

## THINKING BRIDGE - EDDIE KANTAR.-2

Dlr: West	♠ Q 9 4 2	
Vul: Both	♥ K 5	
	♦ J 9	
	♣ A K 10 9 2	
♠ 8		♠ 6 5 3
♥ J 9 6 4 2		♥ A Q 10
♦ A 10 4 3		♦ K Q 8 7 2
♣ 8 7 4		♣ 6 5
	♠ A K J 10 7	
	♥ 8 7 3	
	♦ 6 5	
	♣ Q J 3	

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

**Opening lead: ♦A.**

**Bidding commentary:** In the modern game, jump raises of opening bids or overcalls in competition (3♦) are weak and preemptive.

A cuebid is used to show strong supporting hands. As North, do not count for the ♦J, a secondary honor card in a suit that has been bid and supported. Even so, your hand is strong enough to bid 3♠, and South is strong enough to bid 4♠, attaching extra value to honors (♣Q J) in partner's first-bid suit.

**Defensive commentary:** As East, when partner leads a winning card in a suit you have bid, and a suit in which you have strength, check dummy to determine whether you want a continuation or prefer a shift. If you want a shift, play your lowest card. Good partners can usually work out the "shift" suit. It is usually dummy's shorter side suit. You want a heart shift, so play the ♦2.

If you get the shift, you can take two hearts and two diamonds and defeat the contract one trick. If you don't ask for a shift and partner plays another diamond, you get only one heart trick. Declarer can rattle off five spades and five clubs for 10 tricks.