

127 Andrew Robson Defence Hands

<p>♠ Q842 ♥ AKQ5 ♦ 52 ♣ K63</p> <p>♠ 10953      ♠ A6 ♥ J93          ♥ 10762 ♦ K94          ♦ Q10863 ♣ Q108        ♣ 95</p> <p>♠ KJ7 ♥ 84 ♦ AJ7 ♣ AJ742</p>	<p>Board 1 : Dealer North : Love all</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td>1NT</td> <td>Pass</td> <td>3NT</td> </tr> </tbody> </table> <p>All Pass</p> <p><b>Suggested Lead:</b> ♦6, fourth highest</p> <p><b>Play:</b> The Rule of 11 is a mathematically foolproof guideline used at trick one in no trumps when the lead is 4<sup>th</sup> highest. It is most commonly thought of as an aid to declarer, but can help defenders. After the lead North should play low, hoping to have two stoppers (and winners) in diamonds. Using the Rule of 11 West can insert ♦9 (11-6=5) which means there are 5 diamonds higher than the ♦6 in other three hands. There are 3 in dummy and two in West's hand meaning North has none. By inserting ♦9 West wins the trick. With 2 cards left in that suit West returns the higher, ♦K. Declarer should duck in dummy then on ♦4 East should play ♦Q showing a suit preference for the higher suit. When West gets the lead with the club winner they switch to a spade which East can win to defeat the contract.</p>	West	North	East	South		1NT	Pass	3NT
West	North	East	South						
	1NT	Pass	3NT						

<p>♠ J10 ♥ J5 ♦ 107653 ♣ A852</p> <p>♠ A642      ♠ Q985 ♥ 1083      ♥ AK74 ♦ AK        ♦ J4 ♣ QJ104    ♣ K76</p> <p>♠ K73 ♥ Q962 ♦ Q982 ♣ 93</p>	<p>Board 2 : Dealer East : NS vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1NT</td> <td>Pass</td> </tr> <tr> <td>2♣</td> <td>2♥</td> <td>Pass</td> <td>3NT</td> </tr> <tr> <td>Pass</td> <td>4♠</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p><b>Suggested Lead:</b> ♣9, top of a doubleton, not always a good lead but holding a top trump improves it.</p> <p><b>Play:</b> Should North win it and return a club in case it was a singleton? Or duck to maintain communication, best from a doubleton. Declarer has advertised 4-card spades as well as 4-card heart suit, therefore cannot have 4-card club suit as his hand would be 4-4-4-1 which means he would not open 1NT. East should duck trick one (key play) playing and encouraging ♣8. Declarer plays ace and another trump to ♠Q and ♠K. South leads the second club to ♣A and North returns a club for South to ruff. ♥Q will eventually provide the final trick to defeat the contract.</p>	West	North	East	South			1NT	Pass	2♣	2♥	Pass	3NT	Pass	4♠	All Pass	
West	North	East	South														
		1NT	Pass														
2♣	2♥	Pass	3NT														
Pass	4♠	All Pass															

<p>♠ A2 ♥ 10852 ♦ AK75 ♣ J105</p> <p>♠ KJ963      ♠ Q104 ♥ 74          ♥ A963 ♦ 862        ♦ QJ104 ♣ 942        ♣ 86</p> <p>♠ 875 ♥ KQJ ♦ 93 ♣ AKQ73</p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1♣</td> </tr> <tr> <td>Pass</td> <td>1♦</td> <td>Pass</td> <td>1NT</td> </tr> <tr> <td>Pass</td> <td>3NT</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p><b>Suggested Lead:</b> ♠6</p> <p><b>Play:</b> The Rule of 7 tells Declarer to duck twice but, unfortunately dummy has insufficient spades. Declarer ducks and East wins with ♠Q. East returns ♠10, top of two on which West should play ♠K to show the suit is set up. Note West has absolutely no other entry so is dependent upon partner winning the lead. Declarer wins ♠A and plays a small heart. If East plays low (following the 'second hand plays low' guide) declarer has his 9<sup>th</sup> trick to make 3NT. Knowing West has given a signal that spades will run, East should jump in with ♥A to defeat the contract.</p>	West	North	East	South				1♣	Pass	1♦	Pass	1NT	Pass	3NT	All Pass	
West	North	East	South														
			1♣														
Pass	1♦	Pass	1NT														
Pass	3NT	All Pass															

