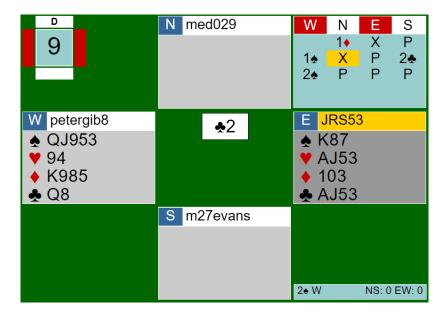
15/03/2021 Hand of the Week 55: Declarer play- using information from the bidding



North has shown diamonds and hearts, for South to then bid clubs it should be at least a 5 card suit. The 2.4 cannot be from a doubleton, so it must be a singleton with South holding 6 clubs. It is risky to duck as a second club would then give the defence a ruff. We can establish 2 club tricks in any case.

Looking at the other suits and again, using the information from the bidding I would place North with KQ♥ and AQ♦. It seems like we should have 4 spades, 2 clubs and 2 hearts, but we need to get to hand twice to finesse the hearts.

I would suggest winning the A. then leading the K. there is a small risk here is the spades break badly, but they are the only entries to hand and we need to unblock the suit.

The K♠ is won by the A♠ in North, who then leads a second spade. Win this in hand and lead a heart, Q♥ from North and A♥ from hand, now another low spade to hand and a second heart, won by the K♥ in North. This was the full hand:



This is the current position with North on lead- NS have won 2 tricks and EW have won 4:



North should lead their last spade, and West can now exit with the Q. South switches to a diamond which West ducks and now North has to lead with declarer needing 3 more tricks:



A heart gives declarer 2 tricks on table, and a diamond lead gives declarer 2 diamonds, either way 8 tricks made!

This hand is a little tricky but the key points are using information from the bidding to place missing honours and managing your entries.