 3 ♥ K94 ♦ 8764 ♣ J9743
	SOUTH ♠ 7652 ♥ AQJ862 ♦ A2 ♣ A	

South	West	North	East
1 Heart	1 Spade	2 Spade*	Pass
4 Heart	All Pass		
* Sound raise in Heart			

Partner leads the ♠A and continues the ♠Q. What do you do?

By continuing with the ♠Q partner has indicated an A-K-Q which should give your side the firtricks. If partner has an ace in one omionors, the contract is likely twwhatever you do. If not, you will ntrump trick. There is a reasonable chance that your partner has only five spades, in which case you might score your ♥K on an overruff.

Fortunately, because you have two discards to make, you can discourage both minors, which you hope will encourage partner to play a fourth round of spades.

Discard the ♣3 and ♦4.