# THINKING BRIDGE (6)

## Eddie Kantar Summer 2016 Washington DC

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

With both sides vulnerable, East opens 3♣. You overcall 4♥, a strong bid. When the bid to your right is weak, a jump by you is strong. Partner makes a slam try by bidding 5♣ and you are soon find yourself in 6♥. West leads the ♣4.

Plan the play. Hearts are 1-1.

You have two possible diamond losers, but in fact you have close to a 100% play to get rid of at least one of them. See it?

Win the ♣A, ruff a club high, draw one round of trumps and play the ♠K, spade to the ace and ruff a spade. If the ♠Q drops, the ♠J is your 12th trick and you can use it to discard a losing diamond. Now you will be taking the diamond finesse for an overtrick.

Say the ♠Q doesn't drop and each defender has followed to three spades. Cross to dummy with a trump and lead the ♠J. Chances are West will be the one with four spades and East will show out, discarding a club. Simply discard a diamond and allow West to win the ♠Q. West has no safe exit and you take the rest.

But what if somehow East has the four spades to the queen, very unlikely given the 3♣ opening bid, but these things happen. When East produces the ♠Q, ruff and exit with a low diamond. What makes this close to a 100% play? Assuming East has seven clubs for his vulnerable first-seat preempt, East's original distribution was 4-1-1-7. When you exit with a diamond, if East wins the trick he will have to give you a ruff and a sluff, and if West wins the trick he will have to lead smack into your ♦A Q. The full deal:

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|---|---|---|
| | ♠ A J 4 3<br>♥ K 10 6 5<br>♦ 6 4 2<br>♣ A 10 | |
| ♠ 10 8 7 6<br>♥ 3<br>♦ K J 8 7 5<br>♣ 8 6 4 | | ♠ Q 9 2<br>♥ 8<br>♦ 10 9<br>♣ K Q J 9 7 5 3 |
| | ♠ K 5<br>♥ A Q J 9 7 4 2<br>♦ A Q 3<br>♣ 2 | |

If you decided to take the spade and diamond finesses, hoping one would work (75%), you didn't give yourself the best chance.