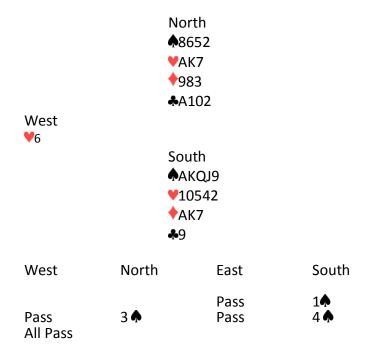
## PLAY FOR THE OVERTRICK

After a simple auction you are the declarer in  $4\clubsuit$ . Your LHO leads the  $\checkmark$ 6 and this is your dummy:



The first thing you want to do in a trump suit contract is count your losers. You have 2 heart losers, 1 diamond and no spade or club losers. Taking 10 tricks should be a walk in the park. But if you were playing in a matchpointed duplicate game you want to make overtricks. Just making your contract will give you a below average score. Everyone will take at least 10 tricks, and a few will make an overtrick. In order to share a top score on this hand, you will have to make an overtrick. How will you do this?

You win the lead in the dummy and start spades. East shows out. The spades are breaking 4-0. Now what?

To make it easier, study the full deal:



Your extra trick must come from a dummy ruff of either the losing heart or diamond. But you have to prepare for it.

Lead another heart to the dummy. If West ruffs, play dummy's low heart. Later you can ruff your losing heart in the dummy. If West discards, win the ♥K and draw two rounds of

trump, leaving one in the dummy. Now lead another heart, giving up the trick to East. East will switch to diamonds, which you win. Now you can lead your final heart, ready to ruff it in the dummy. But what if West uses his last trump, the \$\lfloor 10\$, to trump this heart. Then you will discard a diamond from the dummy. Now you can win the return diamond and trump your last losing diamond with dummy's remaining trump. You take 5 spades, 2 hearts, 2 diamonds, 1 club and a heart ruff: 11 tricks in all.

You can see how this hand should be played by clicking on this link:

http://tinyurl.com/pkpu2f9. 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.