

Board 3

South Deals
E-W Vul

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

Auction Commentary: When North shows a fit, South is too strong to merely invite, so they jump to game.

Opening Lead: ♥ K (promising the ♥ Q)

Defensive Commentary: East sees that they can overruff the dummy on the 3rd round of hearts. If they allow West's ♥ K to win the first trick, they may not be able to get West back in for that ruff. The need to get out of the way (unblock) by overtaking the ♥ K with the ♥ A, and returning a heart back to West. This absolutely promises a doubleton, and West should play a third round of hearts to give East the ruff.

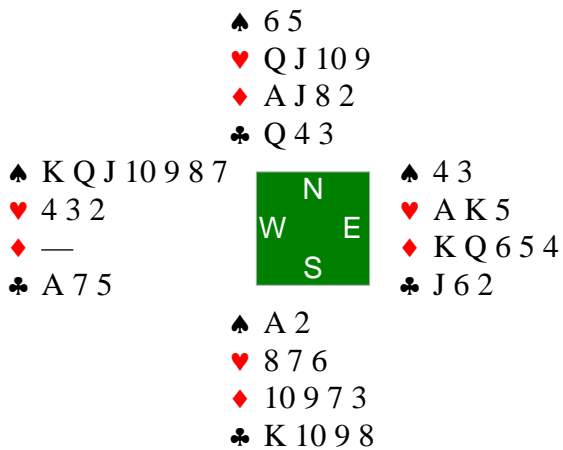
Play Commentary: South has nine obvious top tricks, and can score a tenth trick by ruffing the heart in dummy. Except, South knows that East is out of hearts and can likely overruff the dummy. What can South do?

Ruff a diamond instead! How? Don't we have 3 diamonds opposite 3 diamonds? We can discard a diamond loser from the dummy, instead of ruffing the third heart. Now there is nothing that West can do to stop the contract from making. South can draw the trumps and ruff a diamond.

Takeaway: This is an example of a loser-on-loser play. We started with a diamond loser that we could do nothing about. We discarded that loser, and lost a 3rd heart instead. This was a break-even proposition, but with the bonus that it gave us the opportunity to ruff a diamond in the dummy safely, rather than the 3rd heart, which would have been overruffed.

Board 6

East Deals
E-W Vul



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

Auction Commentary: West has an excellent responding hand with a self-sustaining spade suit. When East rebids 1 NT, showing a minimum with 12-14 HCP, West should jump to game. The West hand is worth far more than its 10 HCP.

Opening Lead: ♥ Q (promising the ♥ J)

Play Commentary: We start with 4 losers, 1 ♠, 1 ♥ and 2 ♣. We can't ruff any of our losers, so we need to set up dummy's diamond suit for a discard. We have only one more entry to the dummy, so there is no hope of ruffing that suit good.

We have to use another loser-on-loser play. Lead the ♦ K from the dummy. If South covers with the Ace, we can ruff and later use the ♦ Q for a discard. What do we do if South doesn't cover? We play one of our losers, say a small club. North can win the Ace, but the ♦ Q is now set up for a discard.

Note how important it is to consider the whole hand before playing from dummy at trick 2. If we robotically begin to draw trump, South will win and play another heart. Now, if West sets up the diamonds for a discard, they will have no reentry to the dummy to take it. They must establish the diamond discard before playing on trumps.

Takeaway: The loser-on-loser play allows us to trade a loser in one suit for a loser in another suit AND set up a new winner that we did not have before. The new winner takes care of another loser, which is why the technique is so beneficial. West started with 9 tricks and 4 losers and finishes with 10 tricks and 3 losers by first completing the loser-on-loser play.

Remember to consider the hand as a whole in your Plan. We can't draw trump and ask questions later.

Board 10
 East Deals
 Both Vul

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

Auction Commentary: Although East has only 17 HCP, they have 9 sure tricks with spades as trump. Since East is within 1 trick of game, it is reasonable to open 2 ♣. South has a fantastic heart suit. Bidding 2 ♥ is not very obstructive, but if partner has a big fit, they may wish to make a sacrifice, so it is important to show the suit. West passes because they are not required to bid to keep the auction alive. (If South had passed, West would have made a "waiting bid" of 2 ♦). East has to decide how many spades to bid at their second turn. Since they can make a game with as little as the ♣ Q in West's hand, they should jump all the way to 4 ♠.

Opening Lead: ♥ A (promising the ♥ K)

Defensive Commentary: North should follow with the ♥ 6 and then the ♥ 4 to show South a doubleton and the ability to overruff the dummy. South will continue with ♥ KQ.

Play Commentary: This hand should look somewhat familiar. We are faced again with a situation where we need to take a ruff in the dummy for our tenth trick. Our immediate opportunity to do so, on the third round of hearts, is fraught with danger. If North holds the ♠T, they will likely over ruff the dummy and we will go down.

Since we can't ruff a heart safely, let's ruff a club instead! On the third heart trick, pitch a losing club on the heart loser. Win anything they return, draw trump, play two high clubs and ruff a club. Making 4.

Takeaway: We've got the hang of this loser-on-loser idea now, right?