

SET `EM UP

You arrive at 5♦ on this deal.

<div style="border: 1px solid black; padding: 2px; width: 30px; margin: 0 auto;">11</div> <div style="text-align: center; font-size: 8px;">D</div>	N North ♠ A8743 ♥ Q3 ♦ J1086 ♣ 42	<table border="1" style="font-size: 8px;"> <thead> <tr> <th></th> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td>X</td> <td>1♠</td> <td>2♥</td> <td>3♣</td> <td>1♦</td> </tr> <tr> <td>P</td> <td>3♦</td> <td>P</td> <td>4♦</td> <td></td> </tr> <tr> <td>P</td> <td>5♦</td> <td>P</td> <td>P</td> <td></td> </tr> </tbody> </table>		W	N	E	S	X	1♠	2♥	3♣	1♦	P	3♦	P	4♦		P	5♦	P	P	
	W	N	E	S																		
X	1♠	2♥	3♣	1♦																		
P	3♦	P	4♦																			
P	5♦	P	P																			
W West ♠ KQ6 ♥ AJ72 ♦ 54 ♣ J975		E East ♠ J1092 ♥ K984 ♦ 92 ♣ Q63																				
	S South ♠ 5 ♥ 1065 ♦ AKQ73 ♣ AK108																					
		5♦ S NS: 0 EW: 0																				

Over West's double, North wants to get his 5-card spade suit off his chest. With his weak hand he might not get another chance. The vulnerability inspired East to advance the double to show his 4-card heart suit. South showed his second suit, clubs; but his partner returned to his original diamond suit, not wanting to play in a 4-2 club fit. South, with a very strong but unbalanced hand invited a minor suit game in diamonds. North threw caution to the wind and raised to 5♦.

West had the nerve to lead a trump, the ♦5. What is your plan?

You must count the losers in your own hand before you do anything. You have 3 heart losers and 2 club losers. Your first thought should be to trump the losing heart and the two losing clubs in the dummy.

Your second thought should be that this will not be possible. The opponents have already led a trump, and you must lose the 2 hearts before you can ruff your last heart. When the defenders win the hearts they will lead trump again. That only leaves you 1 or 2 trump to use for ruffing.

There must be another way. Look at the spades. There are five of them in the dummy. If the seven outstanding spades break 4-3 you can set up the last spade as a winner on which you can park one of your losers. If trumps break 2-2, you can pull their last trump and still have two left in the dummy for ruffing.

The problem here is transportation. You need three entries into the dummy: two to ruff the 3rd and 4rd spade, and one to enjoy the 5th. Start by winning the ♦J and lead the ♠A and ruff a spade high in your hand. Save the little diamond in your hand to get back to the dummy's ♦10. This play pulls the remaining trump and then you can ruff another spade. Now you play off the ♣AK and get back to the dummy two more times by ruffing clubs. On the last trip to the dummy you will play the good ♠3 and discard the losing heart. Now you will be left with only two heart losers, making your 5♦ contract.

When you see a 5-card side suit in the dummy, think about setting it up for a loser discard. As Marty Bergen always says, "I never met a 5-card suit I didn't like."

You can see how this hand should be played by clicking on this link: <http://tinyurl.com/o7aucpa> or copy and paste it into your browser. Click on the "Next" button on the bottom to advance through each trick. Alternatively, by clicking on "Play" you can play all four hands and see if you can make the hand on your own.