## FINDING A WAY

East is the dealer and opens 1 NT with 15-17 HCP. This is your hand:
S South

- AKQ1098
- 87
- KQ86

3
There are lots of ways to interfere with this hand. Usually, you need a distributional hand with 16 -card suit or two 5 -card suits. DONT, Cappalletti, Astro and Hello are just a few of the named conventions to disrupt the oppenents' efficient sequence that usually follows a 1NT opening bid. But this hand is unique. It holds only 14 HCP, but has a 4 LTC (Losing Trick Count). That means, if partner holds only 1 cover card, you can make 49, since the spade suit is self sufficient.

The problem is that partner is going to be weak since you and East hold about 18 points, and may pass you, whatever your bid is. You might be right by just jumping to 40 and hoping for the best. Doubling for penalty might only set the contract by 1 trick. Since they are not vulnerable, that is only 100 points, when you might be able to make 620 for your vulnerable game.

Your game bid is passed out and West leads the OK. Plan the play.
N North

- J65
- J1064
- 1032
- A76


## West leads K ${ }^{\bullet}$

## S South

- AKQ1098
$\checkmark 87$
- KQ86

You shoud be very pleased with this dummy. Not only does it have 1 full cover card, the $\$$, it contains the $\$$, making the trump suit solld. You have 2 quick losers in hearts and the A . That means you must bring in the diamonds with just that one loser.

Let's face it, the chances are less than 50\%. The A must be in East, so that both the $\Downarrow K$ and $\vee$ can take tricks. Also, the diamonds must split 3-3 or the $\$ 9$ and $\$$ must fall under the first two tricks, so that the $\$ 10$ and $\$ 8$ will be good.

You must lead up to the $\$$ KQ in your hand, and you must do it twice, so you must take advantage of the only 2 entries you have to the dummy. Win the third heart and pull the outstanding trump, starting with the $\uparrow A$ and $\uparrow$ K. If one trump still remains, go to the dummy with the $\mathbf{~ J}$ and lead a low diamond. If East plays low, insert the K . Go back to the dummy with the $\$ \mathrm{~A}$ and lead another low diamond, winning the $\uparrow$. Now play your $3^{\text {rd }}$ diamond, giving it up to the $\downarrow$ A. You can win any return and your last diamond is good.

This is the entire deal:


You can see how this hand should be played by clicking on this link:
http://tinyurl.com/yozmzq7c, 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.

