

Board 1
 North Deals
 None Vul

♠ Q 10	♠ A 9 7 3	♠ K J 8 6
♥ K 8 6 3	♥ A J 10 9 2	♥ 7
♦ A 8	♦ Q 4 2	♦ K J 7 6 5 3
♣ J 9 7 5 4	♣ 6	♣ 10 3
	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; text-align: center; margin: 5px;"> N W E S </div>	
	♠ 5 4 2	
	♥ Q 5 4	
	♦ 10 9	
	♣ A K Q 8 2	

NS 2♥; EW 3♦; NS 1N; NS 2♣; Par -100; NS 3♥×-1


<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♥	Pass	1NT ¹
Pass	2♦	Pass	3♥ ²

All pass

1. Forcing
2. 3 Card Limit Raise in Hearts

North with 9 cards in the majors and excellent spot cards in the heart suit will start the auction by opening 1♥. South will like their clubs and give North a 3 card limit raise. North with a bar minimum 11 count will reject the game invite. East preempts in diamonds then South might venture a 4♥ bid. As it turns out 3♥ is probably already to high for declarer. Declarer will have kinds of problems on this hand, a third round of clubs get ruff by the hand with short trumps, a diamond ruff will get overruff by West, and the hearts break 4-1. Declarer rates to get at least 7 tricks and good chances for 8.

Board 2
 East Deals
 N-S Vul

<p>♠ 8 7 4 ♥ Q J 7 2 ♦ 9 7 2 ♣ 10 9 7</p>	<p>♠ K Q J 10 5 3 ♥ 6 ♦ A Q 6 3 ♣ A 3</p>		<p>♠ A 2 ♥ A 9 8 4 3 ♦ 10 8 5 4 ♣ 8 2</p>
<p>♠ 9 6 ♥ K 10 5 ♦ K J ♣ K Q J 6 5 4</p>			

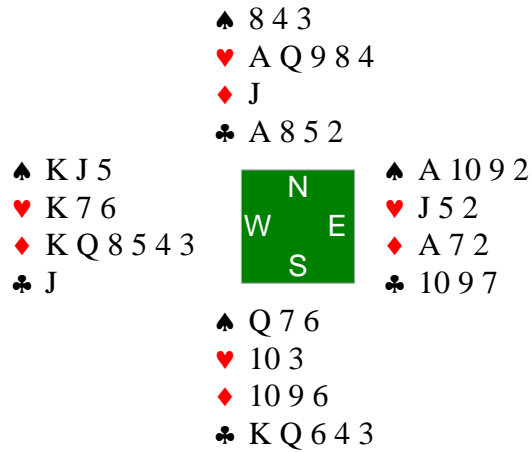
NS 5N; NS 5♠; NS 5♦; NS 5♣; NS 1♥; Par +660: NS 3N+2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1 ♣
Pass	1 ♠	Pass	2 ♣
Pass	2 ♦ ¹	Pass	2 NT
Pass	3 ♠	Pass	4 ♠
All pass			

1. Forcing ,does not show diamonds

A good general principle in 2/1 system is that new minor by responder is forcing and does not promise that minor. Here North can use a 2 ♦ to find out if South has 3 spades. The partnership should have some sequence to show game forcing hand with 6 spades for example this auction. Another good rule of thumb is that jump rebids show an invitational hand so for example if North jump rebid in spades on this auction it would show 10-12 points and a spade suit. After East gets in with the ♠ A they should be scared of that club suit in dummy. If North has ♣ A then their ♥ A could disappear , East realizing this should cash the ♥ A to hold declarer to 11 tricks.

Board 3
 South Deals
 E-W Vul



EW 2♠; NS 2♥; EW 3♦; NS 2♣; Par -100: NS 3♥×-1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
1 ♦	1 ♥	Dbl ¹	Pass
2 ♦	All pass		

1. Negative Double

North/South might be able to mention clubs at some point in the auction but East/West should have problem taking the push to 3 ♦. Unless North is clairvoyant they will lead a spade not wanting to lead away from an ace in a suit contract (a good rule). A spade will finesse partners queen and give declarer a place to discard their singleton club and come to 11 tricks losing only two hearts.

