



EDDIE KANTAR TEACHES

Topics in Declarer Play at Bridge





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MASTER POINT PRESS • TORONTO

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EDDIE KANTAR

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Introduction

It's always been my dream to write a book on the play of the hand. After all, I have made enough mistakes in the play over the years to cover two books!

Now my goal is to help you avoid some of these errors. After all, you want to instill enough trust in your partner so that he or she will let you play a hand once in a while! The problem is that each topic is so vast, that I can't imagine any writer doing justice to the major elements of the play of the hand in one volume that could be lifted by the average person.

The idea here is to try to teach you how to think and what to think about. Unless you have a clear-cut vision of how to organize the play you will inevitably find yourself in the wrong hand, lacking an entry to this or that hand, finding the dangerous opponent on lead at embarrassing moments, or seeing winners disappear because of a blocked suit that wasn't unblocked in time! Accordingly I have decided to divide up the important topics into more than one book and go into each topic thoroughly so as not to short change the reader.

This is my opening bid, so to speak. I hope you like it.

Eddie Kantar

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A Transport of Delight

1

“Oh, how I long to travel back.”

HENRY VAUGHAN

An entry, an entry, my kingdom for an entry! How many times have you wished for just one more entry either to your hand or to dummy? Maybe that wish will be answered after reading this chapter. There are many, many techniques for preserving, creating, or forging entries to one hand or the other. Let’s start with one of the most fertile areas for entry conservation and entry creation — your trump suit.

Drawing trumps — back and forth mobility

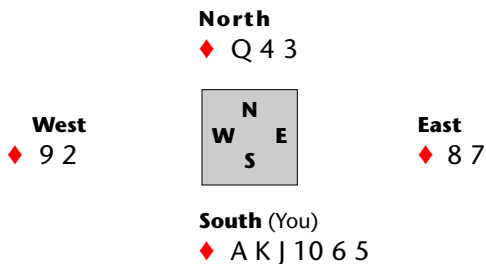
When you can draw trumps and still have at least one trump left both in your hand and in dummy, try to use those trumps to move back and forth — i.e. strive for ‘entry flexibility’.

Translation: *being able to enter either hand with a trump whenever possible. Look at this typical situation:*

WHAT YOU’RE GOING TO LEARN IN THIS CHAPTER:

- How to plan your entry management at Trick 1
- How to use your trump suit for entries
- How to create and preserve entries

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Diamonds are trumps and you plan to draw two rounds ending in your hand. If you start with the ace and king, you leave the blank ♦Q in dummy. Yes, you will then be able to cross to dummy with a diamond, but if you are in dummy with another suit, you can't enter your hand with a diamond; the suit is blocked. However, if you start with the ace and jack, again leaving the blank ♦Q in dummy, you have entry flexibility; you can zip over to dummy with a diamond, and if you are in dummy with another suit, you can overtake the queen with your king to get to your hand.

The beauty (and horror) of a powerful trump suit

The stronger your trump suit, the harder it may be to enter dummy with a trump; too many riches. One way to overcome this glut is to trump high, not low, when forced to ruff. Deuces and treys can be the most precious cards in your hand — cherish them; save them!

NORTH-SOUTH VUL. DEALER SOUTH

	West	North	East	South
				2♣
pass	2♦	pass	2♠	
pass	3♠	pass	4♣	
pass	4♠	all pass		



You do well to stop at 4♠ and the opponents start with three rounds of hearts. If you ruff with the deuce (a truly ugly play), you will have squandered the most precious card in your hand. That ♠2 is your entry to dummy. If you ruff the third heart high, you can draw trumps, cash the ♦A, enter dummy with a trump, and discard two clubs on the diamonds. Ten tricks. If you ruff low at Trick 3, you could wind up losing two clubs along with the two hearts you have already lost.

Creating an extra dummy entry with your heart in your mouth

In the previous example, you had to ruff high in order to be able to enter dummy with a trump. Sometimes you have to get to dummy twice in the trump department when there only appears to be one trump entry to dummy. Appearances can be deceiving.

North

♠ 5 4 3
♥ J 9
♦ J 10 5
♣ Q 8 5 4 2



South (You)

♠ A Q J
♥ A K Q 4 3 2
♦ A K Q
♣ 7

This time your enthusiasm knows no bounds (bidding deleted so that you will continue reading this book) and you arrive at a contract of 6♥. West leads a diamond which you cleverly win in your hand. You have a certain club loser and you must find the ♠K with East to have any chance, so assume it is there. However, even if East has the ♠K, you probably will need two dummy entries to take two spade finesses. Do you see two dummy entries?

Three years after producing the definitive texts on defensive card play at bridge, master teacher and writer Eddie Kantar now turns his attention to some of the key topics in declarer play. Eddie's many fans will not be disappointed; the familiar self-deprecating humor that has endeared him to hundreds of thousands of readers is there on almost every page. The ideas in this book (entry management, suit establishment techniques, finessing — both how to and how not to, counting, and endplays) are handled thoroughly. However, they are presented in a way that any reader can manage, with carefully selected concrete examples, clear concepts, practice hands, chapter-end quizzes, and key-point summaries.

Praise for *Eddie Kantar teaches Modern Bridge Defense*
and *Eddie Kantar teaches Advanced Bridge Defense*:

'Kantar tackles the hardest part of the game and wins hands down'
- ZIA MAHMOOD, World Life Master

*'Comprehensive, yet crystal clear, and full of Kantar's
inimitable humor.'*

- PAUL SOLOWAY, four-time World Champion,
and ACBL all-time leading master point holder.



EDDIE KANTAR is a professional bridge player, writer, and teacher. He has been elected to the Bridge Hall of Fame, has been World Champion twice, and has won thirteen North American Championship titles. Among his many books are *Modern Bridge Defense*, *Advanced Bridge Defense*, and *Classic Kantar*. He writes regularly for numerous bridge magazines around the world, and is a frequent host on bridge cruises. He lives in California.

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