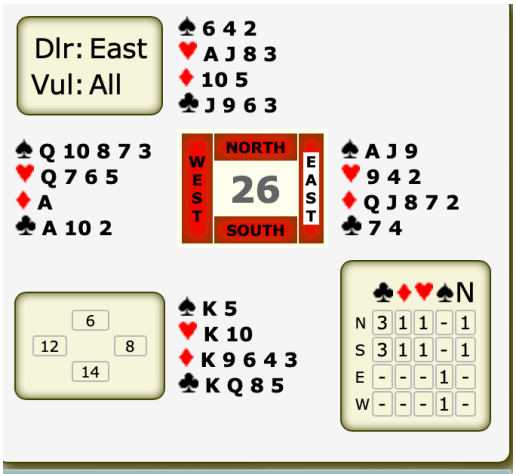
This hand has one thing in common between N/S and E/W - don't draw trumps immediately. N/S played in clubs while E/W played in spades with one pair in NT.

N/S pairs mostly played in 2 spades with everyone making 7 tricks. There is an opportunity for an overtrick. Before playing to trick 1 count your possible losers, 1S 4H 0D and 2C.

So what can we do to set up, extra tricks?

The obvious ones are the spade finesse and ruffing the 3rd club. There are 2 further possibilities - set up the 4th heart, ruff it or set up a diamond trick in dummy for a H discard. That looks a bit dubious on the D10 lead from N, looks like a doubleton. You can't draw trumps if you decide to try for ruffs in dummy, in fact if opps do not draw trumps then you will make 6S tricks and lose 1S trick. 4S tricks in your hand and 2 in dummy. You can try playing the Jack of Ds on trick 1 in the hope of a cover, which shouldn't happen as S knows you have either a singleton or a doubleton.



Board No 26 Both Vul Dealer East

NS	EW	Bid	By	Ld	Tks	+Sc	-Sc	+	-
16	4	2♣	S	♠7	+1	110		12	2
15	2	2♣	S	♠7	=	90		4	10
9	7	1NT	E	♦4	-1	100		8	6
14	1	2♠	E	♣K	=		110	0	14
12	13	2♠	W	♦10	-1	100		8	6
11	5	2♠	W	♦10	-1	100		8	6
8	3	3♠	W	♦10	-2	200		14	0
6	10	4♣	S	♠7	-1		100	2	12

So just play a low club at trick 2 guaranteeing a Club ruff. If opps play trumps then finesse and win the next trump in hand and ruff your last club. You are now in dummy for the last time, if you have a D winner you have to cash it now if not just exit in a H and play low as odds are Heart honours are split 3/3.

You now have your seven tricks guaranteed but you may have induced an error from opps either covering the D at trick one or not playing on spades OR even playing H's to allow you a ruff. *Give them every opportunity to help you.*

Now we look at 2 or even 4C contracts by South.
Everyone led the 7S against these contracts. Now count your losers. 1S, 0H, 2D and 1C but the Diamond suit is a problem as it is long and weak. You really have 3 to 4 D losers possibly even 5 if trumps break 4/1. So on this hand you need to look at how to get rid of these losers. Ruffing them is 1 way and trying for an extra Heart trick by finessing might get you a D discard. What you can't afford to do is play trumps as you may need to ruff 2 to 3 Ds. Played this way you have chances of making 4 Clubs but 3 Clubs are a certainty and any mistake by opps will let you make 4Cs.

So this weeks message is think losers and winners once you see the opening lead and decide when or if you want to play trumps.