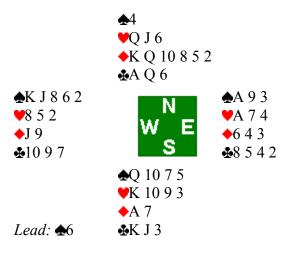
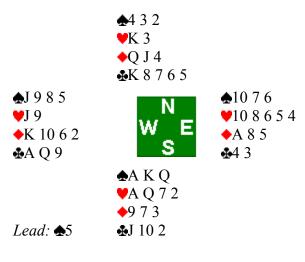
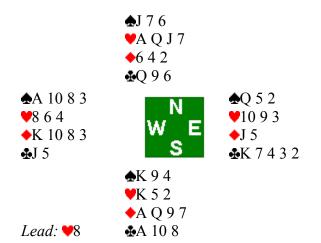
3 NT South



3 NT South



3 NT South



East wins the A and returns the *nine*; 10, jack. It is apparent to West that South holds the guarded queen so it is desirable to shift to another suit. But which suit?

West should reason this way: If East holds the ◆ A, the contract will always be set so that shift is not urgent. The problem is whether to play East for the ♥ A or the ♣ K. If East holds the ♥ A, the contract can be set by an immediate shift to heart. But if East holds the ♣ K, declarer will have 8 top tricks (assuming the ♥ A and ◆ A in the South hand) and he can make his contract by winning the ♣ A and eventually finessing if necessary in hearts.

Hence the correct shift is the ♥ 8 because it will always succeed when East has the right card. In the actual layout you will set the contract two tricks.

At trick two South leads the & J; queen, king; then a club is ducked to West's nine. From East's 10 at trick one it is clear that a spade continuation is futile. A diamond shift is needed if East has the A. A heart shift is desirable if East has the A. but in that case East must have additional heart strength (Q or 10) and further, a diamond shift would do just as well since declarer would have no entry to dummy's clubs.

West should shift to the diamond *two* so, when East wins the ace, he will know to return a diamond. If West wanted a spade back, he should shift to a *high* diamond.

On some deals your best strategy as a defender is to play safe. The appearance of dummy or declarer's line of play may reveal that declarer cannot establish any tricks (or not enough for his contract), in which case your goal is simply not to give anything away. Avoid leading any suit that might lose a trick.

Notice that the opening lead strategy at the beginning of this lesson tends toward safety when the leader does not have long suit. This allows the defenders to *see the dummy* before committing themselves to an active defense.

- 1. Five-card or longer suit
- 2. Safe honor sequence
- 3. Four cards without ace or king
- 4. Worthless three cards
- 5. Worthless doubleton
- 6. Unsafe honor sequence
- 7. Four cards with ace or king