

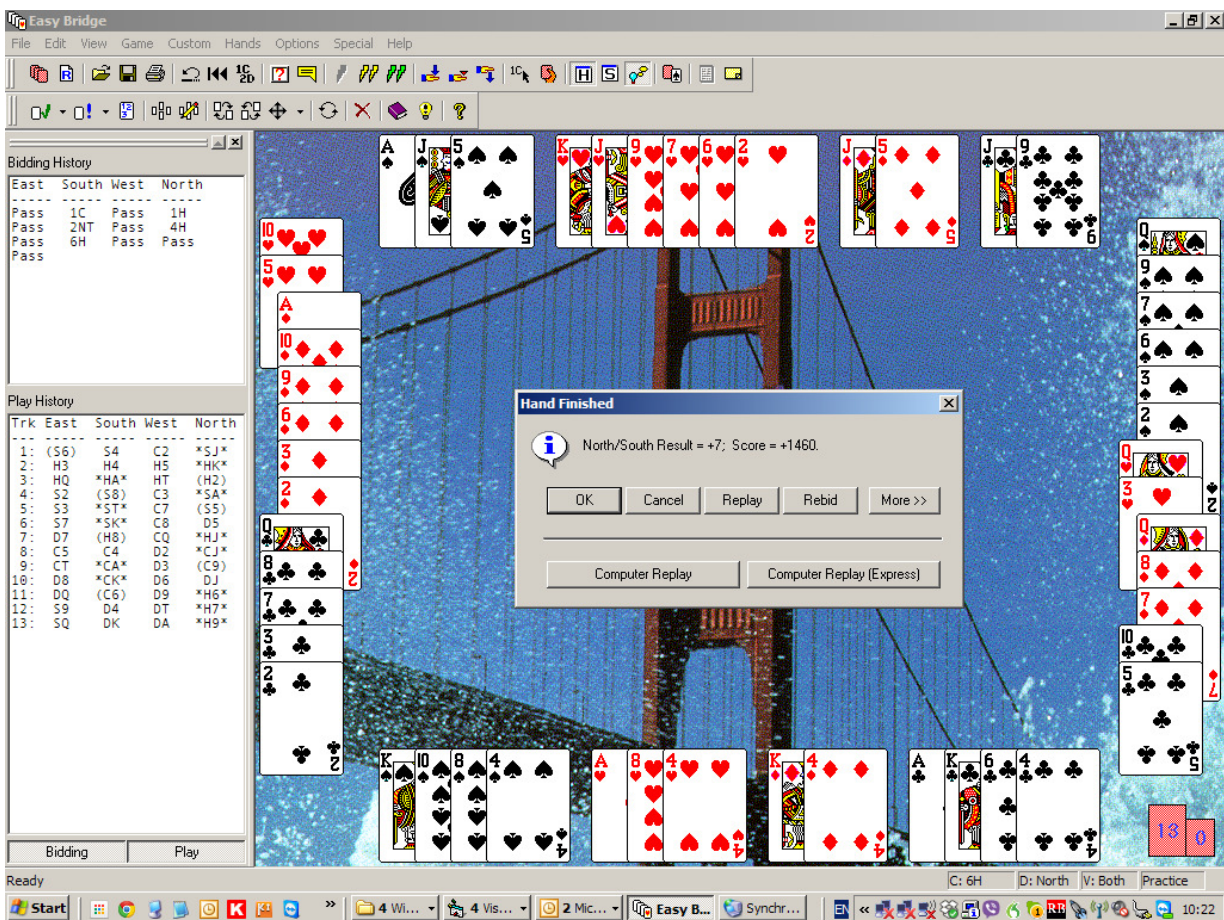
Here is a hand which has a really only two points, one each in Bidding and Defence.

**Bidding:**

I suggest you skim over the Bidding below, as not everyone as South will rate their hand worthy of an immediate jump to 6. You should really be using Splinter Bids and Roman Key Card Blackwood, and in any event, the Small Slam is a slight stretch. (Crucial in Teams. And I only bid this way to hurry up to the Play!).

**Play.**

The computer's East played the slavish Spade 6 – regulation fourth of the longest & strongest. As you can see, West then stupidly discarded a small Club – possibly to indicate a Diamond. Rather pointless this, as it's unlikely that East will get in again! What should have happened is for West to ruff the Spade, then try for the setting trick with his Diamond Ace. There are a number of reasons for this: ❶ Don't make it easy for North (from the bidding you know he has the Spade Ace); ❷ It's now obvious to North that all his Spades are coming home; ❸ You're highly unlikely to make a natural Trump trick, and; ❹ **Always take your setting trick.**



Finally, note that if North had tried a bigger Spade than the 4, West might have been pointed in the right direction – mind you, for the wrong reasons!!

Jimmy O'Brien.