

♠♥♦♣ THE WALSH DIAMOND ♠♥♦♣

West is the dealer and passes. Your partner opens 1♣ and East passes. This is your hand:

S	South - Sit!
♠	K 10 9 7
♥	A 9 3
♦	K 10 8 7 2
♣	K

What do you know?

You have a shapely, 5-4-3-1 with 13 HCP. Although you have a 5-card Diamond suit (a plus), your singleton ♣K is a minus. Your hand is worth about 13 total points.

You also know you have enough combined points to be in game. What should your response be?

If you're playing the modern "Walsh Diamond", you respond 1♦. If you had any fewer points, you would have responded 1♠. With a weak or invitational hand, you want to get to the majors as soon as possible. Over a 1♣ from partner, you overlook 4,5 and even 6 card Diamond suits and bid your 4-card major. If you bid your Diamonds in the second round, your partner will know you have less than 13 points.

However, if you have a game forcing hand, you do bid your 4+ card Diamond suit first. Then when you bid your Major next, partner will know you have 13+ points. Also, he will know where at least 8 of your cards lie.

This is how the bidding will proceed:

West	North	East	South
Pass	1♣	Pass	1♦
Pass	1♥	Pass	1♠
Pass	1NT	Pass	3NT
All Pass			

In this particular sequence, the 1♠ is alerted as 4th suit forcing to game. Partner will not know if you have a real Spade suit, so his 1NT shows some Spade control. Your hand is very suitable for a Notrump game.

East leads the ♠3. Take over for North and play 3NT.

S South - Sit!
♠K 1097
♥A93
♦K 10872
♣K

East lead: ♠3

N North - Sit!
♠A84
♥QJ54
♦A9
♣J1092

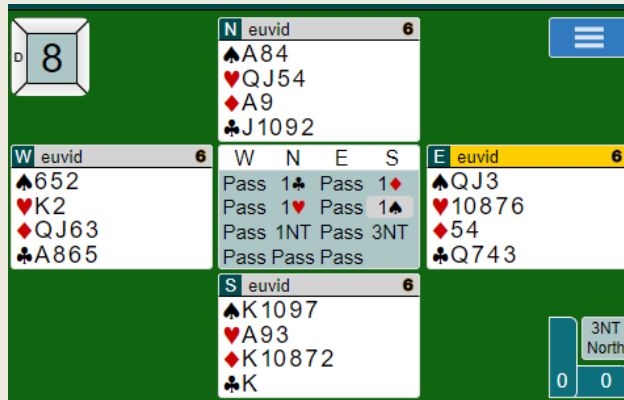
You play low from the dummy, and to your surprise, the ♠7 holds. You now have 6 top tricks – 3 Spades, 1 Heart, and 1 Diamond. You can develop a Heart trick, and you will need 3 more Diamond tricks. Or 1 more Diamonds and 1 Club.

You can draw 1 round of Diamonds with you're ♦A, but you must duck the 2nd Diamond trick, catering to the normal 4-2 break in Diamonds. West wins the second Diamond and plays another Spade. West inserts the ♠J and you win the ♠K. With another Diamond honor to knock out, you turn to Hearts. Lead up to the ♥Q. East plays his ♥K and leads another Spade. You're ♠A smoothers West's ♠Q, and now your remaining ♠10 is good.

The Spades have broken 3-3. West apparently led from his 3-card suit because that was the only "unbid" suit.

While in the dummy, you turn to Clubs, leading a low Club toward your singleton ♣K. East captures the ♣A and returns a Club. West wins the ♣Q and the rest of the tricks are yours.

This is the entire deal:



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

<https://tinyurl.com/275u5hbr>, or copy and paste it into your browser. Click on the "Next" button on the bottom to advance through each trick. If you don't want to see the opponents hands, click on the white area in the South hand before you start.

Alternatively, by clicking on "Play" you can play all four hands and see if you can make the hand on your own.