PLAN FOR THE OVERTRICKS

You are dealt the following hand as South:

South

♠ K1072

♥ A976

♠ AJ95

♣ J

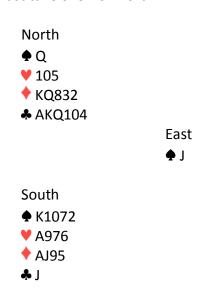
Your partner deals and he opens 1♦. East passes and you are encouraged by your holding. You have a good fit with parner in diamonds and you have a singleton club that will allow you to ruff partner's losing clubs. However, your first priority is to look for a major suit fit. With two 4-card majors, the guideline is to bid up the line. You respond 1♥ and LHO overcalls 1♠.

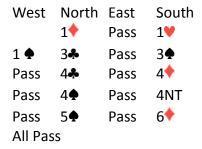
Partner jump shifts to $3\clubsuit$, showing a strong hand. You might be thinking notrump, but if you rebid 3NT, your partner will pass. You are too strong to close out the bidding now. Your 12 HCP might fit nicely with partner and produce a slam in diamonds. You can make a bid that is forcing and at the same time, says you are not sure if you should be in game or slam. The question of where to play is still up in the air. This bid is the cue bid of $3\clubsuit$. It keeps the bidding open until the these issues are resolved.

Over your cue bid, partner will rebid 4♣. Rebidding his second suit promises 5 clubs. Now is the time to set the trump suit. You should rebid 4♦. Partner will rebid 5♦ if he is only interested in game; or he will start cue bidding controls if he is interested in slam. Here, he bid 4, saying he has either 1st or second round control in that suit. This is either the Ace, King, singleton or void. You have controls in all the other suits so you bid 4NT. This is the Blackwood convention asking for the number of aces. You don't want to be missing two Aces and trying to take 12 tricks.

North shows 2 Aces and the \diamondsuit Q by bidding $5\spadesuit$.

East leads the ♠J and you must take over for North:



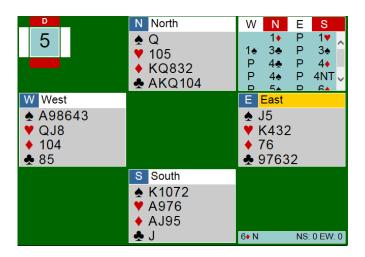


You should be very happy when you get a look at your North hand. You have two losers. The spade is a fast loser, but the heart loser is slow and can be discarded on the good \P K in the dummy. It is also helpful, when in a slam contract, to count winners. You have 10 winners in the minor suits plus the \P A and \P K, once the \P Q drives out the \P A.

You lose the first trick but regain the lead and draw trump. You then have all your tricks for you slam.

We sometimes have a tendency to rush to a game and close out the possibility of a slam. By bidding more slowly, we can include our partner In the decision to try for slam or stop in game. As responder, we must be sure to make forcing bids that keep the discussion going.

Here is the entire deal:



You can see how this hand should be played by clicking on this link: http://tinyurl.com/zzt3pv7, 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.