

# Board of the Week 21

By Dick Chapman

This week's board is easier than most, but you do have to think a bit.

You are sitting East in an 11-table club-level matchpoint pairs game, and your side is using upside down count and attitude signals.

	♠4 ♥A ♦ ♣		
♠ ♥3 ♦ ♣	V: EW D: N	♠A9 ♥KQ765 ♦K64 ♣K43	
	♠QJ2 ♥10942 ♦A87 ♣AJ8		
North	East	South	West
2♠	Double	3♠	All pass

You lead the heart king, 2, 3, Ace. Low spade from declarer. How do you defend?

Give it some thought before reading further.

(Like Board of the Week 20, we are playing the Jeopardy tune, ♪ ♫ tra la ♪ ♫)

Ready? Check your results in the next column.

First, did you count partner's trumps? If the auction is honest, partner has two (6 in declarer's hand).

Second, do you see the 109 of hearts looming in dummy? These will be the source of discards for declarer.

Third, partner encouraged hearts at trick 1.

The solution is to hop up with the spade ace, cash the heart queen, and lead a third heart. Partner will ruff this and get overruffed, then play will continue. Whatever happens, one of dummy's two good hearts just vaporized on your good play. One discard for declarer rather than two.

The full hand:

	♠K108764 ♥AJ ♦J32 ♣62		
♠53 ♥83 ♦Q1095 ♣Q10975	V: EW D: N	♠A9 ♥KQ765 ♦K64 ♣K43	
	♠QJ2 ♥10942 ♦A87 ♣AJ8		

If you eliminate one of the two potential discards, declarer makes 9 tricks and you get 85% of the matchpoints. If you allow 10 tricks, it's 40%.

It's still another hand where visualizing partner's holdings is critical to achieving the best result at the table.

See you at the club.