Board 4

West Deals
Both Vul

	♠ Q 9 5	
	♥ J 10 8 3	
	♦ A 4	
	♣ A 5 4 2	
♠ J 8 6		♠ A 10
♥ A 6 4		♥ 9 7 2
♦ Q 6 2		♦ J 10 7 3
♣ Q 8 7 3		♣ K J 10 6
	♠ K 7 4 3 2	
	♥ K Q 5	
	♦ K 9 8 5	
	♣ 9	

NS 4♠; NS 3♥; NS 2N; NS 2♦; NS 1♣; Par +620: NS 4♠=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	Pass	1 ♠
Pass	2 ♣ ¹	Pass	2 ♠

All pass

1. Good Spade Raise, Drury

South will follow the rule of 15 (points + # of spades) to open in 4th seat. North will use their methods to give a 3 card limit raise to partner. South with a bare minimum 11 count will reject any advances. Declarer will lose two spades and the ♥ A and come to 11 tricks.

Board 5

North Deals
N-S Vul

	♠ K J 2	
	♥ J 10 5 3	
	♦ 9 7 6	
	♣ A K 5	
♠ A 8 7 3		♠ 10
♥ A Q 9 7		♥ K 8 6 2
♦ A 10 4		♦ K J 5 3 2
♣ Q 3		♣ 9 7 2
	♠ Q 9 6 5 4	
	♥ 4	
	♦ Q 8	
	♣ J 10 8 6 4	

EW 4♥; EW 4♦; EW 2N; NS 2♠; NS 1♣; Par -420: EW 4♥=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♣	Pass	1 ♠
Dbl	Rdbl ¹	2 ♥	2 ♠
Pass	3 ♥	All pass	

1. Support Redouble, shows 3 spades

The normal rule is that South should have at least 6 HCP to respond to a 1-level opening bid. South does have a couple of reasons to upgrading this hand they have a 5th spade and a known club fit with partner. East/West will get in the auction and compete in either diamonds or hearts. The majors get a higher priority in the auction and East can mention the 4 card heart suit before the 5 card diamond suit after West makes a takeout double.

In both diamonds and hearts ten tricks can be had if they can correctly guess the diamond queen otherwise they will get nine. Declarer should follow the principle of leaving the master(high) trump outstanding and only draw 2 or 3 rounds of trump.

Board 6

East Deals
E-W Vul

	♠ J 6		
	♥ Q 10 3 2		
	♦ Q 7 4 3		
	♣ K 6 5		
♠ 9 8 5 3 2		♠ K 10	
♥ A 7		♥ K J 4	
♦ 9 5 2		♦ A 10 8 6	
♣ A 8 2		♣ J 10 4 3	
	♠ A Q 7 4		
	♥ 9 8 6 5		
	♦ K J		
	♣ Q 9 7		


EW 2♠; EW 1N; EW 2♦; EW 2♣; NS 1♥; Par -110; EW 2♠=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1♦	Dbl
1♠	2♥	All pass	

South will make a light takeout double and North will make a free bid in hearts. West should note the failure by East to make a support double to show 3 spades and will pass 2♥. Declarer has a lot of work, they need to set up the diamond suit, draw some trumps, take the spade finesse and ruff some spades probably in that order. West will help declarer out on opening with either a spade or a diamond lead.

Declarer rates to collect 8 tricks tho with good defense they can be held to 8 tricks. A lot of the contract will depend if declarer is able to leave the master trump outstanding or if the defenders can cash a 3rd round of hearts to prevent declarer from scoring ruffs with their small trumps.

Board 7
 South Deals
 Both Vul

♠ Q 10 8 2 ♥ 2 ♦ Q 9 7 ♣ K J 10 9 2		♠ 5 ♥ A 8 6 ♦ J 10 4 3 2 ♣ 8 7 5 3	♠ A K 9 3 ♥ K Q J 10 9 5 3 ♦ K 8 ♣ —
		♠ J 7 6 4 ♥ 7 4 ♦ A 6 5 ♣ A Q 6 4	


E 5♠; E 4N; W 4♠; EW 4♥; W 1N; EW 1♦; Par -650: E 4♠+1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
Pass	Pass	1 ♥	Dbl
1 ♠	Pass	4 ♥	All pass

Depending on the wind East will rebid either 4♥ or 4♠ both have them have merits. The 4-4 spade will probably play better (but there rates to be a bad break) than a heart fit but if you dealt KQJT953 in a major in probably should be trump. Declarer will likely take 11 tricks in either contracts, although in hearts the defenders can get ruff a spade for a 3rd trick and in spades the defenders get 3 tricks if North finds a club lead.

