

A hand holding a fan of playing cards, with a red overlay. The cards are fanned out, showing various patterns and designs. The background is a solid red color.

An

Eddie Kantar

Bridge Classic

Kantar for the Defense

VOLUME 1

AN HONORS BOOK FROM MASTER POINT PRESS

Text © 1983 Eddie Kantar

All rights reserved.

Honors eBooks is an imprint of Master Point Press. All contents, editing and design (excluding cover design) are the sole responsibility of the authors.

Master Point Press
214 Merton St. Suite 205
Toronto, Ontario, Canada
M4S 1A6
(647) 956-4933

info@masterpointpress.com

www.masterpointpress.com
www.bridgeblogging.com
www.teachbridge.com
www.ebooksbridge.com

ISBN: 978-1-55494-576-4

1 2 3 4 5 6 20 19 18 17

CONTENTS

PAGE

(1) THREE ACES	1
(2) NO SIREE!	3
(3) COMPETITIVE AUCTION	5
(4) WHAT'S GOING ON?	7
(5) FOUR SEVENS	9
(6) THE SHIFT	11
(7) WHICH SUIT?	13
(8) STRONG RAISE	15
(9) STAYING WITH IT	17
(10) DOUBLING A STAYMAN RESPONSE	19
(11) NEGATIVE DOUBLE	21
(12) BIG TRUMPS	23
(13) MISSED SLAM?	25
(14) EAGLE-EYE	27
(15) MANY QUESTIONS	29
(16) DECISIONS	31
(17) STRANDED WINNER	33
(18) HOW TO DO IT	35
(19) NO CHOICE	37
(20) WHAT'S UP?	39
(21) DESERTION	41
(22) THE STRIP	43
(23) DOUBLE FIT	45
(24) RIGHT AND LEFT	47
(25) CURTAINS	49
(26) 4 CARD SUIT OVERCALL	51
(27) PERCEPTION	53
(28) TEN, TEN, WHO'S GOT THE TEN?	55
(29) READING THE POSITION	57
(30) WHAT DOES IT ALL MEAN?	59
(31) KEEPING COOL	61
(32) HE NEVER BID DIAMONDS	63
(33) THE TENDER TRAP	65
(34) IT'S ON YOUR HEAD	67

(35) WHEN?	69
(36) SHORT SUIT LEADS	71
(37) PUSHING THEM AROUND	73
(38) FOUR JACKS SHOWING	75
(39) JAWS	77
(40) BEAT THE SLAM	79
(41) SEVEN TRUMPS IN DUMMY	81
(42) THE CLUES ARE THERE, WATSON	83
(43) CONVENTIONS, CONVENTIONS	85
(44) SURE IS BEST	87
(45) FOUR LEVEL PREEMPT	89
(46) YOU'RE IN!	91
(47) LIMIT RAISE	93
(48) ELEMENTARY	95
(49) THE HIGH TRUMP	97
(50) NOW WHAT?	99
(51) YOUR LUCKY DAY?	101
(52) YOU HAVE 4 TENS	103
(53) THE INFERENCE	105
(54) LOOKING AHEAD	107
(55) TWO DEUCES	109
(56) STRONG PARTNER	111
(57) SO QUICK?	113
(58) YARBOROUGH	115
(59) NARY A JACK	117
(60) FENCES	119
(61) WHICH WAY?	121
(62) FRIENDLY LEAD	123
(63) HANGING IN THERE	125
(64) PREEMPTS	127
(65) SEE IT?	129
(66) LOUSY HAND	131
(67) CUEING A SINGLETON	133

(68) ROUTINE	135
(69) STRANGE	137
(70) 3 CARD JUMP RAISE	139
(71) LOOKING FOR FOUR	141
(72) LUCKY HAND	143
(73) HAVING A VISION	145
(74) INTERESTING	147
(75) SINGLETON LEAD	149
(76) IS IT A GUESS?	151
(77) A TRICK IN TIME SAVES NINE	153
(78) LOGIC	155
(79) SNIFFING IT OUT	157
(80) PERHAPS	159
(81) NOT MANY WILL	161
(82) JUMP PREFERENCE	163
(83) SPOTS, SPOTS, SPOTS	165
(84) TO COVER OR NOT TO COVER	167
(85) UNBLOCK	169
(86) 100 HONORS	171
(87) DIAMONDS OVER DIAMONDS	173
(88) THE MAN MUST KNOW SOMETHING	175
(89) TRAPPED KING	177
(90) MICHAELS' CUE	179
(91) LUCKY YOU	181
(92) LOWLY PART-SCORE	183
(93) YOUR PLAY	185
(94) PLANS	187
(95) REALLY?	189
(96) NICE DUMMY TO FIND	191
(97) UPON REFLECTION	193
(98) RULES	195
(99) QUEEN FROM A K Q	197
(100) QUANTUM LEAP	199

FOREWORD

“Kantar for the Defense” is a compendium of 100 practical defensive problems. The level ranges from intermediate to semi-advanced. There are no “braincrushers”. On the other hand, there are very few “patsies”.

