## MAUFACTURING TRICKS

You are in the South position and the bidding has been:

| West | North | East | South <br> Pass |
| :--- | :--- | :--- | :--- |
| Pass | 10 | Pass | $1 \boldsymbol{1}$ |
| Pass | $4 \boldsymbol{\uparrow}$ | All Pass |  |

West leads the $V$ and you see this hefty dummy:
North
AAQ4
VAK1085
K107
$\$ 76$
South
AK109765
2
2 83
$\$ 0.92$

A note about the bidding. North starts out with 16 HCP and 1 for the 5 -card heart suit. After you bid 1 he must decide if he wants to play in spades. He has only 3 spades and you have only promised 4. But with two of the top three honors in the suit, even a 4-3 fit can play nicely for a major suit game. And it is more challenging for his partner to declare in a 4-3 fit (). After he agrees to play in spades, he can now add a point for the doubleton club since he will be the dummy in spades. He risks a jump to 4』. A jump to $3 \boldsymbol{A}$ would be more appropriate, but you would raise to 4 anyway.

West leads the VQ and you must figure out how you can make this contract.

You first count your losers. If spades break 3-2 you will have no spade losers. You have no heart losers and if you ditch a diamond on the VK at the second trick, you have only 1 diamond loser. It's the clubs that give you a problem. You can lose 3 clubs. Any ideas?

Let's focus on the dummy's hearts. There are 5 of them and you have 1. If the opponents hearts break 4-3, you can get a diamond discard on the $5^{\text {th }}$ heart. This is called setting up the dummy's long suit. You should always consider this technique when you have a 5 card or longer dummy suit. What you need to accomplish this, however, are enough entries to the dummy. Here, you will use the dummy's spades for those entries.

You start by winning the VA, discarding a diamond on the VK and finally, leading a low heart to your hand for a ruff. Everyone has follows suit. There is one heart left and you notice
that West played the $V_{J}$ on the $3^{\text {rd }}$ heart trick. You go back to dummy leading up to the A. West discards so East started with four spades, including the $\uparrow$ J. You lead the V10 and discard the last losing diamond from your hand. You might as well play the V8 and when East discards a diamond, you discard a club.

Now you lead a club to the honors in your hand. East plays low and your \& is captured by West's \&A. West returns the $\downarrow$. You cover with the $\uparrow \kappa$, East plays the $\downarrow A$ and you ruff. Now East must hold the $\boldsymbol{\otimes K}$, so you lead a low club forcing him to win. Now East is enplayed. If he leads a spade, you win and pull his remaining trump, taking the last trick with your good \&Q. He does best, though, by leading a diamond. You trump and lead a trump to East. Again, he is endplayed. He must lead one of his trump to your $\boldsymbol{\Phi}$ K10 tenace.

Here is the whole deal:


It is interesting to note that with any lead other than a heart, the contract cannot be made. The opponents will take their two diamonds and two clubs before you can discard them.

You can see how this hand should be played by clicking on this link:
http://tinyurl.com/lp5th49 . 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.

