

Establishing the long suit in dummy

We have seen these sorts of hands before .

The two basic types are :

1) No Trumps -long suit in dummy with an entry

| <u>{declarer}</u> | <u>{dummy}</u> |
|-------------------|----------------|
| AK2 | 987 |
| A32 | 764 |
| 876 | AK543 |
| KJ54 | A2 |

In 3NT there are only 7 top tricks -an extra 1 trick might come from a succesful club finesse but the more natural play is to try and make something of the diamonds. To *establish* the diamonds.

(1)We win the opening spade lead and play :

(2)Ace diamonds ;

(3)K diamonds

(4) small diamond *that the opponents win*

The remaining two diamonds are now winners and it only remains to get to the dummy with the Ace clubs entry to play the winning diamonds.

Contract made.

2) Suit contract -long suit in dummy with an entry

| <u>{declarer}</u> | <u>{dummy}</u> |
|-------------------|----------------|
| AKJ1072 | Q9 |
| Q73 | A62 |
| 87 | AK543 |
| QJ | 982 |

In 4 Sp we have 4 losers .

There are various possibilities e.g the Q Hrts may yet be a winner { and we know how to play the combination of Q73-----A62 by now ...}; the obvious line though is to try to establish the diamonds *by ruffing*.

(1) Ace clubs led ,we lose this trick

(2)K clubs led, we lose this trick

(3) 10 clubs led *which we ruff*.

Now draw trumps in 3 rounds.

(7) Ace diamonds

(8) K diamonds

(9) ruff a diamond *-the diamonds may well now all be winners*

(10) go to Ace Hrts and play 2 winning diamonds.