

DON'T BE GREEDY

As South, you find yourself (thanks to partner), in a 3NT contract. Your LHO leads the ♠6 and you see this lovely dummy.

North
 ♠ KJ5
 ♥ AK
 ♦ QJ10876
 ♣ AJ

West
 ♠6

South
 ♠ A2
 ♥ 9742
 ♦ 4
 ♣ Q109832

West	North	East	South
	1♦	Pass	1NT
Pass	3NT	All Pass	

What is your plan for making this contract?

You start out, as in all notrump contracts, counting top tricks; tricks you can take without giving up the lead. You have 2 spades, 2 hearts and the ♣A. You need 4 more. They can come from the 6-card diamond suit. But be careful. You'll have to give up the lead twice. That's enough time for the opponents to set up their spade suit.

Now look at the clubs. You have the same number of cards in the club suit, but you are only missing one honor. That will give you the timing to run the four extra tricks before they can run their 3 spade tricks.

I hope you see the problem with the clubs. Unless you're playing against your relatives, the opponents will hold up the ♣K until the dummy has no more clubs to lead to your hand. Therefore, you can't afford to take the club finesse. In fact, you can't afford to take the ♠J finesse either. You must win the first trick with the ♠K and immediately play the ♣A and then the ♣J. When East plays low on the ♣J, you must now overtake it with the ♣Q. If

