

## THANK YOU, MR. MICHAELS

### Board 12867-1212

West Deals

None Vul

♠ 9 7 4  
♥ J 8  
♦ 8 7 3  
♣ K Q 9 8 6

♠ 6 5  
♥ A 7 6 4  
♦ A 4  
♣ J 10 7 5 4

N	E
W	S

♠ A K 10 8 3 2  
♥ 10 3  
♦ Q J 10  
♣ A 3

♠ Q J  
♥ K Q 9 5 2  
♦ K 9 6 5 2  
♣ 2

West	North	East	South
Pass	Pass	1 ♠	2 ♠
Pass	4 ♥	Pass	Pass
Pass			

#### Bidding Commentary:

South's spade honors are worthless. He really has only have 8 HCP. But he has great shape. This is the perfect hand for a Michaels Cue Bid - 2♠. This is a two suited call that says, "Partner, I have at least 5-5 in hearts (the other major) and one of the minors. I have either a weak hand or a very strong hand. It is more likely the former and I will pass whatever you bid. If it is a strong hand, I will bid on. However, if you bid 2NT, you don't like my hearts and are asking me to bid my minor." That's a lot of conversation with one bid. Cue bids are powerful and are used for many purposes. A direct cue bid on the first round always carries this Michaels meaning. It was named for Mike Michaels, who originally suggested it.



West passed and North jumped to 4♥. He knows that one of South's suits is hearts and he must have extras to justify his game bid. This was a very aggressive bid by North. He assumed his partner's long minor was diamonds and with his Ace doubleton, he expected lots of ruffs. East leads the ♦Q.

#### Play Commentary:

Declarer has two spade losers, no heart losers if they split no worse than 3-1, and 1 club loser. He should be able to take 10 tricks. But can he do better?

Had East made the standard lead of the ♠AK, he couldn't do any better than 10 tricks. But, for some reason East led the ♦Q – top of touching honors. This gives declarer an opportunity. His spade and club losers are quick losers; but the diamonds are stopped and

he has time to discard 1 or 2 spades in his hand. How can he do that? He can set up the diamond suit in the dummy and if the outstanding diamonds break 3-3 (35% probability), that will give him two spade pitches. He can get one pitch if they split 4-2 (48%).

In order to set up the diamonds, he needs entries into the dummy. He needs to get to the dummy with club ruffs, but he must first play one round of clubs losing the lead. He can't stand a shift to spades before he pitches them on the diamonds, so he needs a deceptive play. He should win the first trick in the dummy. East will know he has the A in his hand, but West will not. He must arrange the club play so that West wins it. West is much more likely to return a diamond than East would be. Declarer plays a heart to his hand and leads a low club! East will probably play "second hand low" and West will have to win it. If West returns partner's diamond suit, declarer will have the situation well in hand. He wins the A in hand and goes to the dummy with a trump. Both follow, so trumps are gone. He trumps the next diamond and finds diamonds fall 3-3. He returns to the dummy with a club ruff and pitches his two spades on the two good diamonds in the dummy. Now he can ruff one of his spades for 11 tricks.