



An

Eddie Kantar

Bridge Classic

Kantar for the Defense

VOLUME 2

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FOREWORD

For those of you who worked your way through “Kantar for the Defense,” Volume I, this book should seem like an old shoe, comfortable.

The problems are considerably more difficult, but certainly not beyond your towering defensive capabilities. Some new themes have been introduced, but the format is the same as in Volume I.

To review, your opponents are playing a standard system unless otherwise mentioned. In particular, they are using a 15–17 point one notrump opening bid range, a 20 to a bad 22 two notrump opening bid range, 7–10 point weak two bids, and a forcing opening bid of 2♣. (Sorry, Precision and other strong One Club players.) First and second seat major suit opening bids will generally be made with five card suits (or longer) although if the hand screams for a four card major suit opening, so be it.

As for you and your partner, you still have not been able to convince him to play upside down attitude signals. Oh, well. One day!

You are leading fourth best, the lead of a jack denies a higher honor, and the lead of a nine or a ten shows either top or two higher honors. In the case of the ten, the lead will be either top of a sequence or from KJ10 or AJ10 combinations. The lead of the nine will be either top of a sequence or from Q109, K109, or A109 combinations. You are also leading the king from ace-king, this one with reservations. As in Vol. I, from AKQ combinations, the queen will be led.

As in most defensive problems, the premium is on counting, counting tricks, points and distributions. Positive and negative inferences abound. Also, knowing basic card combinations as well as being aware of entry problems certainly won't hurt.

For your own benefit, answer each question before going on to the next. Frequently the answer to the previous question will be found in the following question.

In the rare instance where you actually make a defensive error, consult the list of themes for each of the 100 problems listed in the back of the book. If certain errors reoccur, you can isolate the theme and know what you have to work on.

Four final tips:

- (1) Assume the contract can be defeated.
- (2) Don't be greedy. Take the safe play to defeat the contract, not the risky one.
- (3) Do not worry about letting them make overtricks.
- (4) Don't tackle these problems if you are tired, even a little!

*Edwin B. Kantar
Los Angeles*

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(1) LEADING THEIR SUIT

Both sides vulnerable
 Dealer South

North
 ♠ A 10 9 8
 ♥ Q 5
 ♦ A K 7
 ♣ A K 10 8

East (you)
 ♠ K J
 ♥ 10 6 3
 ♦ Q J 9 4
 ♣ Q 7 6 3

South	West	North	East
Pass	Pass	1♣	Pass
1♠	Pass	4♠	All Pass

Opening lead: ♣5

Declarer wins in dummy, playing the ♣4 from his hand. Dummy plays the ace and a spade to your king, partner following with the ♠4 and the ♠3.

1. Where are the heart honors?
2. Can you see any way of getting four tricks?
3. What do you return at trick four?

LEADING THEIR SUIT (Solution)

	North	
	♠ A 10 9 8	
	♥ Q 5	
	♦ A K 7	
	♣ A K 10 8	
West		East
♠ 5 4 3		♠ K J
♥ A J 7 4 2		♥ 10 6 3
♦ 8 5 3 2		♦ Q J 9 4
♣ 5		♣ Q 7 6 3
	South	
	♠ Q 7 6 2	
	♥ K 9 8	
	♦ 10 6	
	♣ J 9 4 2	

1. Either South has both heart honors or they are split. If partner had them (1) he would have led the suit; (2) South would not have had enough high card points to scrape up a vulnerable one spade response.
- 2–3. There is a chance for four defensive tricks if partner started with a singleton club. Return your *lowest* club, making sure partner returns a diamond after ruffing. If partner ruffs, you defeat the hand if partner started with 3–5–4–1 distribution as well as the ♥A_J, or if he started with 3–6–3–1 distribution with either the ♥A or the ♥K.

KEY LESSON POINTERS

1. THE HIGH-LOW IN THE TRUMP SUIT SHOWS AN ODD NUMBER OF TRUMPS WHEN GIVING COUNT IS THE ISSUE. WHEN LOOKING FOR A RUFF, THE HIGH-LOW ANNOUNCES POSSESSION OF AT LEAST A THIRD TRUMP. HOWEVER, (EXCEPTION COMING UP) WHEN AN OBVIOUS SHORT SUIT IS LED THE PLAYER LOOKING FOR THE RUFF SHOULD NOT HIGH-LOW WHEN HOLDING A DOUBLETON AND THE OPPONENTS HAVE THE HIGHEST REMAINING CARD IN THE SUIT. THE HIGH-LOW IN THAT CASE IS RESERVED FOR A SINGLETON. FOR EXAMPLE, IF WEST HAD LED FROM A DOUBLETON CLUB WITH THE HIGH CLUB VISIBLE, HE SHOULD NOT HIGH-LOW IN TRUMPS.
2. AFTER YOU DECIDE TO GIVE YOUR PARTNER A RUFF, DO NOT GET CARELESS. YOUR RETURN IS A SUIT PREFERENCE PLAY.

