

## Homework answers -defensive plans (part 1)

1) It doesn't look terribly bright for the defence.

Apart from the Ace Hrts there are no certain tricks coming the way of the defenders. What cards might partner hold that could beat the 4Sp contract ?

Whatever high cards partner holds in clubs or spades are pretty much dead ducks as the declarer will simply finesse partner ie even if partner holds the K Sp that will never score a trick as declarer is very likely to finesse the Q SP.

The one card partner might hold that will really help is the Ace diamonds.

On the basis that that seems to be the only hope we lead the K diamonds at trick 2. Now ..... if the K diamonds wins { and therefore partner holds the Ace} we continue with our small diamond for partner to win. All partner has to do now is to lead a third diamond that we will trump and the declarer is one off.

2) We have a probable three tricks as defenders { A + K Hrts + A diamonds}.

To make a 4th trick an idea is to try for a Heart ruff.

Overtake the K Hrts with the Ace and send a small Hrt back.

Partner wins with the Q Hrts and leads a third Hrt which we ruff. Then we cash the ACE diaonds for 1 off. Or did I dream all that ...

3) The question is presented as a *double dummy problem* { ie one that you can see all the cards}. Obviously that would not be the case if it were a real dealt hand!

I will go through the thinking of the defenders as if they cannot see all the cards.

You should play the Ace clubs on the J clubs. {1 x trick }.

A possibility is that if we return a club {creating a void for ourselves} that , should partner gain the lead they can give us a club ruff. Now we dont know that they will gain the lead but its a possibility.

At trick 2 we return a club.

Your partner should be alive to the reason why you have returned the club.

When declarer leads a trump partner will jump up with the Ace trumps and lead a club to give us a ruff. {That makes 3 tricks for the defence}.

Should partner turn up with 1 more trick perhaps in the shape of the Ace or K of diamonds the contract goes down . And they will and it does.

PS all the above took some time to write { hope you appreciate that effort ?} ;

the thinking however should be quite automatic { and not take long at all }.

The defenders should both consider how many tricks they can get by force ( with their high cards) and if that number is insufficient to set a contract to think up ways to add to that total. By ruffing for instance.

4)Its a problem.

Do we guess where the Q Spades is and finesse for it { the normal play when you have 8 trumps missing the Queen } or ...or ...?

The problem with finessing is that if the finesse loses the opponents will take their two heart tricks. This is a better solution { a *sexier* solution as I have seen such plays described in the bridge magazines}.

Play Ace + King of spades.{no finesse}. If the Q drops draw the third trump. If the Q hasnt dropped, leave trumps alone and play 4 x rounds of diamonds throwing your losing Hearts away on the good diamonds. Hopefully you will be able to do this before the player with the Q trumps is able to ruff. Contract will then make.