

## §47. Setting Up a Side-suit.

**By the end of this chapter you should understand the following term:**

**Ruffing a suit out:** Leading a long suit (usually from dummy) and trumping losers in hand, often the *long trump hand*. This is with the aim of establishing the long cards in dummy's suit.

This chapter is concerned with establishing a side-suit (usually dummy's) by *ruffing it out*.

On many occasions in these chapters we have said that *ruffing in the long hand is ruffing in the wrong hand*. Well, bridge is a contrary game, and there are times where it is the right play to trump losers in the hand with long trumps. By itself, this does not gain any tricks – the idea is to establish long cards in the dummy.

Let's see an example of this principle. Imagine you are South, at the wheel in in a grand slam.

<b>Hand 1</b> South plays in 7♥. West leads the ♣K.	♠ A K 7 5 3		
	♥ K J 9		
	♦ 7 6 5		
	♣ 9 3		
		Dummy	♠ Q 9 6 2
♠ J 4		W	♥ 6
♥ 8 3 2		E	♦ J 9 8 4 2
♦ 10 3		Declarer	♣ 10 8 5
♣ K Q J 7 4 2			
	♠ 10 8		
	♥ A Q 10 7 5 4		
	♦ A K Q		
	♣ A 6		

However did you reach 7♥? Who knows? Your partner probably made an error of judgement in the bidding (!) Whatever your feelings on the sight of dummy, you must make every effort to make the contract because North is unlikely to listen to your strictures on his bidding if you muck up the cardplay...

Your **Count** and **Plan** shows there to be twelve winning tricks on top (two Spades, six Hearts, three Diamonds and one Club). You cannot ruff anything in the *short trump hand*, so it may appear that you should just draw trumps and eventually concede the inevitable Club loser. Not a bit of it – *no long suit in dummy should ever be ignored*. Your thirteenth trick is that long Spade on the table.

The play goes as follows: With the ♣A, play off the ♠A K and ruff a Spade (with a high trump, naturally). Cross to dummy with a Heart to the ♥9 and ruff another Spade (high). With Spades 4-2 the last Spade on table is now a winner and there are entries to reach it. You can cash two more trumps, ending in dummy, which extracts all of the opponents', and cash the thirteenth Spade. Away goes the losing Club and all that remains is to calculate the score.

Try this next deal, in a more prosaic game contract. You are South, playing in 4♥. How would you play the hand after West cashes three top Spades and switches to a Club?

<b>Hand 2</b> South plays in 4♥. West leads the ♠A.	♠ J 6 2		
	♥ Q J 9		
	♦ K 8 6 5 4		
	♣ A 3		
		Dummy	♠ 8 5 4 3
♠ A K Q		W	♥ 7 4 3
♥ 5		E	♦ Q 9
♦ J 10 7 3		Declarer	♣ K J 6 4
♣ 9 8 7 5 2			
	♠ 10 9 7		
	♥ A K 10 8 6 2		
	♦ A 2		
	♣ Q 10		

Running the Club to hand at trick four is not right, better is to set up a long Diamond. Take the ♣A, play off the ♦A K and ruff a Diamond high. With Diamonds 4-2 it is necessary to ruff another Diamond in hand. Thus, cross to a trump, ruff another Diamond, draw the remaining trumps (ending on table) and cash the last Diamond, pitching the losing ♣Q. You make six Hearts, three Diamonds and one Club.

With your new-found technique, can you make 4♠ as South on this deal? West starts off with three rounds of Hearts.

**Hand 3**

South plays in 4♠.  
West leads the ♥A.

	♠ K 10 9		
	♥ Q 3		
	♦ A 7 6		
	♣ A 10 7 4 3		
♠ 5	Dummy	♠ 6 4 3	
♥ A K J 10 7 5	W      E	♥ 9 8	
♦ K 9 4	Declarer	♦ Q 8 5 2	
♣ Q 9 2		♣ K J 6 5	
	♠ A Q J 8 7 2		
	♥ 6 4 2		
	♦ J 10 3		
	♣ 8		

You open 2♠, West overcalls 3♥ and North raises you optimistically to 4♠. West cashes the ♥A K and, seeing his partner's play of the ♥9 8, continues with a third Heart, hoping East can overruff the dummy. After ruffing the third Heart in dummy with the ♠9, your **Count** and **Plan** shows you two Diamond losers and you have to consider how you might get rid of one of them.

