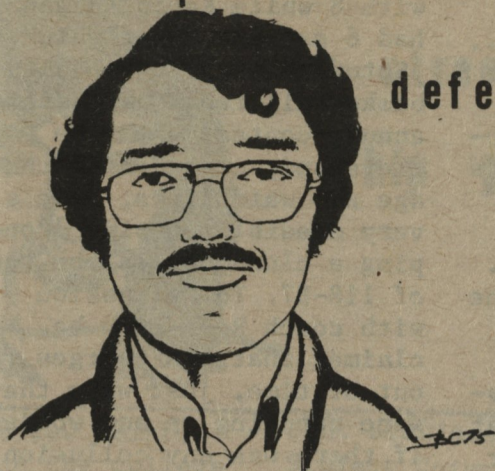


The Ruff Can Wait, Develop Your Other Tricks First



defense at bridge
dave gallant

W K1063
E 542
S J10874
T 3

SOUTH
S AJ8
H QJ1073
DAK2
C 106

Bidding

SOUTH	WEST	NORTH	EAST
1 H	Pass	2 C	Pass
2 NT	Pass	3 H	Pass
4 H	Pass	Pass	Pass

you must be careful. Suppose you lead a club and give partner his ruff immediately. He will be unable to attack spades from his side of the table so he will lead, say, a trump. Your king will be allowed to win, and when you lead a spade declarer will go up with his ace, drawing trumps ending in dummy and discard his spade losers on the clubs.

To be sure of making all tricks available to the defense, you must lead a spade at trick 2. There is no need to hurry to give your partner a ruff, since on the bidding he is marked with 3 trumps.

The missing hands!

NORTH	SOUTH
S Q94	H A96
H K8	D 3
D Q965	C KQJ872
C A954	S 752
	H K8
	D Q965
	C A954

Three no trump is, of course, a superior contract.

Your partner leads the 3 of clubs against South's four heart contract. The 2 is played from dummy and South plays the ten under your ace. How should you continue?

This is a simple matter of counting your tricks and getting the timing right. Partner's 3 of clubs is an obvious singleton so you can give him a ruff and the king of hearts will be the 3rd defensive trick. Where is the setting trick to come from? Well, either partner must have an ace or he must have the king of spades. If it is the latter case

this column, then, to try to give you some pointers in this sadly neglected foeld.

In order to make the column as similar as possible to play at the table, at the beginning of the column, only your hand and the dummy hand will be visible - just like at the table. Please do not look at the other two hands as presented further down until you have attempted to find your right line of play. It will ruin the purpose of the column.

Anyway, I talked long enough. On to the first hand.

This is the first in a weekly series on *Defense at Bridge*. It is sometimes said that defense is the most poorly-played aspect of the game; my experiences at U.-P.E.I. would certainly serve to bear this out.

And yet, it surely must be more important to play good defense than to be a good declarer. After all, assuming the laws of averages hold true, then you will play defense twice as often as you play declarer.

It will be the intention of

DAMN THAT RUDOLPH...
I'M GOING TO HAVE TO
GET RADAR!