With few exceptions all of the hands can be defeated with logical defense. Although you may think that you have just been given a big hint, in reality you haven't. Good defenders think that every hand can be beaten and all plays are directed toward this goal.

True, in tournament bridge you have to worry about the dreaded overtrick(s), in this quiz you don't. **JUST TRY TO BEAT THE HAND.**

You are to assume that you are playing with an expert partner. He can definitely be trusted—but no defender is an island. He will also trust your leads and signals.

You have decided to lead fourth best vs. both suit and notrump, and the king from ace-king vs. suit contracts. Furthermore, the lead of a jack denies a higher honor and the lead of a nine or ten shows either top of a sequence or two higher honors, including the one directly above the card that is led. (9 shows Q 10 9, K 10 9, or A 10 9, 10 shows K J 10 or A J 10). You are also leading the Q from A K Q vs. suit contracts. Partner is expected to give count, not attitude, if he reads the lead. He will.

You have also decided to play standard count and attitude signals although your partner wanted to play upside down signals.

The opponents aren't doing anything very fancy either. They are playing a 15–17 point one notrump range, 20 to a bad 22 two notrump range, weak jump overcalls, weak two bids, and will seldom open with a four card major unless it is a strong suit. An asterisk will be used to describe any unusual bid they make.

In order to do well on these hands, you are going to have to both count and visualize. Your thought process should start with the bidding trying to work out declarer's most likely distribution and point count. Next, you will have to work out the meaning of partner's opening lead as well as placing the key missing honors around the table. Furthermore, if you are not in the habit of counting declarer's tricks as the play develops, you will be after you read this book.

Finally, you must be prepared to put certain cards in partner's hand if you absolutely need those cards to defeat the contract.

If two lines of defense present themselves (they will) select the one that needs the least from partner's hand.

This will be a difficult quiz to score because there are many problems which have as many five or more questions attached to them.

It is most important that you tackle each of these questions separately, without looking at the next question before you answer. Many times the answer to the previous question will be in the next question. (In which case it may not appear in the solution.)

Most other quiz books bring you up to the “big” play by telling you what to do before the big play comes up. Not this one. You have to get to the “big play” by yourself.

A few more tips. The titles are not meant to contain helpful hints. Don't knock yourself out trying to read something into them.

You are up against a competent declarer who can be counted on to play both logically and deceptively, so be on your toes.

At the end of the book each problem is classified according to theme. You should make note of which problems you happen to have any “accidents” with (don't defeat). If you find that your errors are falling into any specific categories, so much the easier to work them out.

Above all, the idea of the book is to teach you to “think defense” while somehow still having fun! Fun means that you will look forward to defending after you have read this book. If you don't, I've blown it.

*Eddie Kantar
Los Angeles, California*

(1) THREE ACES

East-West vulnerable
Dealer South

North
 ♠ 7 6
 ♥ K 5
 ♦ K Q J 9
 ♣ A Q 6 3 2

West (you)
 ♠ A 8
 ♥ A J
 ♦ A 8 7 6 4 3
 ♣ 10 9 8

South	West	North	East
Pass	1 ♦	Pass	Pass
1 ♠	Pass	2 NT	Pass
3 ♠	All Pass		

Opening lead: ♦A

1. Partner plays the ♦2, declarer the ♦5. Who has the missing diamond?
2. What do you play at trick two, and why?

THREE ACES (Solution)

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

1. Declarer. With 10-2 doubleton partner would have started an echo.
2. The ♥ A. This is to be followed with the ♥ J. Upon winning the ♠ A you give your partner a ♦ ruff and then ruff a ♥ in return with your lovely ♠ 8 which just tops dummy's ♠ 7. Why am I so good to you?