The answer is our new friend, the *side-suit ruff-out*. For this to work you need Clubs to split 4-3; if they oblige you can set up a long Club in dummy for a Diamond discard. Without drawing any trumps (as in Hands 1 and 2 the trumps in dummy are needed as *entries*) the order of play is as follows: having ruffed the third Heart, cash the ♣A, ruff a Club in hand. Cross to a Spade, ruff a Club (noting that Clubs break nicely). Cross back to table with another Spade, ruff another Club, setting up the ♣10 as the boss Club.

Finally, you can draw the last trump and the hand is all but over. You cross to the ♦A, cash the ♣10 and happily concede a Diamond loser at trick thirteen. Ten tricks come from *seven* Spades (that's six in hand and one Heart ruff on table), one Diamond and two Clubs.

Some deals need care with entries when setting up a long suit and may require that you duck an early round. Take the helm in 4♠ on the next deal after West leads the ♥K. What is your line of play?

**Hand 4**

South plays in 4♠.  
West leads the ♥K.

	♠ Q 2		
	♥ 10 8 3		
	♦ A 7 6		
	♣ A J 8 6 2		
♠ 9 7 4	Dummy	♠ 5 3	
♥ K Q J 9 5	W      E	♥ 7 6 4	
♦ K 5 4	Declarer	♦ Q 9 8 3	
♣ Q 3		♣ K 10 9 5	
	♠ A K J 10 8 6		
	♥ A 2		
	♦ J 10 2		
	♣ 7 4		

Your **Count** and **Plan** reveals that you have a Heart, two Diamonds and a Club loser. Diamonds are *frozen* – neither side can lead them to advantage; your problem is to get rid of one of them. Well, *no long suit in dummy should ever be ignored* and it may be possible to set up the long Clubs.

To get the timing right you should take the ♥A and immediately play a Club to the ♣J. You don't expect that to win and, sure enough, East takes the King. The defenders probably play two further rounds of Hearts now, so you ruff and, before drawing trumps, play off the ♣A and ruff a Club in the closed hand (with the ♠10, of course). When West shows out on this trick you know Clubs are 4-2, so you cross to dummy with a trump to the ♠Q and ruff another Club in hand, setting up the last Club on table.

Now you are in a position to draw all the remaining trumps, go over to the ♦A and make the all-important tenth trick with the last, master, Club. The opponents are welcome to make a Diamond trick at the end because their winners are confined to one Heart, one Diamond and one Club.

If you don't duck a Club then you lack the entries to ruff them out and reach them. It's an important point.

## §47. Quiz on Setting Up a Side-suit.

Here are three full deals for you to try, all in exciting contracts.

In each case you are South, declarer. Obviously, your first act is to **Count** and **Plan**.

The Preliminary Analysis talks you through the first trick or two. What is your best subsequent play?

The answers are overleaf.

### Q1.

How should you play in 6♠?

West leads the ♠Q.

#### Preliminary Analysis.

You arrive in 6♠ and note with irritation the duplication in Diamonds. If only dummy held ♦Q x x and ♣x x. Ho hum. Life isn't always so easy.

You take the ♣A and play a Heart, hoping West has the ♥A. If he has, you'll have twelve easy tricks.

Nope, East takes the ♥A and plays another Club. What now?

♠ J 10 9  
♥ K Q 9 7 6  
♦ Q 2  
♣ 7 5 3

Dummy	
W	E
Declarer	

♠ A K Q 8 7 2  
♥ 4 2  
♦ A K  
♣ A K 2

West	North	East	South
	Pass	Pass	2♣
Pass	2♥ <sup>1</sup>	Pass	2♣
Pass	3♣	Pass	6♣
Pass	Pass	Pass	
6♣ by South		Opening lead: ♠Q	

1. Very borderline to give a positive response. 2♦ may have been more prudent, but then it might have been difficult to show the Hearts.

### Q2.

How should you play in 6♠?

West leads the ♠J.

