

**Board 2**  
 East Deals  
 N-S Vul

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

♠ 8 5 4 3
♥ Q J 10 4 3
♦ A
♣ 7 6 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♦	Pass
3 ♦	Pass	4 N	Pass
5 ♦	Pass	6 ♦	All pass

**Auction Commentary:** East is delighted to hear partner bid 3 ♦, showing 11+ HCP and 5+ diamonds. With 19 HCP, a six-card suit and two doubletons, East has enough to investigate slam, and East bids 6 ♦ after determining that their side is not off two aces.


**Opening Lead:** ♥ Q, showing the ♥ J. Hopefully, partner will have the ♥ K and we can set this.

**Play Commentary:** We have 1 diamond loser and 1 heart loser. We can pitch the heart on a long spade, but we have to do that before we draw trump, else the defenders will take their heart trick before we can discard it.

**Takeaway:** Not a troublesome hand, but an example of the type of hand where we have to delay drawing trump until something else has been taken care of, here, discarding our heart loser.

**Board 5**

North Deals  
N-S Vul

♠ J 3 2 ♥ Q J 3 2 ♦ J 9 8 ♣ A J 3	♠ A K Q 10 7 5 ♥ A 9 ♦ 4 3 ♣ K 7 6		♠ 9 ♥ 10 5 4 ♦ A K Q 10 ♣ 10 9 8 5 2
	♠ 8 6 4 ♥ K 8 7 6 ♦ 7 6 5 2 ♣ Q 4		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♠	Pass	2 ♠
Pass	4 ♠	All pass	


**Auction Commentary:** North has a 5-loser hand. A single raise from partner will normally cover 2 losers, so we have to jump to game; if we invite, partner will have an easy pass when we should be in game.

**Opening Lead:** ♦ A. When East continues with the ♦ K, she will see West playing up the line, the ♦ 8 and then the ♦ 9. East will know that West has the ♦ J and that North is out of diamonds. Still, without knowing whether or not it is safe to play another suit, continuing with another diamond is probably best.

**Play Commentary:** We have two diamond losers and two club losers. We can take care of the third round of clubs by ruffing it. We must delay drawing trumps. Play a club to the ♣ Q, losing to the ♣ A, win any return, play the ♣ K and ruff the last club. Easy enough, right?

**Takeaway:** Count your losers before deciding whether to invite, or not, after a simple raise in a major. When you have six losers, invite. If you have more, pass. If you have fewer, jump to the game. Sometimes you will be in game and it will go down, sometimes you will not be in game and it will make, but, you will be wrong less often if you follow these guidelines.

**Board 11**  
 South Deals  
 None Vul

	♠ Q J 8 ♥ 7 4 ♦ 10 8 6 5 ♣ A K 7 5		
♠ 7 4 ♥ A J 10 8 ♦ K J 4 3 ♣ J 10 9		♠ 6 3 2 ♥ K 2 ♦ Q 9 7 2 ♣ Q 4 3 2	
	♠ A K 10 9 5 ♥ Q 9 6 5 3 ♦ A ♣ 8 6		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	3 ♠	Pass	1 ♠
All pass			4 ♠

**Auction Commentary:** With 11-12 points, 10 HCP and 1 for the doubleton heart, North invites to game. South has only 13 HCP, but they also have only 5 losers, so they should accept the invitation.

**Opening Lead:** ♣ J. Promises the ♣ T. It is usually right to lead from a sequence when you have one.

**Play Commentary:** We have to set up our heart suit, and we will have to ruff at least one of them. If we draw even one round of trumps, the defenders can prevent us from doing that. Win the opening lead and play a heart. It doesn't matter that you are going to lose this trick and that your hearts are terrible, they are the long suit that needs to be set up. Doubtless, the opponents will start playing trumps, but it is now too late. You will win and play another heart. They will win and play another trump. You will win and ruff a heart. Even though the hearts don't split, you still lose only 3 heart tricks. Well bid!

**Takeaway:** Once again, the opponents could have beaten us with a different lead. If they had led trumps and played them every time they won a heart trick, they could have taken 4 heart tricks for a one-trick set. Like we've said before, sometimes we make our contract even when they could have beaten us. That's part of the game.