

June 15 2017	Type of Tip	Concept	Contract	Lead	Results
Week 3 Hand 1	Defense	Covering	3S / S	7 C	
Week 3 Hand 2	Play of Hand	Set Up Long Suit	6D / E	3 D	
Week 3 Hand 3	Play of Hand	Cross Ruffing	6S / S	8 D	
Week 3 Hand 4	Play of Hand	Squeeze	6H / S	10 D	
Week 3 Hand 5	Play of Hand	Delay Pulling Trump	4H / E	2 D	
Week 3 Hand 6	Defense	Compete Against Opening 1NT	1NT/ W or ???		

Best to Read After Playing Hand

Type of Tip	Concept		Contract	Lead
Defense Week 3 Lesson #1	Covering	Cover the ten with K or Q looking at A/J/xx or playing high looking at A/J/ten/x	3S / S	7 C
Play of Hand Week 3 Lesson #2	Establish Long Suit	Be careful where you win first trick (don't waste an entry)	6D / E	3 D
Play of Hand Week 3 Lesson #3	Delay Pulling Trump	Cross Ruffing most valuable with high spots in the trump suit.	6S / S	8 D
Play of Hand Week 3 Lesson #4	Squeeze	Rectifying The Count	6H / S	10 D
Play of Hand Week 3 Lesson #5	Delay Pulling Trump	Need to ruff 3 spades in the East hand.	4H / E	2 D
Defense Week 3 Lesson #6	Compete over 1NT Distribution more important than points.	Mel's Rule add 2 longest suits subtract no. of losers if number is ≥ 2 then compete. You should also have at least 6 (points). Those points should be useful points. The minimum of a difference of 2 plus the 6 points minimum is the basis of Mel's Rule of 8. This convention is best with conventional overcalls such as Cappelletti, Blooman, Brozel, D.O.N.T	1NT or E/W contract	