#### Preliminary Analysis.

North blasts you into a slam and you face a difficult task when dummy is displayed. East takes the ♣A at trick one and plays another Club.

Where are twelve tricks coming from?

Can you cope with unfriendly breaks?

♠ K Q J 10  
♥ A K 7 6 5 2  
♦ A  
♣ K Q

Dummy	
W	E
Declarer	

♠ A 6 5 3  
♥ 8  
♦ Q 8 7 3  
♣ 6 5 3 2

West	North	East	South
	2♣	Pass	2♦
Pass	2♥	Pass	2♣
Pass	4NT	Pass	5♦
Pass	6♣	All Pass	
6♣ by South		Opening lead: ♣J	

### Q3.

How should you play in 5♥?

West leads the ♠K.

#### Preliminary Analysis.

You have a lively, competitive auction and are pushed to 5♥ over East-West's 4♠.

You can tell by East's Double of 5♣ that the Club honours are lying badly for you; can you still make this hand?

♠ 5 2  
♥ A Q 10  
♦ 5  
♣ K J 7 6 5 3 2

Dummy	
W	E
Declarer	

♠ A 4  
♥ K 9 7 6 4 3 2  
♦ A 8 2  
♣ 9

West	North	East	South
		1♦	1♥
1♠	2♦ <sup>1</sup>	3♣	4♥
4♠	5♣	Dble	5♥
Pass	Pass	Pass	
5♥ by South		Opening lead: ♠K	

1. A cue-bid in the opponents' suit, showing a good raise in Hearts.

## Answers.

A1.

<p>♠ 4 ♥ J 8 5 3 ♦ J 9 7 6 ♣ Q J 10 8</p>	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr><td colspan="2" style="text-align: center;">Dummy</td></tr> <tr><td style="text-align: center;">W</td><td style="text-align: center;">E</td></tr> <tr><td colspan="2" style="text-align: center;">Declarer</td></tr> </table>	Dummy		W	E	Declarer		<p>♠ J 10 9 ♥ K Q 9 7 6 ♦ Q 2 ♣ 7 5 3</p> <p>♠ 6 5 3 ♥ A 10 ♦ 10 8 5 4 3 ♣ 9 6 4</p> <p>♠ A K Q 8 7 2 ♥ 4 2 ♦ A K ♣ A K 2</p>
Dummy								
W	E							
Declarer								

You reach a decent slam on this hand, a contract that would be laydown if North's minor-suit holdings were less perverse. As it is, your **Count** and **Plan** reveals two obvious losers – a top Heart and a slow Club.

You'd have it easy if West held the ♥A as you could set up two Heart winners, but East has that card. Thus, you have to ruff out the long Heart, using the ♠J 10 9 as entries.

So, you take the ♣K at trick one and play a Heart at trick two. East takes the ♥A over the ♥Q and plays a second Club. You win and play off the ♥K and ruff a Heart. Now you play a Spade to dummy and ruff a Heart, setting up the last Heart on table as the twelfth trick. Two rounds of trumps (ending on table) pull the remaining trumps and allow you to cash the last Heart as your twelfth trick.

A2.

<p>♠ 9 7 4 2 ♥ Q 10 ♦ 10 6 5 ♣ J 10 9 8</p>	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr><td colspan="2" style="text-align: center;">Dummy</td></tr> <tr><td style="text-align: center;">W</td><td style="text-align: center;">E</td></tr> <tr><td colspan="2" style="text-align: center;">Declarer</td></tr> </table>	Dummy		W	E	Declarer		<p>♠ K Q J 10 ♥ A K 7 6 5 2 ♦ A ♣ K Q</p> <p>♠ 8 ♥ J 9 4 3 ♦ K J 9 4 2 ♣ A 7 4</p> <p>♠ A 6 5 3 ♥ 8 ♦ Q 8 7 3 ♣ 6 5 3 2</p>
Dummy								
W	E							
Declarer								

North punts 6♣ after he learns that you have a Spade suit (of sorts) and an Ace. The defenders lead two rounds of Clubs and you need the rest.

Well, you can do nothing without those long Hearts, so you need to ruff them out. You need a 4-2 (or 3-3) Heart break and can cope with trumps being 4-1 if you time the hand correctly.