(2) LISTENING

East-West vulnerable
Dealer South

North
 ♠ 4 2
 ♥ A J 5
 ♦ K Q J 10 9
 ♣ 7 4 2

West (you)
 ♠ 6 5
 ♥ K 8 3
 ♦ 8 6 4 3
 ♣ A K J 10

South	West	North	East
2 ♣	Pass	3 ♦	Pass
3 ♠	Pass	4 ♥	Pass
4 NT	Pass	5 ♦	Pass
6 ♠	All Pass		

Opening lead: ♣ K

- Partner plays the ♣ 3 and declarer the ♣ Q.
1. What do you play now? Why?

LISTENING (Solution)

North		
♠ 4 2		
♥ A J 5		
♦ K Q J 10 9		
♣ 7 4 2		
West		East
♠ 6 5		♠ 3
♥ K 8 3		♥ Q 9 4 2
♦ 8 6 4 3		♦ 7 5 2
♣ A K J 10		♣ 9 8 6 5 3
South		
♠ A K Q J 10 9 8 7		
♥ 10 7 6		
♦ A		
♣ Q		

1. The ♥K, or almost as good, a low heart.

Declarer cannot have two losing clubs for his bidding and the only realistic chance is to knock out dummy's heart entry in case the diamonds are blocked. Why the ♥K?

In order for any heart play to be right, partner needs the ♥Q. If you lead low and dummy plays low, partner with Q9x(x) might err and play the ♥9. Why take any chances?

KEY LESSON POINTERS

1. ASSUME A SANE DECLARER WILL NOT LEAP TO SLAM WITH TWO QUICK LOSERS IN AN UNBID SUIT.
2. ASSUME AN ALERT PARTNER WILL MAKE A LEAD-DIRECTING DOUBLE OF A SLAM CONTRACT WITH A VOID IN DUMMY'S FIRST BID SUIT. NO DOUBLE-NO VOID.
3. WHEN THINGS LOOK HOPELESS, TRY TO IMAGINE SOMETHING GOOD. HERE YOU MUST IMAGINE THAT THE DIAMONDS ARE BLOCKED AND TRY TO DO SOMETHING ABOUT IT.
4. IF POSSIBLE, DO NOT GIVE PARTNER A CHANCE TO MAKE AN ERROR NO MATTER HOW FAR-FETCHED. PARTNERS HAVE A WAY . . .

(3) DIFFERENT STROKES FOR DIFFERENT FOLKS

North-South vulnerable
Dealer North

North

♠ A J 10 3

♥ 7 6

♦ J 10 8

♣ A Q 10 9

East (you)

♠ K 9 8

♥ A Q 9 4 3

♦ 3 2

♣ 7 6 5

North	East	South	West
1 ♣	1 ♥	2 NT*	Pass
3 NT	All Pass		

*13–15

Opening lead: ♥2

Plan your defense.

DIFFERENT STROKES FOR DIFFERENT FOLKS (Solution)

North		
	♠ A J 10 3	
	♥ 7 6	
	♦ J 10 8	
	♣ A Q 10 9	
West		East
♠ 7 6 5		♠ K 9 8
♥ J 8 2		♥ A Q 9 4 3
♦ K 7 6 5		♦ 3 2
♣ 4 3 2		♣ 7 6 5
South		
	♠ Q 4 2	
	♥ K 10 5	
	♦ A Q 9 4	
	♣ K J 8	

Two defenses are possible: (1) Win the ♥A and shift to a diamond playing partner for ♦AQxxx. Assuming partner ducks this trick, when in with the ♠K you will be able to return your second diamond and defeat the contract. You are playing declarer for: ♠Qxx ♥KJx ♦Kxx ♣KJxx. (2) Play the ♥Q at trick one (to prevent declarer from holding up with ♥K10x) and continue with a low heart if the queen holds. If the queen loses and you get in with the ♠K, lead a low heart playing partner for ♥Jxx. Of course, if declarer started with ♥KJ doubleton you will be explaining this play away for years to come. If partner gets in first, his second heart play will clarify the position.

