♦♥♦♦ ONE NOTRUMP OVERCALL♠♥♦♠

East is the dealer and he gives you this hand:



You plan to open 1NT but East puts in a 1♠ bid in front of you.

You can't overcall a suit without five cards (or at least a good four card suit) and you can't double without at least 3 cards in Diamonds. But you can overcall 1NT. What about the worthless Diamond doubleton? That's your partner's problem! Just go ahead and bid what you were planning to bid before East stole your thunder. Incidentally, you **are** promising a stopper in the opponent's Club suit.

Your partner makes a transfer bid of $2 \heartsuit$. After you complete the transfer, he passes. The contract is $2 \diamondsuit$.

West will lead his partner's bid suit. When the suit is not supported, the standard lead is the highest card in the suit – \clubsuit 10.



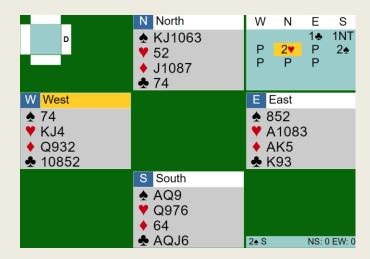
Lead: ♠10



Given the lead, you have 2 Clubs and can pick up another Club by finessing against the known \P K in East. You have 5 Spade tricks and can try to get a couple of Diamond ruffs in the short hand (South). But the defenders will certainly lead trump when they win the \P A and \P K.

East ducks the first Club and you win. You can't afford to draw even 1 round of trump. The defenders will do that for you. Go about setting up the Dummy's diamonds. Even though they lead trump twice, you still have 1 remaining trump in your hand to ruff a diamond for the overtrick. When you win their first trump lead, win in the dummy and take the second Club finesse. You should be able to take 9 tricks.

This is the entire deal:



You can see how this hand should be played by clicking on this link: https://tinyurl.com/2hz3jvk2 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.

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