The right line of play is: take the second round of Clubs (perforce) and start on Hearts. Cash the ♥A and ruff a Heart (low), cross to a trump and ruff a second Heart with the ♠A (not necessary if Hearts are 3-3 but essential if they are 4-2). Now you can play your last trump, draw all the remaining trumps and dummy is high. The slam is yours.

A3.

<p>♠ K Q 10 8 6 ♥ J 5 ♦ J 10 7 6 ♣ 8 4</p>	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr><td colspan="2" style="text-align: center;">Dummy</td></tr> <tr><td style="text-align: center;">W</td><td style="text-align: center;">E</td></tr> <tr><td colspan="2" style="text-align: center;">Declarer</td></tr> </table>	Dummy		W	E	Declarer		<p>♠ 5 2 ♥ A Q 10 ♦ 5 ♣ K J 7 6 5 3 2</p> <p>♠ J 9 7 3 ♥ 8 ♦ K Q 9 4 3 ♣ A Q 10</p> <p>♠ A 4 ♥ K 9 7 6 4 3 2 ♦ A 8 2 ♣ 9</p>
Dummy								
W	E							
Declarer								

You arrive in an uncomfortable 5♥ after a competitive auction. Maybe you should have taken the money from 4♠ Doubled... Anyway, 5♥ it is; West leads the ♠K

Many players have tried their hand at this one and have attempted to ruff two Diamond losers on table. They have a real problem with entries, though, and invariably end up losing a trick to the ♥J when ruffing a third Club in hand.

Correct technique is to set up the Clubs. Take the ♠A and lead (and lose) a Club. Lose the next trick (a Spade) and win the next (a Diamond, probably). Now, a Heart to dummy, ruff a Club, a Heart to dummy, ruff a Club and the dummy is high. You need Clubs 3-2 and Hearts 2-1, but you are always failing if that's not the case.

## §47. Example hands 1 to 4.

**Hand 1** Love all, dealer North

♠ J 6 3 ♥ Q 6 4 ♦ 10 8 ♣ A K 7 6 4	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	♠ K Q 7 ♥ 8 5 2 ♦ 7 6 5 2 ♣ Q 10 8
N		E						
W		S						
♠ 10 9 8 5 ♥ 3 ♦ A K 9 4 3 ♣ 9 5 2		♠ A 4 2 ♥ A K J 10 9 7 ♦ Q J ♣ J 3						

West	North	East	South
Pass	Pass	Pass	1♥
Pass	2♣	Pass	3♥
Pass	4♥	All Pass	
4♥ by South		Opening lead: ♦A	

South reaches 4♥ and West has an easy lead of the ♦A. Having cashed the ♦A K, West switches to the ♠10 and South's **Count** and **Plan** reveals four losers (two Spades and two Diamonds). With only nine winners this is not the time to draw trumps. The only source of extras is that long Club suit on the table, and the shortage of entries means that Clubs will have to break 3-3 for success. Accordingly, declarer should take the ♠A at trick three, cash the ♠A K and ruff a Club (high, just in case). When all follow, the Clubs on table are winners, so South can play three rounds of trumps, ending with the ♥Q, and dump two Spades on the master Clubs. That's an overtrick.

**Hand 2** North-South game, dealer East

♠ K Q 9 4 ♥ 5 ♦ Q 6 5 2 ♣ 8 7 6 2	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	♠ J 3 ♥ A 10 9 8 7 2 ♦ K 7 4 ♣ J 4
N		E						
W		S						
♠ A 7 6 5 2 ♥ K Q J ♦ A 8 3 ♣ Q 9		♠ 10 8 ♥ 6 4 3 ♦ J 10 9 ♣ A K 10 5 3						

West	North	East	South
4♥	Pass	2♥	Pass
4♥ by East		Pass	Pass
4♥ by East		Opening lead: ♠A	

East opens with a weak two in Hearts and West has ample to raise that to game. South cashes the ♣A K and switches to the ♦J. With a sure Spade loser to go with the two tricks already lost, East has to find a parking place for his losing Diamond. *No long suit in dummy should ever be ignored* and here East can set up a long Spade. Declarer takes the ♦K and plays off the ♠A and another Spade. Winning the Diamond return with the ♦A, East can ruff a Spade, cross to a trump and ruff another Spade. By now the last Spade on table is a winner, so declarer can draw the remaining trumps, ensuring that the lead is in dummy. Away goes the last Diamond on the master Spade and declarer claims his game contract.

