DEFENCE · DEFENCE · DEFENCE · DEFENCE · DEFENCE · DEFENCE · DEFENCE



 $\begin{array}{ccccc} \text{West} & \text{North} & \text{East} & \text{South} \\ - & - & - & 1 \\ \hline \text{Pass} & 4 \\ \hline \end{array}$

Partner leads the A, which is your conventional lead from suits headed by the ace-king. What is your plan in defence?



West North East South

- - - 1

□ Dble(i) 1

All Pass

(i) shows diamonds

(ii) 12-14

Partner leads the \$\,\phi\\$5 against South's 1NT? What is your best defensive strategy?



Partner leads the A, which again could be from ace-king. South follows with the deuce. The 9 comes next, and it rides to the jack.

Now declarer passes the $\heartsuit J$ toward you as partner contributes the three. What is your plan?

SECURING ONE'S ENTITLEMENT

by DAVID J. WEISS

Pairs defence is the most excruciating part of the game, because, unless one is a mad doubler, the trick target is unclear. In this quiz you are stuck with the actual bidding, but at least you don't have to pay table money to be a tortured East.

First try your hand at these defensive problems and then turn to page 44 for the solutions.



 $\begin{array}{ccccc} \text{West} & \text{North} & \text{East} & \text{South} \\ \hline - & 1 \spadesuit & \text{Pass} & 2 \diamondsuit \\ \text{Pass} & 3 \diamondsuit & \text{Pass} & 3 \text{NT} \\ \text{All Pass} & & & & & & \\ \end{array}$

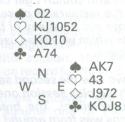
Partner leads the \heartsuit 7. What is your plan?



All Pass

(i) Don't get apoplectic — this is a defence quiz

Partner leads the \heartsuit 2 (promising an odd number). What is your plan?



West North East South
Pass 1♥ Dble Pass
1♠ Pass Pass 2♣
All Pass

After a rather mild pairs auction, partner leads the \$\int J\$. What is your plan?



West North East South 2♥(i) Pass Pass 2♠
All Pass

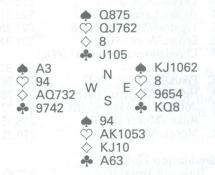
(i) 5-6♥ headed by honour, 2-3♠, 8-11 HCP

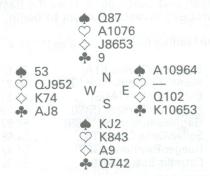
Partner's leads the ♥6, which, if it is his lowest, denies an odd number of hearts. Since he would lead the highest card he could spare if holding an even number of hearts, you can infer a five-card suit. Declarer calls for the queen but your king holds the trick, declarer playing the nine. What is your plan?

SOLUTIONS

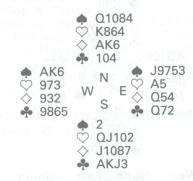
το Securing One's Entitlement

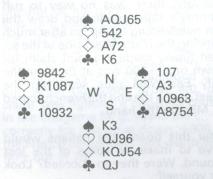
If you discouraged in spades and planned to play the ♣K if partner found that switch, you get a shared top for setting the contract two. Anything else leads to down one, which netted us 42% on the board. The reason for the falsecard is that declarer will not believe you asked for a shift with a suit headed by the queen, so he will duck when you cover the jack with the queen. Partner may scratch his head when he gets back in, but no play other than a club continuation will have any appeal at all.

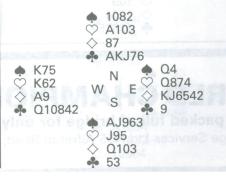




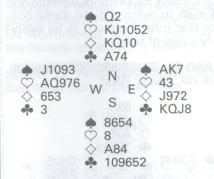
does South realise that any perilous play chosen will succeed in bringing home 11 tricks.







Your partner's having gone quietly suggests only a four-card spade suit. The winning defence is to overtake, shifting to high clubs. You will get four spade tricks, two clubs, and partner's red ace for down two and a 60% score on the board. (Maybe you should have doubled). If you allow partner to hold the trick, he will probably do something dumb. He could try to give you a ruff, or he might think that tapping dummy will protect your trump tricks. Who knows how low a score partner's creativity could bring about?



I'm not sure if there is a right answer to this problem, but I can assure there is a wrong one. If you shift to your diamond, declarer makes his contract and you get an 8% score. What you need to do is to induce South to pull three rounds of trumps while you retain the \$\infty\$10. This will allow you to regain the lead so you can cash your high trump. Since partner has diamonds doubly stopped, he can score a long heart and defeat the contract. As your side's 30 contract is slated to fail by a trick, defeating 2. brings in an enormous reward. Probably the best return is a club, not so much because it is passive as because you want South to fear a club ruff in someone's hand. Play the spot you would lead from a five-card holding. If all goes well, the club will be won in dummy for a spade finesse. Declarer can make the contract by going after diamonds (or by returning a heart, or by playing only two rounds of spades), but he doesn't know his trick target or where your side's queens are. A diamond return by you resolves all such difficulties.

