

♠♥♦♣ SIZING IT UP ♠♥♦♣

East is the dealer and opens 1♥, vulnerable. This is your hand:

S	undefined
♠	A42
♥	K108
♦	KJ92
♣	A62

Since you were planning to open 1NT, you can overcall 1NT instead. You need the at least as many points as if you were opening 1NT, but you also need a stopper in their suit. You ♥K is well placed, since East is more likely to hold it.

West raises to 2♥ and your partner jumps to 3♠. This is the bidding so far:

West	North	East	South
		1♥	1NT
2♥	3♠	Pass	??

Your partner has made a forcing bid, showing 5 Spades. He would have jumped to 4♠ with 6 Spades. Your choices are to rebid 3NT or 4♠.

Although you do have a Heart stopper, it is only one stopper and you are not even 100% certain the ♥A is in East. With a known 8-card fit in Spades, 4♠ is the safer contract.

East leads the ♣10. Take over for North and plan the play:

S	undefined
♠	A42
♥	K108
♦	KJ92
♣	A62

East Leads: ♣10

N undefined

♠ KJ1093

♥ Q

♦ 106

♣ QJ954

Your partner delivered 9 HCP. You have a total of 24 HCP and East opened but didn't compete. You can assume he started with 12 or 13 HCP. This leaves West with only 3 or 4 HCP. This computation will be important in planning the finesses. Whenever the opponents make bids in your auction, it is always helpful to assess where those points might lie.

You can see a definite Heart and Diamond loser. You have one possible loser in the Spades and Club. There is also another possible loser in the Diamonds. Fortunately, your point assessment will help find those missing honors.

Reading the opening lead, it is apparent that the ♥A is in East since he didn't lead that suit. East led a Club and wouldn't have led away from a King on the opening lead, so you can place the ♣K in West for his only honor. That means the ♠K and ♦AQ are in East. Therefore, you will lose the Club finesse but win the Diamond and Spade finesse, holding your loser to only three.

The only fly in the ointment is the shortness of Spades in the Dummy. If they break 3-2, you can cash the ♠K and run the ♠J, picking up all five of the opponents' Spades. However, if they break 4-1, you cannot afford to cash the ♠K first. That also means that you can't use the ♠K as a hand entry. You need the Clubs as an entry. You must not win the ♣A on the first trick, but let West win his ♣K and set up the Club suit in your hand for an entry. Since the Club lead could be a singleton, you have to risk East ruffing a second Club!

West does win the ♣K and returns a Club. You duck in the Dummy and win the ♣Q. Now you will run the ♠J and ♠10. West shows out on the second Spade. So, your careful planning paid off. You will take the third Spade with the ♠A and throw East in with a Heart by leading to your ♥Q.

East is now end played. He must either lead away from his Heart or Diamond suit, giving you a free finesse. East will cash his ♦A and lead another Diamond, which you will ruff. You draw East's last trump, and end with 5 Spades, 2 Heart, 1 Diamond and 2 Clubs, making 4♠.

This is the entire deal:

<div style="background-color: green; width: 60px; height: 60px; display: flex; align-items: center; justify-content: center; margin: 5px;"> <div style="background-color: white; padding: 2px 5px; font-weight: bold; font-size: 24px;">6</div> <div style="background-color: red; padding: 2px 5px; font-weight: bold; font-size: 18px; margin-left: 5px;">D</div> </div>	<div style="background-color: white; padding: 2px 5px; font-weight: bold;">N undefined</div> <p>♠ KJ1093 ♥ Q ♦ 106 ♣ QJ954</p>	<div style="background-color: white; padding: 2px 5px; font-weight: bold;">W N E S</div> <p>1♥ 1NT 2♥ 3♠ P 4♠ P P P</p>
	<div style="background-color: white; padding: 2px 5px; font-weight: bold;">W undefined</div> <p>♠ 7 ♥ 7532 ♦ 87543 ♣ K83</p>	
<div style="background-color: white; padding: 2px 5px; font-weight: bold;">S undefined</div> <p>♠ A42 ♥ K108 ♦ KJ92 ♣ A62</p>	<div style="background-color: white; padding: 2px 5px; font-weight: bold;">4♠ N NS: 0 EW: 0</div>	

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

<https://tinyurl.com/zqrhojb6>, 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. <https://tinyurl.com/2p3hmb44>