

## ADDING UP YOUR TRICKS

You are sitting South with this hand:

South  
 ♠ A6  
 ♥ A972  
 ♦ AK10  
 ♣ K973

You have an 18 HCP balanced hand, a hand too strong to open 1NT. To show this hand you must open 1♣ and jump to 2NT after partner responds. After partner uses Stayman to try to find a fit in spades, you end in 3NT. His initial response of 1♠ already showed a 4-card spade suit, but he wanted to give you the opportunity play the contract in 4♠ if you had a spade fit.

West leads the 3♥ and you see this dummy:

		North	
Vul: E/W		♠ QJ103 ♥ K4 ♦ J3 ♣ J10642	
	West		East
	♥3		
		South	
		♠ A6 ♥ A972 ♦ AK10 ♣ K973	

West	North	East	South
		Pass	1♣
Pass	1♠	Pass	2NT
Pass	3♣	Pass	3♥
Pass	3NT	All Pass	

In a notrump contract, you have to count your top tricks and look for ways to make up the difference between that count and 9 tricks. You count 1 spade, 2 hearts and 2 diamonds – 5 in total. You need 4 more which can come from clubs and spades. Since you have 5 clubs in the dummy and are only missing 2 of the top honors, you can count on 3 club tricks. Now you only need 1 extra spade to make the contract. In fact, you can even take an overtrick by scoring a second extra spade. But that assumes the defenders don't take 4 tricks first.

You should win the first heart in the dummy and lead a club to your ♣K, finessing against the ♣A. West wins and returns the ♥J. East plays the ♥Q and you win the ♥A. You play another club,

