

THINKING BRIDGE By Eddie Kantar

(From - NABC SPRING 2012 - MEMPHIS - (2))

Dir: East Vul: E-W	NORTH		West	North	East	South
	♠ 10 8 7 3		--	--	Pass	1 Spade
	♥ 10		X	2 NT(1)	Pass	4 Spade
	♦ A 7 6 2		All Pass			
	♣ K 8 7 4		(1) = Limit raise			
WEST		EAST	Opening Lead = ♦K			
♠ --		♠ 9 6 5 4				
♥ A 9 7 6		♥ K Q J 5				
♦ K Q J 5		♦ 10 9 4				
♣ Q 9 6 5 2		♣ 10 3				
	SOUTH					
	♠ A K Q J 2					
	♥ 8 4 3 2					
	♦ 8 3					
	♣ A J					

Bidding commentary: North's jump response to 2NT after a takeout double is a popular convention called Jordan. It shows limit raise values, 9-11 support points, with at least four-card support. A direct jump to 3♣ is preemptive. If you mentally replace the ♦A with a small diamond or the ♣K with a small club, you will get an idea of what a jump to 3♣ looks like after a takeout double.

As South, knowing of the nine-card spade fit, reevaluate upwards. The player who receives support - South - adds 2 extra points as a bonus just for the nine-card fit. Additionally, if the long hand contains a singleton or two doubletons as South's hand does, another point is tacked on. Using this method, South's hand has blossomed from 15 to 18 points, enough to bid 4♠. If South bids 3♣, his partner is supposed to pass

Defensive commentary: As East, if declarer leads a heart from dummy at trick two, play an honor and switch to a spade to stop dummy heart ruffs in dummy. As West, if declarer mistakenly leads a spade at trick two and exits with a heart, play low, allowing partner to win and play a spade

Play commentary: Play commentary: As declarer, the dummy cries out to be used for ruffing hearts. Your plan should be to ruff three hearts in dummy. A heart, not a spade, should be led at trick two. You need those spades in dummy to ruff hearts. Unless you are playing against close friends or relatives, you can expect the opponent who wins your heart exit to lead a spade. If you play a heart at trick two and ruff your other three losing hearts in dummy, you will make an overtrick, losing one heart and one diamond. If you play one round of spades before leading a heart and they switch to a spade upon taking the first heart, you will lose an extra heart trick but still make your game, but you should not be proud of yourself. Finally, if you layed two rounds of spades before leading a heart, keep it a deep, dark secret.