

## Eddie Kantar - Thinking bridge 1

### Fall 2017 - San Diego

Dealer : South Vul : ;; Both	♠ Q J 9 ♥ A Q 3 ♦ A K J 4 ♣ 9 4 2		<b>Bidding</b> West    North    East    South —       —       —       2 Hearts Pass    4 Hearts   All Pass
♠ A K 6 4 ♥ 7 5 ♦ 9 6 2 ♣ Q 10 8 3		♠ 8 7 5 3 2 ♥ 8 2 ♦ Q 10 5 ♣ K J 7	Opening lead: ♠A
	♠ 10 ♥ K J 10 9 6 4 ♦ 8 7 3 ♣ A 6 5		

**Bidding commentary:** South has a near maximum weak two-bid. North has a choice of responses. A raise to 4♥ is reasonable, as is 2NT, asking for more information. If North tries 2NT, South bids 3♣, showing a feature – the ♣A or ♣K. This might encourage North to bid 3NT, which happens to be cold.

**Defensive commentary:** As East, give count in spades. After declarer has preempted or bid two suits and partner leads the ace, presumably from ace-king, and dummy has the queen, third hand gives count, playing the ♠2, lowest from an odd number of cards. As West, it looks right to switch to a low club at trick two. Partner figures to have an honor or two in the suit given the fact that South has a weak hand. As East, play the ♣K at trick two, the higher of unequal honors. If you had equal honors such as the Q-J, play your lower equal.

**Play commentary:** As South, you start with nine top tricks: six hearts, the top diamonds and the ♣A. Rather than pin your hopes on the diamond finesse, use the ♠Q J in dummy to develop your 10th trick. Win the ♣A, draw trumps ending in dummy and lead the ♠Q, discarding a club. South wins the king, cashes the ♣Q and leads a third club, which you ruff. All that is left is to cross to dummy with a diamond and discard a diamond on the ♠J. No diamond finesse is necessary. When dummy has the second- and third-ranking cards in a suit (♠Q J in this case) facing a void, think loser-on-loser play. Lead a spade equal and discard a loser. After the opponents take the trick, use the other equal to discard another loser. You gain a trick.