


Defense quiz by Julian Pottage
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3.

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


West	North	East	South
1♥	Pass	1♠	2♣
2♣	3♣	Pass	Pass
3♣	4♣	All Pass	

Partner leads the ♠K. What is your plan?

Prospects look good: two spades will stand up. Furthermore, partner, who opened the bidding with 1♥, must be favourite to hold the ♥A. Thus, you can hope to score a heart ruff.

Two heart ruffs would be ideal and could yield the magic 200, outscoring those making 3♣. Overtake the ♠K with the ♠A and switch to the ♥3. Ruff the next heart with the ♣4 and put partner back in with the ♠Q. Then ruff the third heart with the ♠K. Even though declarer overruffs, this promotes the ♣Q, hence the need for ruffing low the first time.

4.

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

West	North	East	South
2♠ ¹	Dbl	Pass	3♥ ²
Pass	4♥	All Pass	
¹ Weak	² Natural, value showing		

Partner leads the ♠K. What is your plan?

Holding a natural trump winner, a ruff is no use. Only if you could ruff twice – something that is not going to happen here – could a ruff gain.

Since your best chance to beat the game is to find partner with the ♣K, you might take the first spade and switch to the ♣J. The snag is that if declarer holds ♠K-Q-x, this allows dummy's spade to go on the third club, an overtrick resulting. At matchpoints, it is safer to play the ♠8 and hope partner works out to play a low spade next. Then, with two spade tricks in the bag, you lead the ♠J. Later you ruff in on the diamonds as soon as you can.