

Board 3
 South Deals
 E-W Vul

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

♠ A J 6 5
♥ A 3
♦ K Q 10 3 2
♣ K Q

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

Auction Commentary: South's 4 ♠ bid is not a sign-off or a close-out bid. South is showing a hand worth at least 18 points in support of spades. North is in charge after that. North, with 14 HCP and a 5th spade has an easy decision to move to slam.

Opening Lead: ♥T - at least it is a sequence.

Play Commentary: North has 1 possible loser in each of the majors. If East has led from the ♥ K, North can play low from the dummy and not lose a heart. However, North has a better alternative. Fly up with the ♥ A and play the ♠ AK - ("8 Ever, 9 Never!"). We've revealed a trump loser, so we have to take care of our heart loser. Play ♣ KQ, return to hand with the ♦ A and play the ♣ A, pitching dummy's other heart. Now, ruff a heart and play the ♦ KQ, pitching North's other heart. West can ruff in, but the ♠ Q will be the only trick for the defense.

Takeaways: Jumps to game are NOT signoffs when the other hand is unlimited. If opener jumps to game in support of responder's suit, responder should continue on with the values to be in slam opposite 18+ points.

When you have two possible losers in a slam, try to combine your chances. Spurn finesses in favor of discards when you have them available.

Board 7

South Deals
Both Vul

	♠ 6											
	♥ J 6 5 4 3 2											
	♦ 8 5 3											
	♣ 7 4 2											
♠ A 10 8 5 3 ♥ 9 ♦ Q J 9 6 ♣ K 8 5	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;"> <table style="border-collapse: collapse; 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> </div>		N		W		E		S		♠ J 9 7 ♥ Q 10 7 ♦ 10 4 ♣ J 10 9 6 3	
	N											
W		E										
	S											
	♠ K Q 4 2											
	♥ A K 8											
	♦ A K 7 2											
	♣ A Q											
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>									
			2 ♣									
Pass	2 ♦	Pass	3 NT									
Pass	4 ♦	Pass	4 ♥									
All pass												

Auction Commentary: South shows a balanced hand with 25-27 HCP by opening 2 ♣ and rebidding 3 NT. This is not a command that 3 NT will be the final contract; South is describing their hand to an unlimited partner. North, with a six-card major, transfers at the 4-level. The transfer principle is the same over 3 NT as it is over 2 NT as it is over 1 NT. South merely accepts the transfer; they have told their story, they must wait for partner to decide what to do. They won't have to wait long opposite a 1-count.

Opening Lead: ♦ Q

Play Commentary: Declarer has a possible loser in every suit. In fact, they have two possible losers in clubs. Declarer needs to ruff their 3rd club and set up spades for a diamond discard. There is no time to draw trumps. Win the opening lead and play the ♠ K. West will win and continue with diamonds. South wins and pitches dummy's 3rd diamond on the ♠ Q. One problem solved. It still isn't time to draw trumps. Play ONE high trump from hand, and then play the ♣ A and ♣ Q. Whichever defender wins, and whatever they return, you can't be prevented from ruffing dummy's 3rd club in your hand. You lose 1 ♠, 1 ♥ and 1 ♣.

Takeaway: Remember that jumps to game are not sign-offs when partner is unlimited. Even with only 1 HCP, you are still the captain once partner describes their hand. Only the captain can steer the ship to the right port, or trump suit.

Board 12

West Deals
N-S Vul

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



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

Auction Commentary: West's 2 ♠ bid will usually be on 4-card support, but it can be on 3-card support. East's 2 NT bid is invitational, showing exactly 4 spades and 11-12 HCP. West is the captain now and has to decide what the final contract should be. With 4 spades, 14 HCP, and an extra point for their doubleton, they jump to 4 ♠.

Opening Lead: ♣T. We lead the top of an interior sequence, so the T can be from KT9, QT9 or T9x. Never from JT9.

Play Commentary: We are slated to lose 3 trump tricks, so we need to hope the diamonds come in. Win the ♣ A and start the trumps; we have nothing we need to ruff or discard, so it is important to start pulling them. We don't want a defender to be able to score any of their small trumps, only the AKQ. South will likely win the ♠ K and continue clubs. East will win and declarer can take a diamond finesse, and when it wins, play another trump. As the cards lie, East will lose only 3 trump tricks and make their contract.