

## DEVELOPING DUMMY'S SUIT

There are several ways the bidding could go on these two hands. My bidding is just a suggestion:

North  
 ♠KQ2  
 ♥ -----  
 ♦J54  
 ♣AK97542

South  
 ♠A107543  
 ♥QJ5  
 ♦A32  
 ♣6

West	North	East	South
Pass	2♣	Pass	1♠
Pass	4♥ (1)	Pass	2♠
Pass	5♣ (3)	Pass	4♠ (2)
Pass	6♠	All Pass	5♦ (4)

- (1) This bid is called a splinter in support of spades. An unnecessary jump shows a singleton or void in the suit and support for opener's suit. Normally, it is made with 4+ card support of partner's major, but since South bid spades twice, promising six, North was justified in splintering with only three spades.
- (2) South has only a minimum opening hand and 3 of his 11 HCP are in North's short suit. There is a duplication of values in hearts and South has no desire to go further than game.
- (3) North is not deterred from exploring slam. His shortness is a void, his spade support is very strong and he has a good 7-card side suit. He re-values his hand at about 19 or 20 total points. He does need to find partner with a first or second round stopper in diamonds, so he starts cue bidding, showing his club stopper.
- (4) South shows the diamond stopper, which is all that North needs to bid 6♠

West leads the ♥A. What is your plan?

Assuming spade split no worse than 3-1, you have 2 diamond losers, and 2 or 3 heart losers. If you start by pulling trump you will fail. Your salvation must be dummy's long club suit. If you can set up the clubs while managing the opponent's trump, you will have enough winners to discard the losing diamonds and hearts. But you must start on clubs right away.

You trump the opening heart lead and lead the ♣AK, discarding a heart. Why the heart and not the diamond? Because the hearts are quick losers and the diamonds are slow losers. You plan to let the opponents in once later on, and you don't want them leading a heart and forcing you to use one of dummy's spade honors. You want to be able to trump in your hand with a little trump.

After leading clubs twice, and both opponents following, there will be one club left, the ♣Q. You lead a third club, clearing the suit. You will trump high with the ♠A. Then go back to the dummy using the spade honor and lead a 4<sup>th</sup> club. This time, instead of ruffing, discard your last heart. West will win with his trump and lead a diamond. You win the ♦A and pull the last trump by leading up to the dummy for last time. Now your remaining clubs serve as parking places for your losing diamonds.

Once again, voids and singletons provide the umph that raises a 24 HCP hand to slam potential.

Here is the whole deal:

		N North		W	N	E	S
		♠ KQ2		P	2♣	P	2♦
		♥		P	4♥	P	4♠
		♦ J54		P	5♣	P	5♦
		♣ AK97542					
W West		E East					
		♠ J98		♠	6		
		♥ AK863		♥	109742		
		♦ 1098		♦	KQ76		
		♣ 103		♣	QJ8		
S South		6♦ S		NS: 0 EW: 0			
		♠ A107543					
		♥ QJ5					
		♦ A32					
		♣ 6					

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

<http://tinyurl.com/kantcqm> . 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.