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Bridge Tips Tannah Hirsch

30th July 2010

Both vulnerable. South deals.

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

| SOUTH | WEST | NORTH | EAST |
|-------|------|-------|----------|
| 1 NT | Pass | 3 NT | All Pass |

Opening lead: Two of ♠

Your best chance to defeat a contract usually occurs early. The more declarer learns about the hand, the less hope you have to misdirect him.

The auction was simple enough. South had a maximum no-trump opening and North had barely enough to raise to game.

West leads a low spade, declarer calls for the table's ten and you, as East, win with the ace. You can expect no more than five or six points from partner, so you must set up your tricks quickly if you are going to defeat the contract. How do you intend going about that?

As so often happens, the defenders have but one chance and you must seize it at trick two. As East, you know that declarer started with no points in spades and that partner more than likely has the queen of spades. Therefore, it is highly unlikely that South opened one no trump without a stopper in either black suit. Therefore, consign the king of clubs to declarer. If partner has an entry and three clubs, this contract cannot be made. To break the contract you must use what is called a surround play.

At trick two you must shift to the queen of clubs! Declarer can win with the king, but dummy's knave is now surrounded by your ace-ten combination. When partner gains the lead in one of the red suits and returns a club, you will make three clubs, the ace of spades and the trick partner has contributed to the effort.

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