



In the common game, ours was the most common of the 39 different scores on this board. 382 tables did this, scoring 77% for East-West, as most pairs did not make game. Only ten pairs bid and made a diamond slam, two of them doubled.

Playing with one of my partners, it would be normal to open $2 \spadesuit$ as North (not vulnerable). Intending to save, but wanting a heart lead, I would bid $3 \heartsuit$. This would let West make a takeout double. [3 NT would be to play, two down on the \heartsuit 4 lead, \spadesuit 7 return and \heartsuit 2, of course.] East should choose between 3 NT and $5 \diamondsuit$. A $3 \spadesuit$ cue bid might get to slam, but also might wrong-side the final contract - and slam fails if hearts are 6-1. The worst game result when East declares is when South cashes the \heartsuit A against $5 \diamondsuit$, still 61%. Slamming is trying to win the board twice.

Jim and I play disciplined weak two bids. While North's spade suit is chunky, it would be better with the nine or ten instead of the six. No such qualms in third seat: $2 \, \nabla$ should be automatic, NV with a 4-card side suit.

West got amazingly lucky, probably by being chicken: he bid his good club suit. When East scraped up a $3 \diamondsuit$ bid, West had no trouble jumping to game. Against a slam, I would have made the correct matchpoint lead of the \heartsuit A. It was not so easy here, since they did not try for slam. At matchpoints, you often have no idea how many tricks you need to play for.

The normal 3 \diamond overcall by West would pave the way for showing clubs later, but wrong-side any diamond contract. East would have to shoot out 3 NT to make a game, not so easy with a stiff club. 3 NT was bid and made only 103 times.

Of course, West could jump in at 4 NT, showing two places to play (usually minors). That would be quite an overbid, but effective this time.