KEY LESSON POINTERS

1. WHEN PARTNER LEADS AN ACE AND DUMMY COMES DOWN LOADED IN THE SUIT, THIRD HAND GIVES COUNT IF HE HAS NOT SUPPORTED THE SUIT, SUIT PREFERENCE IF HE HAS.
2. WHEN HOLDING THE TRUMP ACE YOU ENJOY THE LUXURY OF NOT RUSHING TO GIVE PARTNER AN IMMEDIATE RUFF. SOMETIMES IT IS BETTER TO VOID YOURSELF FIRST—THEN WHEN YOU GIVE PARTNER A RUFF, HE CAN RETURN THE FAVOR.

(2) NO SIREE!

North-South vulnerable
Dealer West

North

♠ K 9 8 7
♥ J 10 9 4
♦ 3
♣ A 7 6 5

East (you)

♠ 6 3
♥ A K 8 7 6 5
♦ A 10 4 2
♣ 2

West	North	East	South
Pass	Pass	1 ♥	1 ♠
3 ♣*	4 ♠	All Pass	

* Preemptive in competition
Opening lead: ♥ 2

You win the ♥ K as declarer drops the Q.

1. What do you return at trick two?
2. You return the ♥ 8 which partner ruffs. Partner returns the ♦ 6 to your ace. What do you return at trick four?

4 Kantar for the Defense—Volume I

NO SIREE! (Solution)

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

♥ 8. In order to make the right defensive plays on this hand you must remember that partner did *not* open 3 ♣ which he probably would have done with a seven card suit. Partner probably has six clubs and your job is to protect his probable club winner to go along with your three red suit winners.

What you have to do is kill the heart discards before declarer can draw trumps. Start by giving partner a heart ruff at the same time telling him which suit you want returned.

When partner obliges with a diamond, return, a second *low* heart forces declarer to ruff. Having killed both heart discards, declarer must lose a club at the end.

KEY LESSON POINTERS

1. IT IS VITAL FOR THE DEFENDERS TO KILL DISCARDS BEFORE DECLARER CAN DRAW TRUMPS.
2. SOMETIMES THE BEST WAY TO KILL DISCARDS IS TO GIVE PARTNER A RUFF WHILE STILL RETAINING CONTROL OF THE SUIT.
3. WHEN GIVING PARTNER A RUFF, DO NOT GET CARELESS. THE SIZE OF THE CARD YOU PLAY TELLS PARTNER WHICH SUIT YOU WANT RETURNED.
4. SOME PARTNERSHIPS PLAY WEAK JUMP SHIFT RESPONSES IN COMPETITION. THESE RESPONSES GENERALLY SHOW SIX CARD SUITS WITH A LIMITED POINT COUNT.

(3) COMPETITIVE AUCTION

North-South vulnerable
Dealer North

North

♠ K 10 9

♥ A 4

♦ A 6

♣ Q J 10 9 5 2

East (you)

♠ A Q J 7

♥ J 10 9 8 2

♦ K 10 4

♣ 4

North	East	South	West
1 ♣	Dbl.	Rdbl.	1 ♦
Pass	Pass	1 NT	Pass
3 NT	All Pass		

Opening lead: ♦3

1. Dummy plays low, which diamond do you play?
2. You win the ♦ K, declarer playing the ♦ 5, what do you play to trick two?

COMPETITIVE AUCTION (Solution)

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

The ♠ 7. Partner needs a club trick to defeat this contract. If partner has a club trick all you need to do is shift to your low spade. Partner wins his club trick and returns a ♠. You must get three spades along with the ♦ K and partner's presumed club trick.

KEY LESSON POINTERS

1. DON'T OVERLOOK SIMPLE DEFENSES. THEY ARE USUALLY THE BEST.
2. CONSIDER THIS LAYOUT AT NOTRUMP.

	North	
	♠ K 5	
West		East (you)
♠ 4 2		♠ A Q J 8 3
	South	
	♠ 10 9 7 6	

ASSUME THAT YOU MUST ATTACK SPADES FROM YOUR SIDE. IT IS CLEARLY RIGHT TO LEAD A LOW SPADE RATHER THAN AN HONOR OR ACE AND ANOTHER. BY LEADING LOW YOU RETAIN COMMUNICATIONS WITH PARTNER AND INSURE FOUR TRICKS NO MATTER WHICH ONE OF YOU REGAINS THE LEAD.

