

# THINKING BRIDGE- 10

By Eddie Kantar

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## Card combinations, part 10

Dir: South Vul: N-S	NORTH ♠ K ♥ A ♦ 7 6 3 2 ♣ A K J 10 8 7 4		West	North	East	South
						1 Heart
			2 Spade	3 Club	Pass	3 NT
			All Pass			
WEST ♠ J 10 9 8 6 3 ♥ 10 6 ♦ A 10 9 8 ♣ 5		EAST ♠ 7 2 ♥ 7 5 4 3 2 ♦ K 5 4 ♣ Q 6 3	Opening Lead = ♠J			
	SOUTH ♠ A Q 5 4 ♥ K Q J 9 8 ♦ Q J ♣ 9 2					

**Bidding commentary:** It's not at all clear that you should bid 3NT (good partners will have the ♦10), nor is it clear that North should pass 3NT. And yes, one normally has a better suit for a weak jump overcall, but the vulnerability plus partner's original pass made it seem like a good idea. Let's put it this way, the bidding leaves a "little" to be desired, but I needed the contract to end in 3NT and didn't know how to do it: A confession.

**Lead commentary:** Seems normal. It would help to be playing the lead convention "jack denies." If you were, East would know that South has the ♠A Q. As it is, East will probably think that West has led from an A-J-10 combination.

**Defensive commentary:** As East, play the ♠2 at trick one. The rule for third hand is: If partner leads low and dummy takes the trick with the king or ace, play low to deny a high honor, the queen or king. When dummy takes the trick with the queen or lower, give count as you couldn't cover. If dummy had the blank ♠Q, play the 7.

**Play commentary:** Don't play too quickly to the first trick! If you play low, you have no way back to your heart and spade winners and must bank on the clubs coming in without a loser given your non-existent diamond stopper. Better to overtake the ♠K, discard the ♥A on the ♠Q, and play top hearts, hoping the 10 drops, giving you nine tricks. If the ♥10 doesn't drop, fall back on the clubs. Applause, please