

## Timing opposition entries

Following on from the previous feature hand this month shows how important it is to time the potential losers you may have.

	42	
	A543	
	QJ	
	A10972	
QJ1098		762
QJ6		1098
A73		108542
43		K6
	AK5	
	K72	
	K96	
	QJ85	

Dealer South            N/S vulnerable

West	North	East	South
			1C
1S	X	pass	1NT
pass	3NT	all pass	

North has a couple of possible bids after the 1S overcall. The competitive (responsive) double demands a rebid from South who would bid hearts with 4. This enables a heart fit which is preferable to the club fit (easier to make 10 tricks than 11 in a game contract). An alternative would be a 2S bid asking in the first instance for a spade stop for 3NT. This, while not wrong, makes finding a possible heart fit less likely. Simply raising clubs to the 2, 3 or 4 level reduces greatly the chances of accurately determining the best contract.

The 1NT rebid shows 15-16 so North raises to game.

The QS lead draws the 2S from East showing an odd number (assuming playing normal count signals – playing upwards for odd number, playing downwards with an even number). It is generally good technique for declarer to duck the first trick to attempt to sever spade communication between the opponents. After winning the spade continuation (best defence) South must evaluate their chances.

Clearly if the KC is onside there is no problem for there will be 5 clubs and 2 in each major. If the KC is wrong then a diamond trick must be developed. The danger here is that if declarer plays on clubs first and loses to East then a spade return clears the suit while West still has a side suit entry (AD).

Having come to this conclusion South must first play on diamonds to establish a trick in that suit before playing on clubs. If West wins the AD they can no longer gain the lead as the only other danger card (KC), if they hold it, will be captured.