## INVITING TO SLAM

You are the dealer and you give yourself this hand:

## S South

- 103

AKQ985

## AJ1064

Your 14 HCP are nestled in a very shapely hand. There is a saying in bridge: " $6-5$ come alive." The void and doubleton give this hand much more than the HCP would suggest. You open 10 and partner responds 14 . His bid is unlimited. He may have any number of points and may or may not have heart support. You must now let him know about the extras in your hand. You should rebid 34. This is a forcing bid for at at least one round.

Partner now gives delayed support for hearts, bidding $3 \boldsymbol{v}$. With heart support slam is a possibility. I would recommend rebidding your clubs which asks partner to start bidding control suits up the line. Over your $4 \uparrow$ he bids $4 \star$. This is really of no help to you. You were hoping to hear 44. You can't bid spades and if you bid $4 \varphi$, partner will take it for a sign off. What you can do to invite your partner to slam is to bid $50-1$ trick over game.

Your partner accepts the invitation and rebids $6 \boldsymbol{*}$. West leads the $\$$ J and you this dummy come down:

N North

West leads $\downarrow$ J.

## S South <br> - 103 <br> AKQ985 <br> AJ1064

You are disapponted with partner's spade suit, but you were lucky West didn't lead a spade. You'll have time to discard your two losing spades on dummy's good diamonds. You will also discard a club. Then you should run the 49, finessing against the outstanding $\$$ KQ, hoping they are split betwee East and West. You plan to use the $\downarrow \mathrm{J}$ to finesse a second time. West wins the $\$ \mathrm{~K}$ and you win whatever he returns. You pull trump, ending in the dummy and lead the last club. The $\&$ appears, which you win with the $\&$ and take the remaining tricks.

This is the entire deal:


You can see how this hand should be played by clicking on this link:http://tinyurl.com/y766dgd6, or copy and paste it into your browser. Click on the "Next" button on the bottom to advance through each trick. Alternatively, by clicking on "Play" you can play all four hands and see if you can make the hand on your own.