IN THE DIAGRAM SITUATION YOU KNEW PARTNER WOULD BE THE ONLY ONE THAT COULD POSSIBLY GET THE LEAD. IF YOU WERE THE ONE WITH THE OUTSIDE ENTRY YOU WOULD HAVE TO ATTACK SPADES BY LEADING AN HONOR AND HOPING THE REMAINING SPADES WERE DIVIDED 3-3.

(4) WHAT'S GOING ON?

East-West vulnerable
Dealer South

North
♠ 10 8 6 2
♥ 7 6 5
♦ A K J 4
♣ Q J

West (you)
♠ Q J 9 5
♥ 8 3
♦ 8 5
♣ A 6 5 4 3

South	West	North	East
1 ♥	Pass	2 ♦	Pass
2 ♥	Pass	3 ♥	All Pass

Opening lead: ♠ Q

Partner wins the trick with the ♠ A and returns the ♠ 3 to declarer's ♠ K.

- Who has the remaining spade?
Declarer plays off the ♥ A K, partner following with the ♥ J and then the ♥ 9.
- What does partner's play signify?
- At trick five declarer leads the remaining spade towards dummy, which spade do you play?
- You win with the ♠ J and partner discards the ♣ 10. Now what do you play?

WHAT'S GOING ON? (Solution)

North

♠ 10 8 6 2

♥ 7 6 5

♦ A K J 4

♣ Q J

West

♠ Q J 9 5

♥ 8 3

♦ 8 5

♣ A 6 5 4 3

East

♠ A 3

♥ J 10 9

♦ Q 10 9 6 3

♣ K 10 7

South

♠ K 7 4

♥ A K Q 4 2

♦ 7 2

♣ 9 8 2

1. Declarer. Had partner two remaining spades he would have returned the higher.
2. J 10 9. His play shows you where his sequence starts and where it ends. With Q 10 9 he plays the ten and then the nine, with 10 9 8, the ten and then the eight.
3. The ♠ J. You do not want partner to waste his trump, do you?
4. A low club to partner's ♣ K (declarer has already turned up with 12 high card points so he cannot have the ♣ K and pass 3 ♥). Furthermore, declarer must have two diamonds and three clubs rather than vice versa, or else he would have drawn the last trump before leading a spade. Partner returns a club and your final club play allows partner to make his ♥ 10.

KEY LESSON POINTERS

1. WHEN RETURNING PARTNER'S SUIT RETURN THE HIGHER OF TWO REMAINING CARDS.
2. WHEN FOLLOWING SUIT IN TRUMPS WITH A SEQUENCE, START AT THE TOP AND PLAY THE BOTTOM ONE NEXT.
3. WHEN PARTNER DISCARDS A HIGH SPOT CARD HE CAN BE SHOWING COUNT OR, MORE LIKELY, ATTITUDE. IF AN HONOR IS IMPOSSIBLE OR UNLIKELY, THE SIGNAL IS COUNT, OTHERWISE, ATTITUDE. DON'T WORRY, YOU'LL WORK IT OUT. IF NOT, PARTNER WILL ALWAYS TELL YOU HOW YOU SHOULD HAVE KNOWN. WHEN IN DOUBT ASSUME ATTITUDE.

(5) FOUR SEVENS

Both sides vulnerable
Dealer South

North

♠ Q 10 9
♥ J 8
♦ A K 8 6 5
♣ K 3 2

East (you)

♠ K J 7 5
♥ 7 3
♦ 7 3
♣ Q J 8 7 6

South	West	North	East
1 ♠	2 ♥	3 ♦	Pass
3 ♠	Pass	4 ♠	All Pass

Opening lead: ♥ Q (Shows A K Q and asks for count)

Partner continues with the king and ace of hearts dummy ruffing with the ♠ 10.

1. Do you overruff? If so, what do you return?
2. If not, what do you discard?

FOUR SEVENS (Solution)

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

Discard a diamond! By not overruffing you ensure yourself two trump tricks—check the spots.

KEY LESSON POINTERS

1. DON'T ALWAYS JUMP AT THE CHANCE TO OVERRUFF DECLARER OR DUMMY WITH A RELATIVELY STRONG TRUMP HOLDING. BY NOT OVERRUFFING YOU MAY MAKE AN ADDITIONAL TRICK.
2. WHEN YOU DECIDE NOT TO OVERRUFF AND THERE IS A FAINT CHANCE OF AN EVENTUAL END PLAY OR TRUMP COUP (DECLARER SMELLS OUT THE SITUATION), DISCARD FROM YOUR SHORTER SIDE SUIT.

