

07. 2025 – Making That Slam

Dealer N, All Vul

Bringing in a Slam is almost always a challenge, as you may need to find extra Tricks or avoid a loser:

	NORTH	
	K8	
	J10	
	KQ65	
	J10842	
WEST		EAST
AQJ109652		4
KQ		A876
8		A107432
96		AQ
	SOUTH	
	73	
	95432	
	J9	
	K753	

Bidding at our Table

North	East	South	West
P	1D	P	1S (1)
P	1NT (2)	P	4NT (3)
P	5C (4)	P	6S (5)

- (1) No need to rush – Slam may be on – wait to hear Opener’s response
- (2) 12-14 Points, balanced (somewhat!)
- (3) RKCB
- (4) 0 or 3 Key Cards
- (5) Now it is time for Slam, with those 8 Spades

CONTRACT AND LEAD

6S by South, lead CJ

ANALYSIS

A simple way to play the Hand is to take the Club finesse, and then the Spade finesse. Both fail, bad luck....

Is there a better way? Yes, don't take the Club finesse, instead rise with CA, play a Heart over to HK and HQ, then a Diamond to DA, HA throwing C9

But wait, North Ruffs with S8 and you have not found SK yet – unless you play to drop it with North (against the odds), you go down

The best line at Trick 2 is to play S4 to SA, hoping SK falls. It does not

Then play HK, HQ and over to DA, playing HA and throwing C9. North has run out of Hearts, but can only Ruff with the winning SK

Slam made

MORAL OF THE STORY

There often multiple ways to make a Slam, and in the few minutes you have to play a Hand, you can often improve your chances beyond simple finesses

Here you throw your loser after hoping SK falls Singleton, or if not then it is the only Spade left in the Hand with short Hearts

Ian Morison

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