

BIDDING GAME W/INTERFERENCE

		A85	3 Hearts		
		Q104	Pass		
		10986			
		KQ4			
J107				9	Pass
AK9852	2 Hearts			J7	Pass
J2	Pass			KQ543	
108				J9765	
		KQ6432			
		63	DEALER – 1 Spade		
		A7	4 Spades		
		A32			

As North, your 3 heart cue bid, shows a limit raise or better, a jump to 3 spades in competition is preemptive. Partner assumes a limit raise. Bid 4 , if you would have accepted, if you wouldn't accept, sign off in 3.

West leads the Ace of hearts, East plays the J. West continues with the King, East follows with the 7. Now the Q of hearts in dummy is an established winner. In order to kill the Q of hearts before trumps are drawn, lead a 3rd hearts. East ruffs the 3rd hearts with the 9.

Play commentary:

As South, do not overruff the 9. It's safer to discard your diamond loser. If you overruff, you will wind up losing a trump trick to West – a trick you do not have to lose. Worse, you will go down, losing 2 hearts, a spade, and a diamond. However, if you discard a diamond at trick 3, you will take the next 10 tricks. Making 4.

As a defender, when you have established a trick in dummy upon which declarer, now void in the suit can discard (Q hearts) and partner is also void in the suit, lead the suit while partner still has a trump to play to kill the discard.

As declarer, if faced with the choice of overruffing a spot card with an honor card (the spade 9 with the Q) that may weaken your trump holding, discard a sure loser instead if you have one.

92 DEALER - Pass
 K93 Pass
 109762 3 NT
 A74

Q107653		J8	Pass
J74	1 Spade	Q85	Pass
A5	Pass	K843	Pass
95	Pass	J1086	

AK4
 A1062 1 Club
 QJ 1 NT
 KQ32 Pass

When South opens 1 club and West makes a simple overcall, it gives North a problem. Without a spade stopper, he can't bid 1 NT, can't raise to 2 clubs, and can't make a negative double, so he passes reluctantly. South can reopen with 1 NT to show 18-19 points (with 12-14 points he would just pass), and now North comes to life and bids the 3 NT game.

West leads the 6 of spades and East plays the J. It looks tempting for South to win and play on diamonds. West would duck his Ace, allowing East to win and clear spades. Now West will win the Ace of diamonds and cash his spades. What happens if South ducks the first trick? He wins the spade continuation and plays a diamond. East can win the first diamond, but no longer has a spade to play.

Ducking when you have 2 stops in the opponent's suit may seem unnatural, but when you have 2 cards to knock out (the top diamonds in this example), it can often be right. With South having all the other suits so well under control, no shift by West could have harmed him.

If you can see there are no possible defensive tricks coming from side suits, give Declarer a ruff and a sluff. A ruff and a sluff often promotes a defensive trick.

Defenders take tricks with their lower or lowest equal. If you can take a trick with a Jack or the Queen, take it with the Jack. Taking it with the Queen denies the Jack and can screw partner up.

To lead an honor card at a suit contract, only two adjacent honors are necessary, and the higher honor is led.

Recognize that defense is half the game. Work on your opening leads and third-hand play. Watch partner's signals carefully. Be aware that declarer will false card.