

♠♥♦♣ A GAME TRY ♠♥♦♣

You are the dealer and your partner opens 1♥ in 3rd position. His bid of 1♥ shows 5+ Hearts, but his point count can be as low as 10 HCP facing a passed hand. This is your hand.

S	undefined
♠	K9
♥	AQ10
♦	864
♣	98432

If you were stronger, you could inquire about the strength of his hand with a Drury bid of 2♣. But you have only 9 HCP and 3 Hearts, so you should only raise to 2♥.

Partner rebids 2NT. This is called as an ambiguous Game Try. It is asking you if you have any extras. The game try establishes that your partner has a full opening hand. It should show a medium opener, 16-18; with about 6 losers. The bid comes back to you.

You have nice Hearts for partner, but the rest of your hand is very questionable. You have a Losing Trick Count (LTC) of 7. Together with partner, your total LTC is 15. Subtracting 15 from 24 is 9 – not enough for game. You should just rebid 3♥. Your partner will not override your decision.

I disagree with the partner's 2NT. Although he has 16 HCP, his LTC is 7 – not the required 6. He should have just passed your 2♥ response.

East leads the ♦Q. Take over for North and plan the play:

S	undefined
♠	K9
♥	AQ10
♦	864
♣	98432

Lead: ♦ Q

N	undefined
♠	A54
♥	K8752
♦	A73
♣	AJ

Looking at the hand from the North perspective, you have a Spade loser that you can ruff in the dummy. You have 2 Diamonds and 1 Club loser. You might lose a Heart if they don't break 3-2, a 32% probability. Your contract looks safe. But is there a possibility of a safe overtrick?

What if you "reversed the dummy" and "declare" the hand from the South?

N	undefined
♠	A54
♥	K8752
♦	A73
♣	AJ

Lead ♦ Q

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From the South perspective, you have no Spade or Heart losers. You have the same 2 Diamond losers and 4 Club losers. Can you ruff 3 Club losers in the "dummy" with those little Hearts?

Win the initial lead with the ♦ A, cash the ♣ A and play the ♣ J, losing to West's ♣ Q. Say West switches to a spade. Win the ♠ K and ruff a club. West is out of Clubs, but he doesn't gain by ruffing in front of your Hearts.

Now you can cash the ♠A and ruff your last spade in South. Lead another Club and ruff in North. Get back to South with a Heart and ruff your last Club. You've taken 9 tricks and you still have the ♥A.

All in all, you taken 2 Spades and a 1 Spade ruff; 1 Club and 3 Club ruffs; and the top 3 Hearts – 10 tricks in all.

This is the entire deal:

11		N undefined	W	N	E	S
D		♠ A54				P
		♥ K8752	P	1♥	P	2♥
		♦ A73	P	2NT	P	3♥
		♣ AJ	P	P	P	
W undefined			E undefined			
♠ QJ876			♠ 1032			
♥ J943			♥ 6			
♦ K2			♦ QJ1095			
♣ Q10			♣ K765			
		S undefined				
		♠ K9				
		♥ AQ10				
		♦ 864				
		♣ 98432				
			3♥ N		NS: 0 EW: 0	

You can see how this hand should be played by clicking on this link: <https://tinyurl.com/274sxheo> 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.