

♠♥♦♣ **BEST CHOICE** ♠♥♦♣

You are the dealer, sitting South:

S	South
♠	J109864
♥	AJ10
♦	K82
♣	6

You have 9 HCP and decide to open 2♠. This is about the weakest 6-suit I would open with a weak-2. Even though you are missing the top 3 honors, the presence of all those great intermediates tends to make up for it. You also have great shape. You only hope that the opponents will enter the bidding and lose their optimum contract because of your preemptive opening.

To your surprise, partner raises you to 4♠. This ends the auction and West leads the ♦Q.

You see this dummy

N	North
♠	Q753
♥	65
♦	A43
♣	AQ43

West leads ♦Q

S	South
♠	J109864
♥	AJ10
♦	K82
♣	6

How will you make 4♠?

You have two sure spade losers and at least 1 heart loser. You also have a diamond loser, which is one too many.

Your first consideration is whether to pull trump first. Of course you can't because you must lose the lead two times and by that time, the opponent's will be able to set up their diamonds. You must dump a loser before that happens. You could finesse the ♣Q. If the ♣K is on side in the West hand, you can use dummy's ♣A to discard your ♦2. That is a 50% probability.

Alternately, you could finesse the ♥J10. As long as the missing heart honors are split between the two defenders, you will always end with an extra heart in your hand to discard dummy's ♦3. This repeated finesse offers a 75% probability; better than the club finesse's chances.

Win the ♦A in the dummy and lead a heart to your ♥10. This will lose to West who will lead another diamond. Win this in your hand and go to dummy's ♣A to take another heart finesse. This one wins and you can discard dummy's losing diamond on your ♥A.

Look at the entire deal:

11 D	N North	W N E S
	♠ Q753 ♥ 65 ♦ A43 ♣ AQ43	P 4♣ P P
W West	E East	
♠ K2 ♥ K832 ♦ QJ10 ♣ 10852	♠ A ♥ Q974 ♦ 9765 ♣ KJ97	
	S South	4♠ S NS: 0 EW: 0
	♠ J109864 ♥ AJ10 ♦ K82 ♣ 6	

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

<http://tinyurl.com/y2fg3d7w>, 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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