## ▲ ▼ ◆ ▲ TAKE THE HIGHER PERCENTAGE PLAY ▲ ▼ ◆ ▲

You are the dealer and open this hand  $1 \spadesuit$ .



Partner responds  $2 \checkmark$ , a game forcing bid. You rebid your 6-card spade suit, and partner bids a second suit,  $3 \diamondsuit$ . You support his diamonds with  $4 \diamondsuit$  and he supports your spades with  $4 \diamondsuit$ .

Now your hand is significantly better. You have a double fit with partner. Your singleton heart and 6<sup>th</sup> spade add about 3 points; your 4-card diamond suit adds another point. Your hand is worth about 20 working points, total. Partner has promised 13, so slam is certainly in the cards.

You bid Blackwood and partner shows 2 key cards. You have two yourself, so you bid  $6 \spadesuit$ .

This is the bidding:

West	North	East	South
Pass	2 🕶	Pass	1 <b>^</b> 2 <b>^</b>
Pass	3 •	Pass	4 •
Pass	4 🌲	Pass	4NT
Pass	5 <b>Y</b>	Pass	6 🌲
All Pass			

West leads the ♠8. What is your plan?



West leads •8



You have 6 spade and 4 diamond tricks. The A is 11. Where can you get a 12<sup>th</sup> trick?

The obvious answer is the club finesse. But is there a better line of play?

Look at that moth-eaten heart suit in the dummy. Could you imagine getting the 12<sup>th</sup> trick from those hearts? Yes, it's possible. After losing a heart trick, you can ruff 3 more hearts in your hand and discard the \$\infty\$Q on the 5<sup>th</sup> heart. All that needs to happen is the heart suit breaks 4-3. That's a 62% probability. The probability of the \$\infty\$K being in East is only 50%. Setting up a 5-card suit is always a better gamble than a finesse.

Take the ♠AQ and lead a heart to your hand. If East wins and leads a club, rise with the ♣A and pull the last trump.

Now go to the dummy in diamonds and ruff a heart. Rinse and repeat two more times. Take a final trip to the dummy and enjoy the 5<sup>th</sup> heart.

This is the full deal:



You can see how this hand should be played by clicking on this link:			
https://tinyurl.com/ybpy44nk, 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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