(6) THE SHIFT

North-South vulnerable
Dealer South

North

♠ 7 5
♥ 8 6
♦ Q 7 5
♣ A K Q 10 6 2

East (you)

♠ J 9 4
♥ A 10 5 3
♦ 10 6 3
♣ J 8 4

South	West	North	East
1 ♦	1 ♠	2 ♣	Pass
2 ♦	Pass	3 ♦	Pass
3 NT	All Pass		

Opening lead: ♠ 3

You play the ♠ J and declarer wins with the ♠ K.

- Who has the ♠ A?
- At trick two declarer leads the ♦ K which loses to partner's ace. At trick three partner shifts to the ♥ 2. You win the ♥ A. What do you return at trick four? Why?

THE SHIFT (Solution)

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

1. You can't tell. Declarer might have AKx, KQx or Kxx.
2. The ♥ 3, your original fourth best. If partner had wanted a spade return, he would have led a higher heart.

KEY LESSON POINTERS

1. WHEN HOLDING BOTH THE ACE AND KING IN THE SUIT THE OPPONENTS HAVE LED, DECLARER MAKES IT HARDER FOR THE DEFENDERS TO KNOW WHAT IS GOING ON IF THE FIRST TRICK IS WON WITH THE KING. IF DECLARER WINS WITH THE ACE, THE DEFENDERS CAN INFER HE HAS THE KING JUDGING FROM THE FAILURE TO HOLDUP.
2. WHEN PARTNER LEADS UP ONE SUIT THEN SHIFTS TO ANOTHER, THE KEY TO DETERMINING WHICH SUIT PARTNER WANTS RETURNED IS THE SIZE OF THE CARD IN THE SECOND SUIT.
 - (A) IF PARTNER SHIFTS TO A LOW CARD IN THE SECOND SUIT, HE WANTS THE SECOND SUIT RETURNED.
 - (B) IF PARTNER SHIFTS TO A HIGH SPOT CARD IN THE SECOND SUIT, HE WANTS THE FIRST SUIT RETURNED.
 FOR EXAMPLE, IF WEST HELD: ♠ A 10 8 3 2 ♥ J 8 7 2 ♦ A 2 ♣ 7 3 HE WOULD SHIFT TO THE ♥ 8.
3. WHEN RETURNING PARTNER'S SUIT, LEAD BACK THE HIGHER OF TWO REMAINING CARDS, AND WITH FEW EXCEPTIONS, THE LOWER OF THREE REMAINING CARDS.

(7) WHICH SUIT?

East-West vulnerable
Dealer West

North

♠ K 4
♥ K 9 8 2
♦ K 3
♣ A 7 6 5 4

West (you)

♠ Q 10 9 6 5
♥ 3
♦ 9 4
♣ K 10 9 8 3

West	North	East	South
Pass	1 ♣	3 ♦	3 ♠
Pass	3 NT	Pass	4 ♥
All Pass			

Opening lead: ♦ 9

Partner wins the first two tricks with the ♦ Q and ♦ A, declarer playing the ♦ J and the ♦ 2.

Partner switches to the ♥ Q which declarer wins in his own hand. At trick four declarer leads a low heart:

1. What do you think declarer's original distribution was?
2. What do you think partner has in hearts?
3. What do you discard?

WHICH SUIT? (Solution)

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

1. 5-5-2-1 judging from the bidding and partner's return.
2. Q J 10. Partner is not leading a heart, exposing himself to a possible finesse without a perfect sequence.
3. A low club. It is a question of entries. If you discard a spade, declarer has the hand entries to establish the fifth spade. However, if you discard a club, declarer does not have enough dummy entries to establish the fifth club.

KEY LESSON POINTERS

1. IN GENERAL, DEFENDERS SHOULD KEEP LENGTH PARITY WITH THE DUMMY WHEN DISCARDING. HOWEVER, IT IS ALSO IMPORTANT TO KEEP LENGTH PARITY WITH THE DECLARER. WHEN FORCED TO GIVE UP LENGTH PARITY WITH ONE HAND OR THE OTHER IT MAY BECOME A MATTER OF ENTRIES.
2. WHEN PARTNER LEADS A TRUMP HONOR, ASSUME A PERFECT SEQUENCE.
3. VULNERABLE PREEMPTS VS. NON-VULNERABLE OPPONENTS GENERALLY SHOW REASONABLE HANDS WITH SELF-RESPECTING SUITS.

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.



AN HONORS BOOK FROM
MASTER POINT PRESS