

## MrBRIDGE LIBRARY ARTICLE

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By JULIAN POTTAGE

Dealer : Vul :	NORTH ♠ 83 ♥ 1052 ♦ QJ1093 ♣ Q105	
WEST ♠ Q9642 ♥ A7 ♦ 842 ♣ 873	Deal 3	EAST ♠ J107 ♥ J963 ♦ AJ6 ♣ K62
	SOUTH ♠ AK5 ♥ KQ84 ♦ K5 ♣ AJ94	

South	West	North	East
2 NT	Pass	3 NT	All Pass

You lead the ♠4 to the ♠10 and ♠K. Declarer leads the ♦K. What do you do?

On a suit declarer plays, especially a long suit in dummy with no sure entry to it, you should give a count signal. Playing standard count, low shows an odd number and high an even number of cards. You hold three diamonds, an odd number, so you play the ♦2 on the first round. Ideally, you should play the ♦8 next: any diamond will be higher and so confirm an odd number. The play of the high eight indicates that you are happy to have spades continued.

On this layout, it is vital that partner knows of three diamonds in your hand: he must take the ace on the second round. Holding up the ♦A twice would allow declarer to finesse in clubs and knock out the ♥A to scrape home.

Dealer :East Vul :	NORTH ♠ 1083 ♥ AJ52 ♦ J103 ♣ KQ5	
WEST ♠ AQJ642 ♥ 7 ♦ 85 ♣ 10873	Deal 4	EAST ♠ K ♥ 96 ♦ AQ97642 ♣ 962
	SOUTH ♠ 975 ♥ KQ10843 ♦ K ♣ AJ4	

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

You lead the ♦8. Partner wins with the ♦A, which drops the ♦K and switches to the K. What do you do?

You could drop the ♠Q to denote the solid nature of your spades. You could play the ♠6 as an encouraging card. Neither play would be a good idea. If the ♠K is a singleton, it does not matter what sort of signal you give. Poor partner will need to try a different suit at trick three. At some point, declarer will take the marked ruffing finesse against the ♦Q to set up a diamond winner for a spade discard and take ten tricks.

You should just overtake with the ♠A and continue high spades.