

## IMPROVE YOUR PLAY

With Larry Matheny

Bridge is a game of many possibilities so it always helps to have a backup plan. “If at first you don’t succeed” certainly applies to this hand.

Scoring: IMPs (Teams)

[illegible]

**Bidding:** North's response of 2♣ was the Drury convention showing a spade raise with 10-12 support points. Never wanting to miss a vulnerable game in a team event, South bid 4♠.

**Play:** West led the ace of hearts and then shifted to the jack of diamonds. Declarer counted four possible losers: 2 hearts, 1 diamond, and 1 club. He needed either the club finesse to succeed or to find a way to eliminate a diamond loser. He won the diamond in his hand and led a club to the jack. Plan A failed as East won the king and led a second diamond. Declarer won this in dummy and then unblocked the ace of clubs. Next, declarer led a spade to his ace followed by the queen of clubs discarding a diamond from dummy. He trumped his last diamond in dummy, drew trumps, and had his ten tricks.