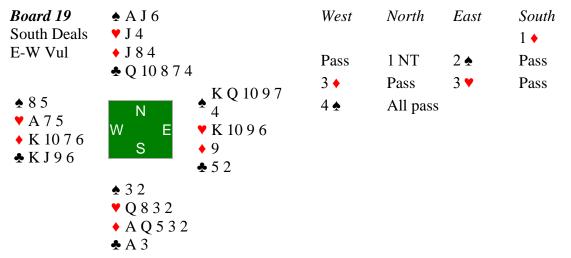
BID 'EM UP AND SQUEEZE 'EM

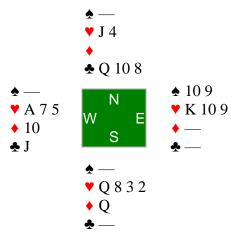
Well, that's what you are supposed to do in Teams, is it not? A little disciplined over-bidding can bring in a decent return of imps in the "in" column. Mark Hangartner scooped a double-figure return when he, with the aid of brother, Paul, propelled himself to a slightly ambitious 4 agame. Once there, you need to find a way to make it!



Both of East's bids were a little pushy but reasonable. Had West held four hearts, East would have regretted not bidding the suit. On some days, West had good cards for game. Would this be one of those days?

Some favourably placed black-suit cards would certainly help. The initial A lead would have given Mark, East, some relief and encouragement. He won the club continuation with the king and played a spade to his king. •9 was played and taken by South's ace. South exited a diamond to the King. Now a trump to North's ace. North continued with •J which Mark, ruffed to draw North's AJ with South discarding a diamond.

These cards remained:



On the next trump, both South and West could throw a heart but South had no good discard on the final trump. South tried a second heart but Mark was now able to play that suit for no losers.

Closer analysis finds an unlikely defence to kill the "diamond menace". South needs to lead the ♦ A and the defence continue the suit whenever they can. With dummy's diamonds disposed of North

protects the clubs and South the hearts, the squeeze chance would no longer be available with the contract drifting one down.

Pressure on the defence. That's one reason why we overbid a little, especially to vulnerable games. This game needed declarer to score a club trick, for trumps to be well-placed and eventually a working squeeze. Was it all worth it? Too right. 10 imps in!

Richard Solomon