

## More Defence

29/4/15

To be successful, declarer has to make a cunning plan. The defenders must do the same. When defending, ask yourself:

- How many tricks do we need to defeat the contract?
- Based on the bidding and what you can see in dummy, how is declarer likely to play this hand?
- If partner made the opening lead, what does it tell you about his hand? Is it an unexpected lead? If so, what does that suggest?
- What else do you know about partner's hand? Did he bid? How many points might you expect him to have?
- How many tricks might you reasonably expect to make in your hand?
- What must partner hold to produce the additional tricks that our side needs to beat the contract?

Make your plan to defeat the contract

♠ J 8 7	<u>N</u>	<u>S</u>
♥ Q 5 4		1♥
♦ J 4	2♣	3♥
♣ K Q J 7 4	4♥	pass
	♠ 9 5 4 3 2	
Lead ♦5	♥ 8 3	
	♦ A T 9 6	
	♣ 8 3	

- We need to find four tricks to beat the contract
- Declarer will probably draw trumps and run the club suit
- West probably holds long diamonds, perhaps with ♦K
- West did not bid. South has shown about 16 points and a six-card heart suit, leaving West with about 10 points and two trumps at most
- You will probably make ♦A, and if partner holds ♦K that's two, as long as declarer does not ruff.
- We need to find at least two more tricks outside diamonds

If West holds ♠A or ♥K he will make a trick with it in due course, as well as ♦K - there is no need to rush. However, if he holds tricks (or potential tricks) in spades, he needs a spade lead from us now, as we will not gain the lead later. If we return a diamond, declarer may be able to draw trumps and discard spades on dummy's club suit. So lead a spade.

Actual full hand:

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

When switching, lead a suit where partner might hold some high cards

♠ 7 5	<u>N</u>	<u>S</u>
♥ K J 8	1♥	
♦ 4 3 2	2♣	2♥
♣ K Q J T 6	4♥	pass

♠ A 8 4 3

Lead ♠K

♥ 9 7 2

♦ J 8 7 6

♣ A 5

Unless partner holds a six-card spade suit, you have two tricks in spades and the ace of clubs. If partner holds a trump trick that will be great, but the most likely place to find a fourth trick is in diamonds. So you should ...?

In order to set up a diamond trick for the defence, it may well be essential that the suit is attacked by East, so at trick two you overtake partner's ♠K with your ♠A and play a diamond. The full hand:

♠ 7 5  
♥ K J 8  
♦ 4 3 2  
♣ K Q J T 6

♠ K Q J 2

♠ A 8 4 3

♥ 6 5

♥ 9 7 2

♦ K T 9 5

♦ J 8 7 6

♣ 7 4 2

♣ A 5

♠ T 9 6

♥ A Q T 4 3

♦ A Q

♣ 9 8 3

North's raise to game was a little aggressive, but unless you defend like this the contract will make.

For example, if you take trick two and play a safe (?) trump, declarer will win, draw trumps and drive out your ♣A

If you now switch to a diamond, declarer will play the ace and discard his ♦Q on a good club in dummy.

♠ A K 7	<u>N</u>	<u>S</u>
♥ J 7 6 2		1♥
♦ Q 8 4	3♥	4♥
♣ 8 7 4		pass

♠ J 9 5 4

Lead ♦5

♥ 3

♦ A K 9 2

♣ Q T 9 2

Declarer plays low from dummy, you play ♦K and declarer follows with ♦3. Partner's lead tells you that there is another diamond to cash, but if you play ♦A now, dummy's ♦Q will be good for a discard.

A switch is needed at trick two. What should you lead?

It is not too difficult to see that you need to switch to a club at trick two. However, play ♣10 just in case declarer is able to allow a low club to run round to dummy's ♣8. The full hand:

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

If you do not switch to a club but instead play a spade or a passive trump, declarer will win, draw trumps and establish dummy's ♦Q for a club discard.

Lead up to weakness in dummy.

