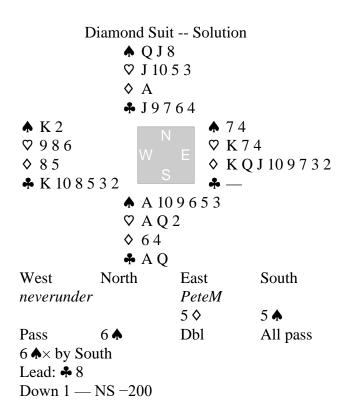


Join me for this online matchpoint pairs game. At favorable vulnerability, we step out a bit, with 5 ◊.

The opponents try on a slam for size. What now?





Bidding 7 \(\Delta\) would be absolutely horrible. We told our story (and then some). Partner heard us and passed. Leave the opponents with the results of their last guess. We are done. Or are we?

We can steer partner to the best lead with a Lightner double. At a suit slam, this shows a void in a side suit and asks partner to lead it!

Gary "never underestimate the power of the" Schwartz duly led a club, and I ruffed it. If partner has a heart trick, it's not going away, so I exited with a trump. One down.

Without the double, West should lead a diamond. Seeing through the backs of the cards, declarer could immediately pick up three rounds of hearts (we don't help by covering!) and play the • A and another spade. After ruffing the diamond loser, declarer throws the • Q on the last heart. If declarer takes that line, hold your hand back! Nevertheless, the ruff is close to being essential to set the contract.

Setting the contract is the point of the double. The extra 100 points only improved our score from 94 to 96%. We don't double a slam for the piddly penalty.