Which play is better? The one that works! Kidding. Play (2) is better because it requires much less in partner's hand. Also, partner might have led a diamond holding ♦AQxxx and ♥xxx. Not likely, but possible.

KEY LESSON POINTERS

1. WHEN YOU MUST CHOOSE BETWEEN TWO LINES OF DEFENSE, SELECT THE ONE THAT REQUIRES THE LEAST FROM PARTNER. (HE NEVER HAS WHAT YOU WANT HIM TO HAVE ANYWAY.)
2. WHEN HOLDING AQxxx IN THE SUIT PARTNER HAS LED AND YOU WISH TO ESTABLISH, PLAY THE QUEEN IN ORDER TO PREVENT DECLARER FROM HOLDING UP WITH K10x.
3. MAKE SURE YOU KNOW WHICH CARD YOUR PARTNER WILL LEAD FROM THREE SMALL IN YOUR SUIT VS. NOTRUMP.

(4) SEQUENCES

North-South vulnerable
Dealer South

North

♠ 9 8 6 5
♥ 7 4
♦ A K J 5 2
♣ J 2

East (you)

♠ Q J 10 7
♥ A 9 3 2
♦ Q 7 3
♣ 9 5

South

1 ♣
3 NT*

West

Pass
All Pass

North

1 ♦

East

Pass

*Solid minor

Opening lead: ♥Q

1. Which heart do you play at trick one? Why?
2. You win the ♥A, declarer following with the ♥6. What do you return at trick two? Why?

SEQUENCES (Solution)

North		
♠ 9 8 6 5		
♥ 7 4		
♦ A K J 5 2		
♣ J 2		
West		East
♠ A 3 2		♠ Q J 10 7
♥ Q J 10 8 5		♥ A 9 3 2
♦ 9 8 6		♦ Q 7 3
♣ 7 4		♣ 9 5
South		
♠ K 4		
♥ K 6		
♦ 10 4		
♣ A K Q 10 8 6 3		

1. The ♥A for two reasons: (1) Declarer may have a singleton king, or (2) if he does not, a shift is necessary, as at least nine tricks are staring you in the face—six or seven clubs, two diamonds and a heart.
2. The ♠7. You need *four* spade tricks to defeat the contract so you must play partner for Axx or Axxx. By leading low you give yourself a chance for four tricks. If you lead the ♠Q you have no chance as dummy's nine stands up as a fourth round stopper.

KEY LESSON POINTERS

1. AFTER A MINOR SUIT OPENING, AND A ONE LEVEL RESPONSE, A JUMP TO THREE NOTRUMP IS BASED ON A LONG SOLID MINOR AND IS NOT A HUGE POINT COUNT BID.
2. ONCE THE DUMMY IS IN VIEW, IT MAY BE NECESSARY TO ATTACK A SUIT WITH A SEEMINGLY ABNORMAL CARD TO REALIZE THE DESIRED NUMBER OF TRICKS.
3. IF YOU PLAY THE LEAD CONVENTION THAT THE QUEEN VS. NOTRUMP ASKS PARTNER TO UNBLOCK THE JACK, DO NOT USE THE CONVENTION VS. GAMBLING-TYPE NOTRUMP BIDDING. FOR EXAMPLE, HOW WOULD YOU EXPLAIN YOUR BRILLIANT DEFENSE ON THIS HAND IF PARTNER TURNED UP WITH ♥KQ10xx?

Think Defense

Multiple world champion Eddie Kantar's popular bridge column, *Kantar for the Defense*, has run in *The Bridge World* for almost fifty years, challenging players to defeat the contract in a variety of situations. Now available once more in print, *Kantar for the Defense Volume 1* and *Volume 2* are a collection of the best of these columns, offering the reader 100 practical defensive problems in each volume.

Kantar invites his reader to direct every play towards the goal of beating the contract in a variety of hands, bringing focus on counting tricks, points and distribution. Problems range from an intermediate to semi-advanced level and knowledge of basic card combinations is assumed. Each book concludes with a complete list of themes for its 100 problems.



EDDIE KANTAR (Santa Monica) is one of the world's best-known and best-loved bridge writers. He is a World and National champion, and has been inducted into the ACBL Bridge Hall of Fame.



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