This next hand requires logical thought:

♠ Q 9 4	<u>N</u>	<u>S</u>
♥ K 9 3		1♥
♦ 5	2♣	2NT
♣ K Q J 9 4 2	3♥	4♥
	♠ 7 3 2	
	♥ A 7	
	♦ Q 8 6 4	
	♣ A 8 7 5	

Lead ♣3

At trick one, we win with ♠A, declarer following with ♣6. We need four tricks to beat the contract. Given time, declarer will drive out our ♥A, draw trumps and cash lots of clubs. Where will the tricks come from?

The lead is clearly a singleton, so we can give partner a club ruff. Will that be good enough to defeat the contract?

Ace of clubs, a club ruff and the ace of trumps is only three tricks for the defence. Where is the vital fourth defensive trick coming from?

It looks like we can give partner a second club ruff when we come in with the Ace of hearts, but of course declarer will also be out of clubs then so can ruff and can probably ruff higher than partner, so this is not the way forward.

The bidding marks partner with only three or four points. He will need to hold either ♦A or a trick in spades for us to have a chance to beat the game. If he holds ♠A there will be no problem, but what if he holds ♠K?

After ruffing the club, he will be unable to play a spade without giving up his potential trick in the suit. Declarer will have time to win, knock out your trump ace, ruff another club lead high if necessary, draw trumps and cash club tricks.

If you have thought through this hand so far, well done! The solution is now beginning to appear.

In order to realise the defence's spade trick, you need to switch to a spade at trick two. The club ruff can wait. You will regain the lead when declarer plays trumps and can give partner his ruff at that stage.

The full hand:

♠ Q 9 4  
♥ K 9 3  
♦ 5  
♣ K Q J 9 4 2

♠ K T 6 5  
♥ 8 6 2  
♦ J T 9 3 2  
♣ 3

♠ 7 3 2  
♥ A 7  
♦ Q 8 6 4  
♣ A 8 7 5

♠ A J 8  
♥ Q J T 5 4  
♦ A K 7  
♣ T 6

Partner will probably look cross when you don't give him a club to ruff at trick two. However, he will get his ruff later, and the spade switch at trick two is the only way to beat the contract.

If the ace and king of hearts were swapped round, it would still be right to switch to a spade. From the bidding, you may deduce that partner holds three trumps, and that he have a trump left to ruff a club when you gain the lead with the ♥K

This hand presents a similar problem for you, East:

♠ Q 9 8 4  
♥ T 9 3  
♦ 5  
♣ K Q 9 4 2

	N	E	S	W
♠	P	1♠	3♥	P
♥	4♥	P	P	P

♠ A J T 7 3 2  
♥ A 7  
♦ K 8 6 4  
♣ J

Lead ♠5

At trick one you play ♠A and declarer follows with ♠6. The defence needs four tricks to beat the contract. Where are they coming from?

The lead is clearly a singleton, so you can give partner a spade ruff (the defence's second trick) and ace of trumps is the third trick for the defence. However, after that prospects seem poor. There is little chance of a diamond trick: declarer surely holds the ace, and dummy has a singleton. Any ideas?

The best chance seems to be for you to obtain a club ruff. However, you need to get the timing of the defence right.

Do not give partner his ruff at trick two. Instead, switch to your club. Declarer will win and play on trumps, but you take the ace and now play a spade (♠2, a suit preference signal, just to make sure). Partner ruffs, and now leads a club which you can ruff for the setting trick. The full hand:

♠ Q 9 8 4  
♥ T 9 3  
♦ 5  
♣ K Q 9 4 2

♠ 5  
♥ 4 2  
♦ Q J 9 7 2  
♣ T 7 6 5 3

♠ A J T 7 3 2  
♥ A 7  
♦ K 8 6 4  
♣ J

♠ K 6  
♥ K Q J 8 6 5  
♦ A T 3  
♣ A 8

The defence take ace of spades, ace of trumps, a spade ruff and a club ruff.

Result: one down.