Board 8

West Deals
None Vul

♠ Q 7 3		♠ 8 2
♥ A 6 4 3		♥ 10
♦ J 7 5 3		♦ K 9 6 4 2
♣ 4 2		♣ A K Q 6 5
		♠ A J 10 9 5
		♥ J
		♦ Q 8
		♣ J 10 8 7 3
		♠ K 6 4
		♥ K Q 9 8 7 5 2
		♦ A 10
		♣ 9

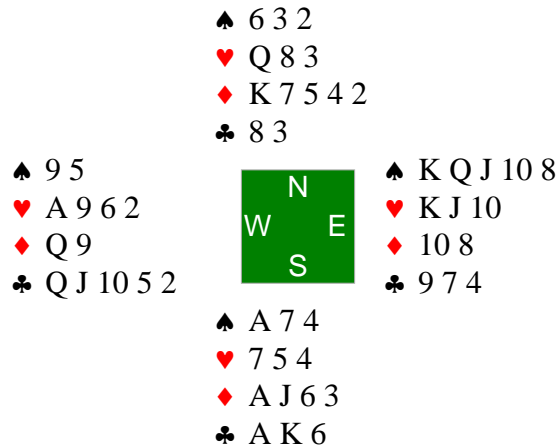
NS 5♥; NS 2N; NS 3♦; NS 2♣; EW 1♠; Par +450: NS 4♥+1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♦	1♠	2♥
2♠	3♣	Pass	4♥
All pass			

South will dislike partners bid but with 7 hearts and an opening hand they will have no problem driving to the 4♥ game. When ♥ J falls declarer will come to 11 tricks losing just the ♠ A and ♥ A. If the spade king is knocked out by the defenders declarer should be mindful to pitch a spade on the ♣ K before playing on trumps.

Board 9

North Deals
E-W Vul



NS 2N; NS 2♦; EW 2♣; EW 1♠; EW 1♥; Par +120: NS 2N=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	1 NT

All pass

East might be tempted to balance with 2 ♠ if for no other reason partner is not going to find a spade lead. In notrump declarer will have no problem collecting 8 tricks if they can guess the diamonds. In spades the defenders will have to find their club ruff at some point and cash out the diamonds to set declarer otherwise declarer will their contract.

Board 10
 East Deals
 Both Vul

♠ A	♠ K 9 5 3	♠ J 10 8 6 2
♥ Q 8 7 5	♥ A J 6 2	♥ 3
♦ K 10 3	♦ 8	♦ A Q J 6
♣ K Q J 4 2	♣ 10 8 7 6	♣ A 9 5

♠ Q 7 4	♠ Q 7 4
♥ K 10 9 4	♥ K 10 9 4
♦ 9 7 5 4 2	♦ 9 7 5 4 2
♣ 3	♣ 3

EW 3N; EW 5♣; EW 2♠; EW 2♦; Par -600: EW 3N=; EW 5♣=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♠	Pass
2 ♣	Pass	2 ♦	Pass
2 NT	Pass	3 ♣	Pass
3 NT	All pass		

In the 2/1 auction East will be able to pattern out their hand to show 5 spades , 4 diamonds, 3 clubs but West will be fact with a choice of games. 3 NT score much better than 5 ♣ but West will question of Q875 opposite at most one heart from East is good enough stopper in notrump.

In Notrump the defenders will collect the first 4 hearts if they do not then declarer will score ten tricks. In clubs West should have no trump ruff one or two hearts and pitching one on the diamond to make either 11 or 12 tricks. Technically the defense can score always score two tricks if after North leads a singleton diamond , and South rises with ♥ K (not an easy play) to give partner a diamond ruff.

