



The leader's partner counterattack in a 3 NT game

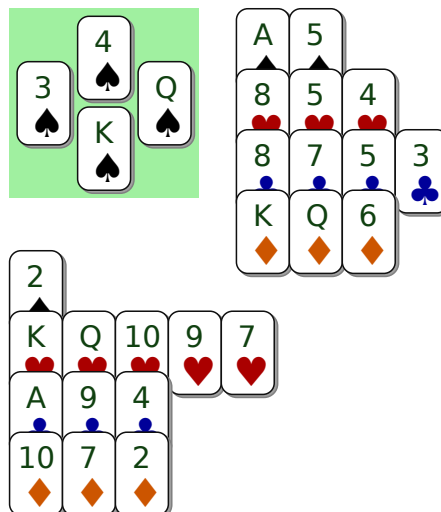
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Most of the time, the leader's partner replays in the lead suit.

But when you realize that this suit looks hopeless, you have to counterattack in another one.
The different options are :

- Find the right suit to defeat the contract. Remember the bidding sequence and pay attention to dummy. You'll be able to assess your partner's hand.
 - If it's very poor, figure out where the declarer's honors are, and according to this, try to make your own honors (example below)
 - If your partner holds some HCP, figure out which honors he's got....
 - Even if your chance of success is weak, try it !
- When you see dummy holds a long suit, try to eliminate the entries the declarer is going to take advantage of

S	W	N	E
	1 NT	Pass	3 NT
Pass	Pass	Pass	



Your partner leads 4 ♠ ; you take with your K, but you can see ♠ is not very promising. Add the opponents' HCP to yours : your partner is very poor. He's got J ♠ 4th and nothing elseCounterattack K ♥. You'll take the lead with Ace ♣, so you might be able to defeat the contract. The only condition is to find 3 low ♥ cards in your partner's hand...meaning the declarer holds a doubleton : Ace J.



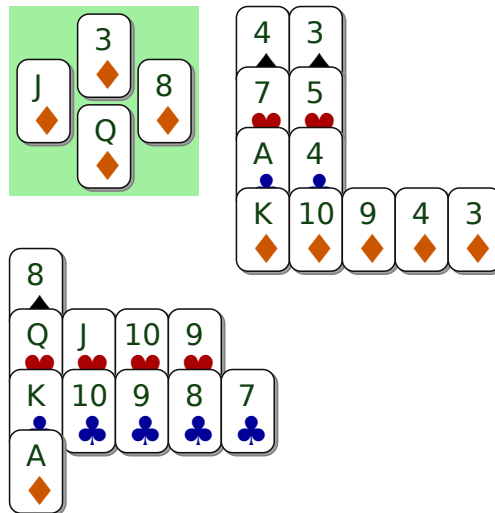
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Example : cut off the opponents' communications

You sit in S, W plays 3 NT. Your partner leads Q ♠. The declarer takes the trick with the Ace. Now, he plays J ♦ towards dummy's 3. You take it with your Q. What are you going to play next ?

S	W	N	E
	1 ♣	Pass	1 ♦
Pass	2 NT	Pass	3 NT
Pass	Pass	Pass	



K ♣ ! Count your HCP and add them to the opponents'...your partner is poor. He's got Q J ♠, and that's probably it ! Prevent the declarer from operating dummy's ♦ : play K ♣, and repeat ♣ if dummy doesn't take the first time...