

## THINKING BRIDGE -- By Eddie Kantar

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Dir: West Vul: None	NORTH ♠ K 10 9 7 2 ♥ 9 8 6 ♦ J 8 2 ♣ A Q		West	North	East	South
			1 Club	1 Spade	2 NT	Pass
			3 NT	All Pass		
WEST ♠ 8 6 5 ♥ K Q ♦ A 6 3 ♣ K J 10 7 2		EAST ♠ A J 4 3 ♥ A J 7 ♦ K 10 9 ♣ 9 8 4	Opening Lead = ♠ Q.			
	SOUTH ♠ Q ♥ 10 5 4 3 2 ♦ Q 7 5 4 ♣ 6 5 3					

**Bidding commentary:** Some play East's jump to 2NT in competition is not forcing and shows 11-12 HCP. Others play it as a game force showing 13-15 HCP.

**Lead commentary:** When partner overcalls and the opponents wind up in notrump, lead partner's suit unless you have a strong suit of your own with an outside entry. Defensive commentary: This is a trick one hand! If North fails to overtake the ♠ Q, declarer is home free. East ducks the opening lead and now that a spade cannot be continued, declarer has time to drive out both club honors and make an overtrick. Because of that ♠ 8 in dummy, North can afford to overtake the queen and persist with high spades, eventually setting up three spade tricks before East can develop dummy's clubs. North-South win the race if North plays the ♠ K at trick one.

**Play commentary:** If North ducks the ♠ Q at trick one, East should also play low, in effect killing the spade suit.

As a defender, if your spot cards warrant overtaking partner's short suit lead, do it! The lead may be a singleton