CUE BID TO SHOW SUPPORT



East is the dealer and opens 1♠. You have 10 HCP but have a quality 7-card heart suit that should add aother 4 points. You should overcall 2♥. West doubles for the other two suits and your partner responds 2♠. Why did he bid the opponent's suit. That is a cue bid to say he has support for your hearts and a fairly good hand – at least 10 points. Of course it is forcing and you will learn more in the next round of bidding.

East passes and it's time to re-evaluate your hand. Partner has shown at least 3 hearts and you can give yourself another 2 points for the heart suit. Your singleton spade will add another 2 points. Your 10 HCP hand is now worth the equivalent of 18 points. You will gladly jump to 4. East doubles this for penalty and your are left to play 4. doubled.

West leads the ♠10 and you see this dummy.



West leads **♠**10



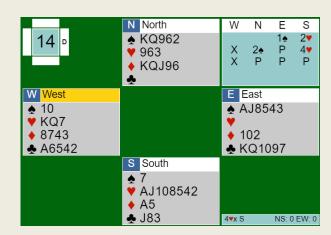
Depending on the way the outstanding three trump break, you can have from zero to two trump losers. You have no diamond losers and you can ruff clubs in the dummy. You do have the initial spade lead to lose.

Another way of looking at the hand is to count winners. You have 5 diamond winners and at least 5 heart winners – no matter how they split.

East wins the ♠A and returns a low spade. Since you hold 6 spades and East opened a spade, West's ♠10 lead could easily have been a singleton. If you duck in our hand and try to win dummy's ♠K you could lose an unnecessary trick to West's ♥7. Your good spades will be good later after trumps are gone, so go up with a trump higher than the seven.

Your ♥8 holds and you ruff a club. Now you lead a heart from dummy and East shows out. Win the ♥A and run the diamonds until West trumps in. He will come back with a club which you ruff. Give up the last trump and you have made your doubled contract. You can make an overtrick on any lead other than the ♠10 by ditching your losing spade on dummy's good diamonds.

This is the entire deal:



You can see how this hand should be played by clicking on this link:

on the "Next" button on the bottom to advance through each trick. Alternatively, by clicking on "Play" you can play all four hands and see if you can make the hand on your own.					
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