

ThinkingBridge by Eddie Kantar

NABC Spring 2018 Philadelphia--2

2NT response after a takeout double and when not to draw trumps

Dlr: South	10 8 7 3		
Vul: N-S	10		
	A 7 6 2		
	K 8 7 4		
—		9 6 5 4	
A 9 7 6		K Q J 5	
K Q J 5		10 9 4	
Q 9 6 5 2		10 3	
	A K Q J 2		
	8 4 3 2		
	8 3		
	A J		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1
Dbl	2NT	Pass	4
All Pass			

Opening lead: K

Bidding commentary: North's jump response to 2NT after a takeout double is a popular convention called "Jordan." It shows limit-raise values – 9-11 support points – with at least four-card support. Following a double, a direct jump to 3 is weak. If you mentally replace the A with a low diamond or the K with a low club, you will get an idea of what a jump to 3 looks like after a takeout double. As South, knowing of nine-card spade fit, revalue upwards. The player who receives support, South, adds 2 extra points as a bonus just for the nine-card fit. Additionally, if the long hand contains a singleton or two doubletons (your hand does) another point is tacked on. Using this method, your hand has blossomed from 15 to 18 points, enough to bid 4. If you bid 3, partner is supposed to pass.

Defensive commentary: As East, if declarer leads a heart from dummy at trick two, play an honor and switch to a spade to stop heart ruffs in dummy. As West, if declarer mistakenly leads a spade at trick two and exits with a heart, play low, allowing partner to win and play a spade.

Play commentary: . As South, your dummy cries out to be used for ruffing hearts. Your plan should be to ruff three hearts in dummy. A heart, not a spade, should be led at trick two. You need those spades in dummy to ruff hearts. Unless you are playing against close friends or relatives, you can expect the opponent who wins your heart exit to lead a spade, because he can see what you are up to. If you play a heart at trick two and ruff your three losing hearts in dummy, you will make an overtrick, losing one heart and one diamond. If you play one round of spades before leading a heart, and they switch to a spade upon taking the first heart, you will lose an extra heart trick. You will still make your game, but you should not be proud of yourself. Finally, if you played two rounds of spades before leading a heart, keep it a deep, dark secret.