

Dir: South ♠ K 10 5
 Vul: E-W ♥ K 7 5 2
 ♦ J 3
 ♣ K J 9 8

♠ 7 6		♠ A Q J 2
♥ 9 6		♥ J 10 8 3
♦ 10 7 6 2		♦ 9 5 4
♣ A 6 5 3 2		♣ Q 4

♠ 9 8 4 3
 ♥ A Q 4
 ♦ A K Q 8
 ♣ 10 7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2♣	Pass	INT
Pass	3NT	All Pass	2♣

Opening lead: ♣3.

Bidding commentary: Not much. South's 2♣ bid normally denies four hearts. North's jump to 3NT shows four hearts. Otherwise, why Stayman?

Lead commentary: The lead of a low club promises a high honor. Neither East nor South can be 100% sure whether South has four or five clubs until the ♣2 hits the table.

Play commentary: As South, with this club holding, it is normal to play low from dummy at trick one.

Defensive commentary: As East, play the ♣Q at trick one expecting to take the trick. Remember, the lead of a low card promises a high honor. After the ♣Q holds, it is possible to count declarer's high-card points and tricks.

Dummy has 11 HCP and declarer has 15-17, so assume 16, giving your opponents 27 HCP, give or take a point, and your side has 13, give or take a point. You have 10 HCP and partner has already turned up with 4 HCP (the ♣A) so declarer has 15, not 16, HCP.

Time to count declarer's tricks, knowing that declarer has all of the missing red-suit honors. Declarer has three heart tricks and likely to have four diamond tricks. Furthermore, declarer can easily set up two more club tricks for nine unless you do something brilliant! See it? Shift to a low spade at trick two! Yes, a low spade! You keep the A-Q-J over dummy's king. If partner wins the next club and returns a spade you can cash three spades to go along with two clubs for five tricks.