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Bridge Tips Tannah Hirsch

4th May 2010 Both vulnerable. East deals.

	NORTH ♠ Q J 4 3 ♥ 9 8 5 2 ♦ 7 4 ♣ 10 6 3	
WEST ♠ A K 7 2 ♥ J 4 3 ♦ 5 ♣ Q J 9 8 7		EAST ♠ 10 9 8 ♥ A K Q 10 7 6 ♦ A 2 ♣ 5 4
	SOUTH ♠ 6 5 ♥ Void ♦ K Q J 10 9 8 6 3 ♣ A K 2	

WEST	NORTH	EAST	SOUTH
		1 Heart	3 Diamond
3 Heart	Pass	Pass	4 Diamond
X	All Pass		

Opening lead: King of ♠

To appreciate this deal from a high-stake rubber-bridge game in England, reported by Howard Cohen, cover up the East and South hands and see if you can resolve West's problem at trick three. As a clue, we have often railed about giving an opinion when all spot cards are shown to us simply by an "x". Consider West's dilemma in that case.

North-South were playing strong jump overcalls and we can't fault West for doubling when his partner could open in first seat, vulnerable and he apparently held two defensive tricks. East follows to the opening lead with the eight of spades. How would you continue?

Hoping to give partner a ruff, West continued with the ace of spades and was disappointed to find East following with the nine. It was time to change horses. But with two spade tricks established in dummy, you must be careful not to provide dummy with an entry. How do you continue?

It is already too late! You must find the correct defense before dummy's two spades are established. At trick two you must shift to a diamond! East wins with the ace and returns a trump, and dummy is dead.

With any other defense, South wins the third trick, ruffing high if necessary, and leads the six of diamonds, overtaking with the seven when East follows with the five. Now the four of diamonds is the entry to dummy's two spades since declarer can draw the last trump by overtaking his three with the four.

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