▲♥◆▲ DECISION AT TRICK ONE ▲♥◆▲

West, the dealer opens $1 \heartsuit$ and partner overcalls $2 \diamondsuit$. East raises his partner to $2 \heartsuit$, and It's up to you. This is your hand:



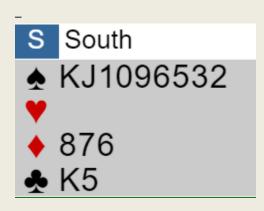
Partner's overcall at the 2-level promises at least 10 points. Although you have only 7 HCP's yourself, your 8-card spade suit should convince you to jump to $4 \spadesuit$. You have no heart losers and your diamonds could fit well with your partner. Although $4 \spadesuit$ is preemptive, there is a chance you can acutally take 10 tricks.

West takes the push to $5 \heartsuit$ and your partner supports your spades with a $5 \spadesuit$ rebid. This is the final contract.

West leads the ♥A. What is your plan?



West leads ♥A



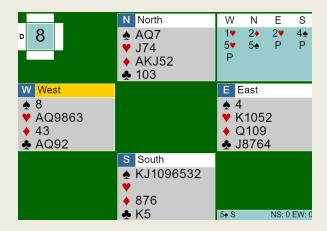
You have no spade or heart losers. You may have a diamond loser and two club losers. A 4 contract looks easy. But you need 1 more trick.

If you thoughlessly ruff the \heartsuit A you are sunk. You must rely on the diamond finesse and when it loses to East's \diamondsuit Q, she will send back a club. You will lose 3 tricks.

A more thoughtful line of play is to discard a diamond on the initial lead. That is called a loser on losser play. Whatever West plays on trick 2, you will win and pull trump. Then you can take the •AK and ruff a diamond. They break 3-2 and your two remaining diamonds provide discards for your two losing clubs.

This situation occurs often. When you have a void, you must consider whether it is better to ruff or discard a loser. Take the time to make that decision. It will often pay off!

This is the full deal:



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

https://tinyurl.com/y6xq4jan ,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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