

THINKING BRIDGE - - By Eddie Kantar

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Dir: North Vul: Both	NORTH ♠ 10 ♥ K2 ♦ AQ984 ♣ KQ1082		West	North	East	South
			--	1 Diamond	Pass	1 Heart
			Pass	2 Club	Pass	3 NT
			All Pass			
WEST ♠ ♥ ♦ ♣		EAST ♠ ♥ ♦ ♣	Opening Lead = ♠5			
	SOUTH ♠ AK9 ♥ Q1043 ♦ KJ2 ♣ 974					

Opening lead: ♠5. East plays the queen. Plan the play at IMPs and at matchpoints.

At IMPs, where safety is first, win the spade and cross to the ♦Q to lead a low heart (key play).

If East has the ♥A and jumps up with it to return a spade, you have at least nine tricks: five diamonds, two hearts and two spades. If the ♥Q wins, lead a club to set up your ninth trick. The most the opponents can take after winning the ♠A is three heart tricks.

If West takes the ♥Q, he may return a spade hoping partner has the 9. That play won't work. Now you have five diamonds, three spades, one heart and a soon-to-be-developed club for at least 10 tricks.

The bottom line is that at IMP scoring, you have a 100% play for the contract. But how should you play at matchpoints, where overtricks are so crucial?

If the club suit comes in for four tricks, you have at least 11 tricks, but you may go down trying for them. For example, if East has both club honors or if you misguess the clubs after the first club wins and East can get in for a spade return, you are history.

If you feel you need a good score, attack clubs. If you have a sound winning game, take the money and run by leading a heart toward your queen at trick three.