<p>♠ Q9763 ♥ A3 ♦ 86 ♣ A853</p> <p>♠ A105      ♠ K4 ♥ 954        ♥ Q106 ♦ 1094       ♦ AKQJ73 ♣ QJ94      ♣ K2</p> <p>♠ J82 ♥ KJ872 ♦ 52 ♣ 1076</p>	<p>Board 4 : Dealer West : All vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>Pass</td> <td>1♦</td> <td>Pass</td> </tr> <tr> <td>1NT</td> <td>Pass</td> <td>3NT</td> <td>All Pass</td> </tr> </tbody> </table> <p><b>Suggested Lead:</b> ♠6</p> <p><b>Play:</b> Declarer plays low hoping to win a cheap trick with ♠10. South plays ♠J so declarer has to win with ♠A. Needing to sneak a club trick to add to his six diamonds and two spades he leads ♣4. What does North do? If North ducks West will make the contract. North can see six diamond tricks and knows declarer can make two spade tricks so only needs one more trick to make his contract. North needs to rise with ♣A and can see that the only hope is the heart suit. In order to unblock North needs to play ♥A followed by ♥3. South will cover whatever heart is played from dummy, play another top heart to clear the suit then win the final two hearts to defeat the contract.</p>	West	North	East	South	Pass	Pass	1♦	Pass	1NT	Pass	3NT	All Pass
West	North	East	South										
Pass	Pass	1♦	Pass										
1NT	Pass	3NT	All Pass										

♠ KJ74	
♥ K52	
♦ AKJ75	
♣ 7	
♠ 653	♠ A8
♥ Q874	♥ J963
♦ 2	♦ 10863
♣ 96432	♣ AJ5
	♠ Q1092
	♥ A10
	♦ Q94
	♣ KQ108

Board 5 : Dealer North : NS vulnerable

West	North	East	South
	1♦	Pass	1♠
Pass	3♠	Pass	4♠
All Pass			

**Suggested Lead:** ♦2

**Play:** Declarer wins ♦A in dummy and leads a low trump. East must be thinking 'Why did my partner lead the opponents bid suit?' ♦2 cannot be top of a doubleton so must be a singleton. East must rise with ♠A and return a diamond for ruffing. But which one? East should lead their lowest as a suit preference for clubs, the lower ranking of the other two suits. West trumps, leads back a club for East to win and East sends back another diamond for West to ruff. Down one.

♠ Q963	
♥ 65	
♦ 853	
♣ 10943	
♠ AJ10	♠ 75
♥ 42	♥ AKQJ1083
♦ 9742	♦ AK
♣ 8652	♣ AQ
	♠ K842
	♥ 97
	♦ QJ106
	♣ KJ7

Board 6 : Dealer East : EW vulnerable

West	North	East	South
		2♣	Pass
2♦	Pass	3♥ <sup>(1)</sup>	Pass
3♠ <sup>(2)</sup>	6♥	All Pass	

(1) Setting the suit beyond any dispute and asking partner to bid aces.  
(2) Shows ♠A. East cannot have much else as they denied having more than 7 HCPs with their 2♦ bid.

**Suggested Lead:** ♦Q, top of a run.

**Play:** Declarer wins and draws trumps and plays ♠7 assuming the missing spade honours are one each in North and South's hands. If West plays low declarer's plan will work. South must rise with ♠K, forcing out ♠A. Declarer cannot now get to a winning spade to discard the losing club. If declarer ducks South can continue with another spade or lead a further diamond honour.

♠ AKQ653	
♥ 654	
♦ 76	
♣ A10	
♠ 8	♠ J97
♥ AQ108	♥ 732
♦ Q93	♦ AK852
♣ 86543	♣ 72
	♠ 1042
	♥ KJ9
	♦ J104
	♣ KQJ9

Board 7 : Dealer South : All vulnerable

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

**Suggested Lead:** ♦A

**Play:** The most important signal is attitude. Normally partner will signal encouragement (throw high means aye) on partner's lead when holding an equal honour – partner's ♦A shows partner holds ♦K. But always take a look at the rest of the hand. If West leads hearts there is only one winning trick in the suit. But if East can be persuaded to lead hearts twice West can win two tricks. Therefore, on ♦A West should discourage with ♦3. East is unlikely to switch to the excellent club suit so chooses the heart switch. East covers whichever honour is played from dummy, leads back ♦9 which East can win with (known) ♦K. East leads another heart, West again beating it with a superior card, cashes the established winning heart trick. As West has a singleton trump it is possible that East has 3 trumps. West pushes back the final heart, hoping for a trump promotion which is, indeed, the case. Down three!

♠ KJ92	
♥ J9732	
♦ K2	
♣ 72	
♠ Q87	♠ 1043
♥ AKQ	♥ 85
♦ A987	♦ QJ104
♣ Q103	♣ AKJ9
	♠ A65
	♥ 1064
	♦ 653
	♣ 8654

Board 8 : Dealer West : Love all

West	North	East	South
1♦	Pass	2♣	Pass
3NT	All Pass		

**Suggested Lead:** ♥3

**Play:** Declarer can count 3 heart tricks, four club tricks and one diamond trick. Diamonds are the obvious place to make extra tricks. Declarer beats South's ♥10 with a top heart, cross to a top club and lead ♦Q, hoping South holds ♦K. North wins with ♦K. It is clear from trick one that South's highest heart is ♥10. Both minors look strong in dummy so North must switch to a spade. Lead low likes so North plays ♠2. South wins with ♠A and has to choose whether to lead back North's original suit or continue with spades. ♠2 is the clue, lead low likes. South returns ♠6, top of two remaining and North can now make three more spade tricks for down one.