

Get the Best out of this Hand

Game Tuesday Evening 18/07/23 Hand No. 5

Dlr: North

Vul: N/S vul.

Bidding

N	E	S	W
1NT	P	2C	P
2S	P	2NT	P
P	P		

How to Play

North opened a 15-17 NT and South used Stayman to check for a Heart fit before inviting game with 2NT which North was happy to pass. Undaunted by the bidding East still led a spade and West quickly won K♠ and returned 9♠ which is needed to unblock the suit if the

defence are to make five tricks in the suit. North covered the 9♠ with the 10♠ leaving East to guess which suit to play next. Their side had three more spade tricks available if they could get partner on lead, but which suit might partner have a quick entry in? Clubs seemed unattractive as it may give a trick away, so East opted for a red suit. A relieved declarer quickly claimed eight tricks in the red suits. How could the defence have done better? When West won K♠ it looked like the defence may have five spade tricks to take, but spades would need to be led twice through declarer to achieve this. So if partner could win the second round of spades and play a club to their hand this could happen. How would partner know to play a club? How about playing the K♠ before the 9♠. Partner can now work out you have A♣ so can put you in to lead the third round of spades. The Q♣ is now a bonus trick so you take the first eight tricks to beat 2NT by three tricks. A little bit of careful thought by West reaps great dividends.

So tip of the day – plan the defence carefully and don't simply do the obvious thing here which was to return partners suit at trick two.

♠ Q 10 4 2
♥ K 8 5
♦ A K Q J
♣ 6 2

♠ K 9 5
♥ 6 4 2
♦ 7 5 4
♣ A K 8 7

♠ A J 8 6 3
♥ 10 9 7
♦ 8 6
♣ Q 10 4

♠ 7
♥ A Q J 3
♦ 10 9 3 2
♣ J 9 5 3