## Better Bidding with Bergen

## The defense never rests

When a defender knows that he must get the lead, he's gotta do what he's gotta do.

**A** 8 ♥AKJ4 AKQJ8 ♣843 ♠ KQ1062 A A 9 7 5 **9** 3 2 **9**87 **654** 972 A 109 ♣ QJ62 ♣ J43 ♥ Q10965 103 ♣ K75

West leads the ♠K against 4♥. Declarer calls for dummy's ♠8 and the spotlight shifts to East.

If East hopes to defeat 4♥, he had better make his move now — overtake West's ♠K with his ♠A and switch to the ♣Q.

This allows the defenders to take the first four tricks and defeat the contract. If East ducks the  $\bigstar K$ , South's  $\bigstar K$  is well protected from any attack by West.

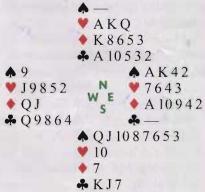
## Stop, look and listen

Respect partner's signals. He knows more about his hand than you do.

Despite North's bid, you elect to lead the • Q. Things are looking up when you win the first trick as partner plays the • 2 and South the • 7.

You are all set to continue with the ◆ J but pause to reflect. What is going on? Why was partner screaming, "I hate diamonds," when he must have the ◆ A? What should you lead next?

The complete deal:



Did you get partner's message and find the essential club shift? If you don't give partner a club ruff, South will draw trumps and make his contract, losing only one diamond and two spade tricks.

When declarer is drawing trumps, a defender should (usually) take his ace of trumps when he has only one low trump remaining.



You (West) lead the K and continue diamonds, declarer ruffing the third round. With no problems in the other suits, declarer



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begins drawing trumps.

If you win the first or second round of trumps, declarer will have no problem; he will win any return, draw the rest of your trumps and run his clubs.

If, however, you duck twice, the contract is doomed. If declarer leads a third trump, you win and lead a diamond. This forces out declarer's last trump and you score your \$\infty\$6.

If instead, declarer abandons trumps and cashes the A, he then plays clubs, hoping you will follow to three rounds. In that case, declarer would continue clubs and your 6 would never win a trick because dummy could overruff.

As the cards lie, you ruff the third club with the 6 and cash the A. Down one, a nice reward for defensive patience.

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