## **KEEP RE-EVALUATING**

North is the dealer and opens 1♣. He has 13 HCP but his honor doubleton in diamonds doesn't have much value. Likewise, his J♣ has dubious potential. However, it's better to open marginal hands like this than pass and let the opponents have a clear field.

You are South and respond 1♥. You have 11 HCP but 4 of your points are in short suits where they don't help to develop tricks or even take tricks in their own right. Your partner raises to 2♥, showing minimum opening hand of 12-15 HCP. Should you pass or bid on?

After your partner supports your hearts your hand improves significantly. You have a known 10-card trump fit, which could even be as much as 11 cards if partner supported with 4 hearts. Now your short suits are positives rather than the negatives you originally counted them for. I'd say the hand was worth about 16 points. You want to be in a heart game so you should simply raise to 4♥ which becomes the final contract.

West leads the ♣9 won by East's ♣A. East returns the ♣4. What is your plan?

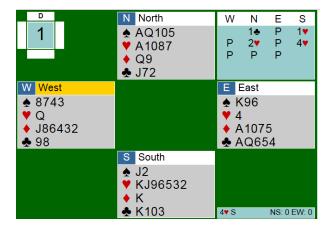
First count your losers. You have 1 spade loser, no heart losers, 1 diamond loser and 2 potential club losers, given East's play on trick one. You must eliminate one of these losers.

There is a potential spade finesse which holds a 50% chance of success. Is there anything better?

Notice that you have a ♠Q in the dummy on which you can discard the losing spade. That's nearly 100%. The other thing you should have noticed was the opening lead. Do you think it was 4<sup>th</sup> down from a long club suit? Hardly. There are only 5 cards higher than the nine and you have 3 of them. The 4<sup>th</sup> higher card was just shown in the East hand. Therefore, the ♣9 must have been from the "top of nothing" or from a singleton. Either way, you don't want to put your ♣K on East's ♣4. Either the ♣10 will win the trick or your ♣10 will be ruffed.

You insert the  $\clubsuit10$  and West follows suit with the  $\clubsuit8$ . Now it's just a matter of pulling the two outstanding trump and setting up the  $\diamondsuit0$  for your spade discard. You will take 1 spade, 7 hearts, 1 diamond and 2 clubs; 11 tricks in total.

This is the complete board:



Notice there were only 24 HCP between the two hands. If you had relied only on counting high card points, you would have passed your partner's 2♥ raise and missed this 11-trick game.

If you would like to see the whole hand played out, click on this link: <a href="http://tinyurl.com/ms2s4wx">http://tinyurl.com/ms2s4wx</a>
Or copy and paste it into your browser. Click on the "Next" button on the bottom to advance through each trick.