Board 11
 South Deals
 None Vul

<p>♠ J 8 5 3 ♥ Q 6 5 ♦ K 6 ♣ A K 8 4</p>	<p>♠ A 2 ♥ J 8 ♦ A Q 10 9 7 2 ♣ J 9 3</p>	<p>♠ K Q 10 9 6 4 ♥ K 10 7 2 ♦ 4 3 ♣ 7</p>
<p>♠ 7 ♥ A 9 4 3 ♦ J 8 5 ♣ Q 10 6 5 2</p>		

W 3♠; NS 2N; E 2♠; NS 3♦; NS 2♣; EW 1♥;
 Par -100: NS 3N×-1; NS 4♦×-1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
1 ♣	1 ♦	1 ♠	2 ♦
2 ♠	Pass	3 ♠	All pass

East will be a little surprised when West raises spades. With a 10-card spade East should be thinking game and will either invite or just outright bid the game. If East invites West will be in a poor position. ♦ K will reject and settle for the part score. The defenders should have no problem collecting 2 ♦ and their two aces.

Board 12

West Deals

N-S Vul

	♠ 8 5 2		
	♥ K 8 5 4		
	♦ J		
	♣ 10 9 6 3 2		
♠ A 4		♠ Q J 9 6	
♥ A 10 2		♥ J 9 7 6 3	
♦ A K Q 4 2		♦ 9	
♣ K Q 4		♣ A J 5	
	♠ K 10 7 3		
	♥ Q		
	♦ 10 8 7 6 5 3		
	♣ 8 7		

EW 6N; EW 6♥; EW 4♠; EW 4♣; EW 3♦; Par -990; EW 6N=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2 NT	Pass	3 ♦	Pass
3 ♥	Pass	3 ♠	Pass
4 ♥	All pass		

West by opening 2 NT shows a balance 20-21 but with a nice 5 card diamond suit and 3 aces could reasonable upgrade this hand to 22-23 balance and open 2 ♣ follow by rebidding 2 NT to show these values. East/West should end up in 4 ♥ as East is about a point short looking for slam.

Declarer should have no problems drawing trump and taking a spade finesse for 12 tricks.

Board 13
 North Deals
 Both Vul

♠ J 8	♠ Q 4	♠ K 10 9 7 2
♥ 6 5 2	♥ A K J 4	♥ Q 9 8 7
♦ A 7 2	♦ 8 6 3	♦ Q
♣ A 9 5 3 2	♣ K 10 8 4	♣ Q J 6
	<div style="display: inline-block; background-color: green; color: white; padding: 5px; text-align: center; margin: 5px;"> N W E S </div>	
	♠ A 6 5 3	
	♥ 10 3	
	♦ K J 10 9 5 4	
	♣ 7	

NS 4♦; N 1N; N 1♠; NS 1♥; EW 1♣; Par +130: NS 1♦+3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♣	1♠	Pass
1NT	Pass	2♥	3♦

All pass

South is not strong enough to bid 2♦ showing 10+ points and forcing for one round. Sometimes hands with long minors get treated as balance because there are no better options and South might choose to respond 1NT immediately or South can sit back and hope an opportunity comes to show their nice diamond suit. A diamond contract will have at least 9 tricks and most likely ten when East comes down with stiff♦Q.

If South declares 1NT, West needs to make sure to hold up in diamonds suit to cut the communication between declares hand and dummy.

Board 14
 East Deals
 None Vul

♠ Q 6	♠ 9 4	♠ A K J 10 7 5
♥ J 8 7 2	♥ A Q 10 9 6 5	♥ K
♦ 10 9 8 3	♦ 4	♦ K 2
♣ Q 8 7	♣ A J 6 4	♣ K 10 9 5
	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; text-align: center; margin: 5px;"> N W E S </div>	
	♠ 8 3 2	
	♥ 4 3	
	♦ A Q J 7 6 5	
	♣ 3 2	

EW 2♠; NS 2♥; NS 2♦; Par -100; NS 3♦×-1; NS 3♥×-1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♠	Pass
Pass	2 ♥	3 ♠	All pass

With a strong 6-4 hand East will be disappointed when partner pass their opening bid. East will feel so strongly about their hand they might jump in spades on their second bid. Despite only 16 HCP including the singleton ♥ K East with their excellent spades card will play extremely well in a spade contract. Even if East does not jump in spades they will likely be push there by North or South. As the cards lie everything is offside for East and they will come to just 8 tricks.

