

## Using the bidding as a guide to play and defense

By *Eddie Kantar (6)*

Dlr: East	♠ A J 5		
Vul: None	♥ 4 3 2		
	♦ A 7 6 3		
	♣ A 3 2		
♠ 7 3 2		♠ 6 4	
♥ 9 5		♥ A K J 10 8 7	
♦ 10 8 5 4		♦ J 9	
♣ K J 9 4		♣ 10 7 6	
	♠ K Q 10 9 8		
	♥ Q 6		
	♦ K Q 2		
	♣ Q 8 5		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	4♠	2♥	2♠
		All Pass	
Opening lead: ♥9			

**Bidding Commentary:** Normal. South has enough to overcall, and North has enough to jump to game facing a two-level overcall. South should not count the ♥Q. It's probably worth zilch on the bidding.

**Defensive Commentary:** It is normal for East to start with three high hearts, for South to ruff the third round, and for West to discard a club. With four diamonds in dummy, a diamond discard is unthinkable.

**Play Commentary:** You should know that West has the ♣K. If East had the ♣K to go along with that beautiful six-card heart suit, East would have opened 1♥, not 2♥. At this point, your best bet is to draw trumps and test diamonds by playing the king and queen and over to the ace. If diamonds break 3-3, your troubles are over. If West has a likely four-card diamond holding, lead dummy's remaining diamond and discard a club. Upon winning the diamond, West must lead away from the ♣K. Once again the bidding has helped you place the key missing card, the ♣K, and make a neat loser-on-loser play.