vulnerable.

Before bidding, recall with 6-5 shape when a trump fit is found the hand's huge trick-winning potential is realized and now you can count how many tricks the hand is likely to make. This thinking is a key skill, as you graduate from counting points to counting tricks, enabling you to judge what contract you're likely to make.

West held:	A A	Q10987	
	♡ -		
	♦ KJ	985	
	♣ A4	1	
West	North	East	South
1	pass	2♡	pass
3\$	pass	?	

West correctly shows their second suit, do not rush to rebid your six card major, East may like your other suit. With 6-5 shape, West has huge trick winning potential with spades or diamonds as trumps, East is not keen on spades so try diamonds. West should rebid 3♦ but most club Wests mistakenly rebid 2♠.

What does East bid over 3�? Evaluating East's hand, 6-5 shape with AK and A in its long suits, East has a trick winning powerhouse once the trump fit in diamonds is found. Recall, "if you freely bid 4♣ or 4� raising partner's suit, you are telling partner slam is likely." East's best bid is 4� as East's evaluation tells them slam is likely.

AQ1098♥ -KJ985A4	N W E S		K10982 10632
<u>West</u> 1♠ 3♦ ?	North pass pass	$\frac{\text{East}}{2 \heartsuit} \\ 4 \diamondsuit \text{(slam try)}$	South pass pass

West's bid? East thinks EW might make a slam in diamonds and West has a monster hand. West has an extra diamond (five not four) and first round control in every other suit. Bidding a direct 7♦ is justified, but West, if you want to ask for aces, do that and then bid 7♦. Bid 7♦.

The play in $7\diamondsuit$ is straight forward. An easy plan to make $7\diamondsuit$, is to focus on the East hand. Draw trumps in two rounds and ruff three hearts, if the 5^{th} heart isn't high, the 6^{th} heart will be high. And discard $\clubsuit 3$ on $\spadesuit A$.

Club Results: At one table the auction went:

West	North	<u>East</u>	South
1	pass	2♡	pass
30	pass	50	pass
6\$	all pass		

East misjudged the trick winning ability of their 6-5 hand by jumping to 5♦ rather than bid 4♦, but West did evaluate their hand's trick winning ability and raised to 6♦. Well done to Merryn for raising 5♦ to 6♦ for a 93% score.

Summary:

Unbalanced hands, especially with ten or more cards in two suits (5-5, 6-4, 6-5 shapes) win many tricks if an "extra" trump fit is found. Fully investigate whether you have a trump fit in either suit, show your second suit. These shapely hands are trump hands, not NT hands.