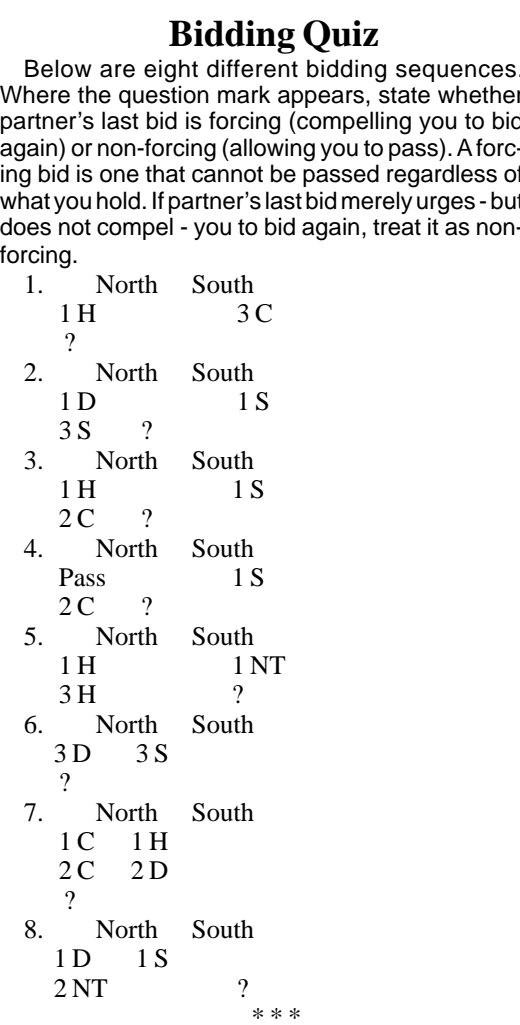
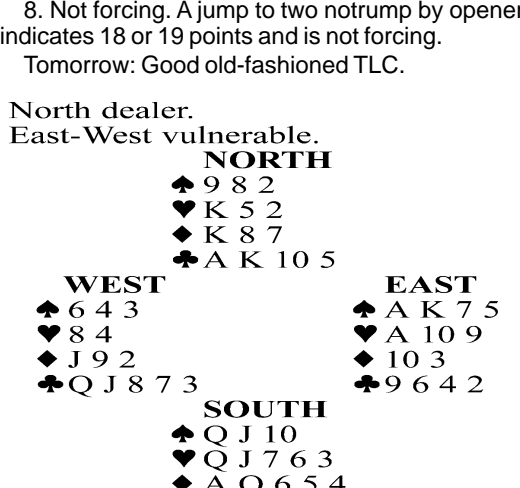


Bridge



1. Forcing. A jump-shift by responder is forcing to at least game.
2. Not forcing. If South has six or seven points for this one-spade bid, he may pass.
3. Not forcing. North's failure to jump-shift limits him to 13 to 18 points. South therefore can pass if he has a weak hand and prefers clubs to hearts.
4. Not forcing. Ordinarily, a new suit bid by responder is forcing, but when responder has passed originally, the change-of-suit rule no longer applies.
5. Not forcing. South may pass with six or seven points instead of the eight, nine or 10 he might have had for his one-notrump response.
6. Forcing. The mention of a new suit by responder below the game level is forcing, even opposite a preemptive opening bid.
7. Forcing. Just as the one-heart response is forcing, so is the second new suit named by responder. North might be tempted to pass with minimal values, but he will have a lot of explaining to do when it costs him a game or a slam.



The bidding:

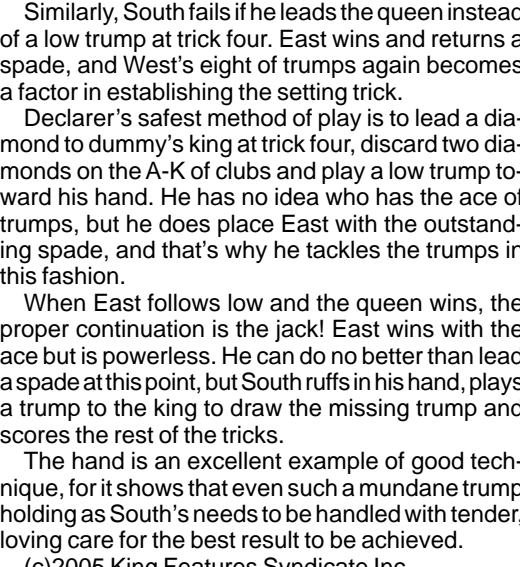
North	East	South	West
1 ♣	Pass	1 ♥	Pass
1 NT	Pass	3 ♦	Pass
3 ♥	Pass	4 ♥	

Opening lead — six of spades.

Good Old-Fashioned TLC

A play that caters to an unlikely distribution of the adverse cards is clearly meritorious, whether that distribution proves to exist or not. And when the play does turn out to have been necessary, it is doubly satisfying.

Take this case where South must be on his toes to make four hearts. West leads the six of spades and East cashes the A-K before returning a spade to declarer's queen. If South gets careless and plays a low trump to the king, East takes the ace and leads his last spade. Whether declarer ruffs high or low he must lose a second trump trick for down one.



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