Board 15
 South Deals
 N-S Vul

♠ 7 2	♠ A K 10 6	♠ 5 4
♥ 9	♥ Q 6 4 2	♥ A J 5
♦ Q J 6 4 3 2	♦ A 8 7	♦ 10 9 5
♣ 10 9 5 2	♣ A 8	♣ Q J 6 4 3

♠ Q J 9 8 3
♥ K 10 8 7 3
♦ K
♣ K 7

NS 6N; NS 6♥; NS 5♠; EW 1♦; NS 1♣; Par +1400; EW 7♦×-6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♠
Pass	2 NT ¹	Pass	3 ♦ ²
Pass	3 ♠	Pass	4 ♠
Pass	4 NT ³	Pass	5 ♣ ⁴
Pass	6 ♥	All pass	

1. Jacoby 2 NT, 4+ trump game forcing
2. Singleton
3. keycard
4. 0 or 3 keycards in spades

North/ South will have Jacoby 2 NT auction and will likely land in slam. South shows their singleton diamond on this auction but the South hand has very little interest in slam holding zero keycards in spades could just bid 4 ♠. North rates to drive to slam on this auction holding 4 keycards and decent shape. 6 ♠ will go down after West leads their singleton heart and scores a heart ruff.

Board 16
 West Deals
 E-W Vul

♠ K 6	♠ Q 9 3	♠ A J 10 8
♥ 10 4 3 2	♥ 8 7	♥ K Q J 9 6 5
♦ A K 10 7 6 2	♦ 8 5 4	♦ —
♣ 6	♣ K J 7 5 2	♣ A 9 8

♠ 7 5 4 2	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠ A J 10 8
N					
W E					
S					
♥ A		♥ K Q J 9 6 5			
♦ Q J 9 3		♦ —			
♣ Q 10 4 3		♣ A 9 8			

EW 6♥; EW 3♠; EW 4♦; EW 2N; EW 1♣; Par -1430: EW 6♥=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1 ♥	Pass
4 ♣ ¹	Pass	4 ♦	Pass
4 ♥	Pass	5 ♦ ²	Pass
5 ♥	Pass	6 ♥	All pass

1. Splinter, 10-12 points by passed hand & 4 hearts
2. Probably a Void

West possess which is to good to preempt 2 ♦ but not good enough to open 1 ♦ West will probably pass but opening 1 ♦ is reasonable. If West passes East will open 1 ♥ and now West can make splinter bid in support of hearts showing an opening hand, 4 trump, and a singleton club.

The East hand becomes massive after partner shows a singleton club with only two losers. If partner has either the ♥ A or ♠ K slam is no worse than on a finesse. The East hand opposite a splinter in clubs will have no problem driving to slam, showing the diamond void is only useful if you are going to bid the grand. If West opens 1 ♦ it ironically makes it tougher to find the slam and E/W will probably just land in the game contract.

Board 17
 North Deals
 None Vul

♠ A Q 8 6 5 2	♠ K 9 7	♠ 10 4 3									
♥ A 8 7 3 2	♥ Q 10 6	♥ K 9									
♦ 6	♦ J 5 3	♦ A K 10 9 8 7 2									
♣ 8	♣ K 10 5 2	♣ A									
<table style="border: 2px solid green; width: 60px; height: 60px; margin: auto; text-align: center; color: white; font-weight: bold;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>				N		W		E		S	
	N										
W		E									
	S										
♠ J ♥ J 5 4 ♦ Q 4 ♣ Q J 9 7 6 4 3											

EW 6♠; W 6♦; EW 5♥; E 5♦; NS 1♣; Par -980: EW 6♠=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1 ♦	3 ♣
3 ♠	4 ♠	All pass	

This hand is an example why people like to preempt as it makes finding slam on this hand very difficult although finding 24 HCP slam is always difficult. West should be able to draw trumps and set up the diamond suit to discard their losing hearts. If South does not preempt 3 ♣ the auction might look something like

East	West
1 ♦	1 ♠
2 ♦	3 ♥
3 ♠	4 ♠

Board 18
 East Deals
 N-S Vul

♠ K 5 3	♠ A 10 2	♠ J 7 6 4
♥ J 6	♥ K Q	♥ 10 9 2
♦ K 8 6 2	♦ J 9 5 4 3	♦ Q 10 7
♣ J 10 6 2	♣ K 7 5	♣ A Q 9

♠ Q 9 8	<table style="border: 1px solid black; background-color: green; color: white; padding: 5px; text-align: center; width: 40px; height: 40px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ J 7 6 4
	N										
W		E									
	S										
♥ A 8 7 5 4 3		♥ 10 9 2									
♦ A		♦ Q 10 7									
♣ 8 4 3		♣ A Q 9									

