△ ♥ ◆ △ CREATIVE CARD PLAY **△ ♥ ◆ △**

Your partner is the dealer and opens 1. East passes and this is your hand:



You respond $1 \heartsuit$ and West overcalls $2 \diamondsuit$. Partner rebids $3 \clubsuit$ and it's back to you. You have a self sufficient heart suit; a suit that can serve as trump with 1 loser at most, even if partner has only a singleton. Partner's rebid was invitational but very forward going, since it was on the 3-level.

You hope for the best and rebid 4♥. West leads the ♦A and you see this dummy.



West leads ♦A

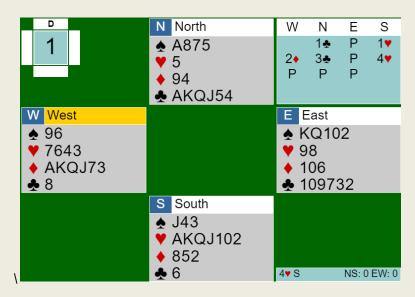


West follows with the \bigstar K and East plays the \bigstar 10 and \bigstar 6 in that order. When West leads the \bigstar Q for the third trick, you have to make a decision. The natural tendency is is ruff in the dummy. But East has signaled a doubleton and will certainly overruff. If he comes back with a spade, you will be in big trouble. You will be locked in the dummy. The only way to get to the hearts is to play two clubs, trumping the second club high.

But once you have pulled all the trump, you will have no access to the remaining clubs. You can try this yourself.

The solution is NOT to ruff. Letting West win this third trick will pay off with the rest of the tricks. West will probably switch to spades. You win the \triangle A and use the \checkmark 5 which you conserved on trick 3, to pull all the trump in 4 rounds. Then you can get back to the clubs with your \triangle 6. This will serve to discard all your losing spades. You can score up 10 tricks.

This is the full deal:



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

https://tinyurl.com/yb3t2jo8, Or copy and paste it into your browser. Click 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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