

## A TWO SUITED OVERCALL

<b>S</b>	South
♠	Q
♥	6
♦	KQJ1032
♣	KJ842

West deals and passes. Partner also passes and East opens 1♥. You have a choice of overcalls with this hand. There are only 10 HCP but the hand is stronger than that would suggest. You have a Losing Trick Count of only 5. You could bid 2NT, which is the Unusual 2NT which is conventional for the two lowest unbid suits. But this bid is usually made with 5-5 or 5-4 in the two suits. Holding a 6-5-1-1 distribution, you are a little too strong for this two suited overcall. Also, your diamond suit is self sufficient. The suit quality is 10. That is, the number of cards in the suit plus the number of honors equals 10, and thus can be played without any support from partner.

A better option is to overcall in diamonds and bid clubs later if appropriate. The question is, at what level should you overcall diamonds? With these excellent diamonds, I think 3♦ is the best choice. It shows extra length and is more pre-emptive. It makes the opponents bidding less accurate.

Your 3♦ bid is passed around to East who doubles. He must have a good hand with spades and is asking his partner to bid them if he has 4 of them. Here's where you can make it more difficult for West and at the same time to cater to partner if he has long clubs and short diamonds. Rebid 4♣. Partner will know your diamonds are longer but that you are willing to play in clubs if he feels that is the right strain.

West passes and North returns to 4♦, taking preference in your first suit. This is passed out and 4♦ becomes the final contract.

West leads the ♥2, and this dummy appears

<b>N</b>	North
♠	AK74
♥	10973
♦	954
♣	A3

<b>S</b> South
♠ Q
♥ 6
♦ KQJ1032
♣ KJ842

You counted 5 losers in your hand during the bidding and partner has shown up with 3 cover cards. You should be able to make an overtrick.

You ruff the second heart lead and force out the ♦A. You win the return and pull the rest of the trump in one more round. Now you unblock the ♠Q and go to the dummy with a club. You play the two top spades, discarding 2 losing clubs. You return to your hand with the ♣K and ruff the ♣J with dummy's last diamond, claiming 11 tricks.

This is the entire deal:

♠ 12	<b>N</b> North	<b>W</b>	<b>N</b>	<b>E</b>	<b>S</b>
	♠ AK74 ♥ 10973 ♦ 954 ♣ A3	P	P	1♦	3♦
<b>W</b> West			P	P	X 4♣
♠ 9653 ♥ J42 ♦ 86 ♣ Q975			P	4♦	P
	<b>E</b> East		P		
	♠ J1082 ♥ AKQ85 ♦ A7 ♣ 106				
	<b>S</b> South				
	♠ Q ♥ 6 ♦ KQJ1032 ♣ KJ842				
			4♦ S	NS: 0 EW: 0	

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

<http://tinyurl.com/y9fzsm2h> , 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.