NS 3♥; N 1N; N 2♣; NS 1♠; N 1♦; Par +140; NS 1♥+2

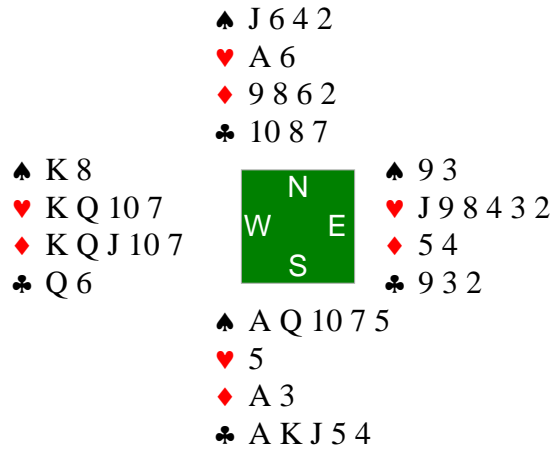
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	Pass
Pass	1♦	Pass	1♥
Pass	1NT	Pass	3♥ ¹
Pass	4♥	All pass	

1. Invitational

South again has where they are strong to open 2♥ but not maybe not good enough to open 1♥. One thing to note is that opening a preempt with 2 Aces is not recommend. 2 Aces represent a lot of defensive power for preempt and partner may make a pseudo sacrifice.

North/South will get to high in the auction likely landing in 4♥ contract. If the ♣ A was outside there would be ten tricks but as it stands declarer can only take 9 tricks.

Board 19
 South Deals
 E-W Vul



NS 5♠; NS 5♣; NS 2N; EW 2♥; Par +450; NS 4♠+1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
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1 ♠

Dbl	2 ♠	Pass	4 ♠
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All pass

West might choose to double instead of bidding 2♦ to bring hearts into the picture. North should feel safe making a simple spade they can add 1 point for a 4th trump and 1 point for a doubleton heart to get to their 6 support points to raise partner. South might think about a possible slam but all roads will lead to 4♠. In spades declarer will lose both ♣ & ♠ finesses and a diamond for ten tricks.

Board 20
 West Deals
 Both Vul

♠ J 9 4	♠ 10 8 7 3	♠ 6
♥ K J 8 4 3 2	♥ A Q 9 7 5	♥ 10 6
♦ K Q 5	♦ J 9 4	♦ 6 2
♣ 4	♣ 3	♣ A K J 10 8 6 5 2

♠ A K Q 5 2
♥ —
♦ A 10 8 7 3
♣ Q 9 7

NS 4♠; NS 3N; NS 3♦; EW 2♣; Par +620; NS 4♠=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♥	Pass	Pass	2♠
Pass	3♠	Pass	4♠
All pass			

West might choose to open 1♥ instead of 2♥. Note a 3♣ or 3♦ response is consider non-forcing, offer to play, and a generally warning about shortness in partners suit. In 4♠ the defenders can collect 3 tricks. Note if the defenders score a club ruff declarer will pitch a diamond from dummy getting rid of a diamond loser.

Board 21
 North Deals
 N-S Vul

♠ A 7 5 ♥ 3 ♦ K 8 7 6 3 ♣ A J 3 2		♠ J 4 3 ♥ A J 9 4 ♦ A Q 10 4 ♣ 8 7	♠ Q 10 9 8 ♥ 10 8 6 5 ♦ 5 ♣ Q 10 6 5
♠ K 6 2 ♥ K Q 7 2 ♦ J 9 2 ♣ K 9 4			

S 3N; S 3♥; N 2N; N 2♥; EW 2♣; EW 1♠; NS 1♦;
 Par +300: EW 4♣×-2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♦	Pass	1 ♥
Pass	2 ♥	All pass	

North will open a 1 ♦ and rebid 2 ♥ showing 4 hearts and 12-14 Points. South could make a game try in hearts but with 4-3-3-3 might take the low road and pass. The 4-1 heart will cause problem for declarer and the defense will likely collect 4 but 5 or 6 trick is possible depending on how declarer guesses the spade suit. Note as declarer breaks the spade suit they could have 3 losers in the suit, and for this reason declarer should avoid playing the spade suit themselves and instead rely on the opponents to play the suit.