

THINKING BRIDGE

By Eddie Kantar

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Dir: South Vul: Both	NORTH		West	North	East	South
	♠ 8 7 6		--	--	--	1 Diamond
	♥ 7 6 5		Pass	Pass	X	X
	♦ Q 9 2		1 Heart	2 Diamond	All Pass	
	♣ Q 4 3 2					
WEST		EAST	Opening Lead = ♥3 East plays the ♥K. Plan the play.			
♠ K 5 2		♠ Q 7 4 3				
♥ Q 9 4 3		♥ K 10 2				
♦ 10 6 5		♦ 4 3				
♣ J 10 7		♣ A K 9 5				
	SOUTH					
	♠ A J 10					
	♥ A J 8					
	♦ A K J 8 7					
	♣ 8 6					

Bidding commentary: Your redouble after a takeout double to your right is not an SOS redouble. On the contrary, it shows a strong hand in the range of 18 to 20 high-card points with at least five diamonds. With 18-19 HCP and no five-card suit, try 1NT to show partner you are still alive and well. I'm not sure whether this is standard fare or I have just made it up! Your redouble affords North the opportunity to compete to 2♦, assured that your side has at least half of the HCP plus an eight-card diamond fit. After the 2♦ bid, neither East nor West has anything sensible to add.

Defensive commentary: East-West do best not to lead spades, though they may not know it. If they do, it makes it easier for you to lose but one spade trick having a dummy entry to take a second spade finesse if necessary.

Play commentary: It can't hurt to win the opening lead and exit a club, hoping for a spade shift. However, if the defenders cash their heart tricks and are clever enough to play a club and a club, forcing you to ruff, you must attack spades. Cross to the ♦Q and lead a spade to the jack (higher equal). Assuming West wins, West is in a bit of a bind. A spade return ends everything as you have the A-10. If West leads a trump, play the nine and hope that will be a second dummy entry to take a second spade finesse. If West leads a heart, discard a spade from dummy, ruff in your hand, and then play the ace and ruff a spade.