

THINKING BRIDGE - - By Eddie Kantar
(From - NABC -FALL - SANFRANCISCO- 2012 -9)

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

Bidding commentary: As North, your jump to 2NT is a convention played throughout the world called "Jordan." It substitutes for a hand that would make a limit raise to 3♠ without the double. A jump to 3♠ over a double is preemptive, showing a weak hand with 2-5 HCP, at least four-card support plus a likely singleton or two doubletons. If you have a strong balanced hand that wants to bid a natural 2NT, redouble first and then bid notrump.

As South, you have enough to bid game after the 2NT response. A return to 3♠ is a signoff. Jordan is a win-win convention because it allows for both a limit raise as well as a preemptive jump raise after a takeout double.

Lead commentary. When looking at the A-K in an unbid suit, one needs a good reason not to lead it!

Defensive commentary: As West, when East plays a low club at trick one, there is a huge danger that South will be able to lead up to the ♣Q and set up the entire suit for heart discards. If declarer has any diamond loser, those losers can be ruffed in dummy. Your best chance for four defensive tricks is to play partner for the ♥Q and shift to a low heart at trick two. It turns out to be good shift (of course it does, I made up the hand!). Assuming dummy plays low, North steps up with the ♥Q and returns the ♥6, the higher of two remaining cards. Whichever heart South plays, you top it, driving out dummy's ace. When declarer eventually leads a club, grab your king and cash the setting trick in hearts.

Play commentary: As South, if the opponents attack hearts, you have no time to set up clubs for heart discards. The opponents will take two clubs and two hearts. Your only chance is to take the diamond finesse even though it heads smack into the takeout doubler's hand. If the finesse wins, you can shake dummy's remaining heart on the ♦A and make your game. If it loses, you go down an extra 50 points. Big deal.