♦ ♥ ♦ ♣ SUIT DEVELOPMENT ♠ ♥ ♦ ♣

West, your LHO deals and passes. So does you partner. East opens $1 \ge and$ this is your hand:

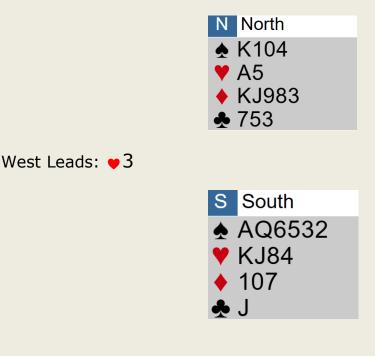


You have a very shapely hand – a 6-4-2-1 with 11 HCP. This is certainly worth a $1 \clubsuit$ overcall. West makes a negative double and your partner cuebids $2 \clubsuit$.

A cuebid in the first round of bidding shows an invitational hand with Spade support. It could be 3 Spades or more. East passes and its your turn to rebid.

With only 11 HCP, you would pass with a average, balanced hand. But this hand has extras. The 6-card suit and the singleton Club give the hand 1 or 2 extra tricks. The chunky 4-card Heart suit is also a plus. Now that partner has supported your Spades, this hand is worth about 15 total points. Assuming partner has 10 to a bad 12 points, you should jump to 4.

West leads the \checkmark 3 and you see this dummy.



Counting your losers, things look bleak. Given the fortunate lead, you have one Heart loser, two potential Diamond losers and 1 unavoidable Club loser. That's one loser too many.

You might think of ruffing the Heart loser in the Dummy. The problem is, you will have to arrange that before you draw all the trump. Even if you could get to your hand, the initial lead of the \blacklozenge 3 indicates West holds 4 or 5 Hearts. That puts only 2 or 3 Hearts in East's hand and if you use the \blacklozenge 4 to ruff the 3rd Heart, East could overruff. He might also overruff your \blacklozenge 10 with the \blacklozenge J.

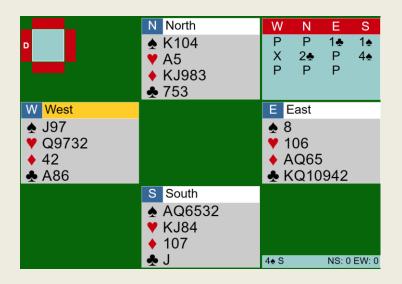
A better line of play is to develop the Diamond suit. You are only missing two of the top 8 cards. Once you force out the \blacklozenge A and \blacklozenge Q, you will have 3 good Diamonds on which to discard your Hearts. The only fly in the ointment is the need for Dummy entries.

You have to lose the lead twice and the Defenders will see what you are trying to do and knock out as many of those entries as they can. That means you can only afford to make a partial draw of the tumps.

Win the \blacklozenge J and lead the \blacklozenge A. Then turn to the Diamond suit, running the \blacklozenge 10 to East's \blacklozenge Q. East will probably return a Heart to knock out the \blacklozenge A, but you will go back to the Diamonds and lead the \blacklozenge K. Both Defenders follow suit. East wins the \blacklozenge A and plays his \clubsuit K, winning his 3rd trick. He will follow up with the \clubsuit Q, but you will ruff and pull the 2 outstanding Spades, using the \clubsuit K to access the good Diamonds.

The opponents take only the two Diamonds and 1 Club trick.

This is the entire deal:



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

<u>https://tinyurl.com/yneealy8</u>, 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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