**Hand 3** East-West game, dealer South

♠ K Q 10 8 7 4 ♥ 4 ♦ J 10 ♣ K J 9 8	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	♠ 2 ♥ 10 9 8 ♦ A K 7 6 4 ♣ A Q 10 2
N		E						
W		S						
♠ 6 5 3 ♥ K Q 6 ♦ 8 5 3 2 ♣ 7 6 4		♠ A J 9 ♥ A J 7 5 3 2 ♦ Q 9 ♣ 5 3						

West	North	East	South
Pass	1♠	Dble	1♥
Pass	3♠	Pass	2♥
Pass	4♠	Pass	4♠
4♠ by North		Opening lead: ♦A	

North reaches 4♠ one way or another after East has indicated that he holds a decent hand. East cashes the ♦A K and safely exits at trick three with a major-suit card, expecting to make two Club tricks in due course. Nope – North shouldn't rely on a favourable lie of Clubs, he should play to set up dummy's long Hearts. Thus, declarer should win the ♥A, ruff a Heart, Spade to dummy, ruff a Heart. All the Hearts are good now, so declarer can draw trumps, ending on table, and discard three Club losers on them. East makes his ♣A at the end, but that is all. Sure, for success in this hand, Hearts have to break 3-3, but if that's your best chance you have to play for it.

**Hand 4** Game all, dealer West

♠ J 9 5 4 ♥ 8 2 ♦ K 10 8 ♣ K Q J 9	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	♠ K Q 8 6 2 ♥ J 7 4 ♦ Q J ♣ A 7 4
N		E						
W		S						
♠ A 3 ♥ A K Q 10 9 ♦ 9 4 3 ♣ 10 8 5		♠ 10 7 ♥ 6 5 3 ♦ A 7 6 5 2 ♣ 6 3 2						

West	North	East	South
1♥	Pass	1♠	Pass
2♥	Pass	4♥	All Pass
4♥ by West		Opening lead: ♠K	

West arrives in 4♥ and North leads the ♠K, knocking out the ♣A and threatening the contract with four losers (two Diamonds and two Clubs). There is no chance of manoeuvring a Diamond ruff on table as the defenders have the *tempo* – the only chance is to make use of dummy's five-card Spade suit. For sure, Spades may break 3-3, but West's **Count** and **Plan** shows him that four Spade tricks are *sufficient unto the day*. Thus, take the ♣A, cash the ♠A and ♠K and ruff a Spade in hand. Now declarer has to hope Hearts are 3-2, so he draws three rounds of trumps, ending with the Jack, and is in the right place at the right time to cash dummy's two Spade winners. Four Spades, five Hearts and one Club total ten winners.

## §47. Example hands 5 to 8.

**Hand 5** North-South game, dealer North

♠ K Q 10 5 ♥ 8 ♦ K 8 7 2 ♣ 7 6 4 3	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 3 ♥ A K Q J 4 2 ♦ J 10 3 ♣ J 8	♠ 9 8 ♥ 7 6 5 3 ♦ Q 9 4 ♣ K Q 10 9
	N											
W		E										
	S											

West	North	East	South
	Pass	1♥	Pass
1♠	Pass	3♥	Pass
4♥	Pass	Pass	Pass
4♥ by East		Opening lead: ♠K	

East reaches 4♥ and notes sadly that 3NT would have been idiot-proof as it has nine top tricks. *C'est la vie*. How can declarer make 4♥? Declarer's **Count** and **Plan** shows that there is a sure Spade and Club loser and Diamonds are likely to be *frozen* with two losers if East leads the suit. Well, the theme of this chapter shows the way. Declarer takes dummy's ♠A and plays off the ♠A and another Spade. The defence may play two more Clubs, so declarer ruffs, crosses to a Heart and ruffs a Spade (high). Another Heart to dummy and another Spade ruff sets up the tenth trick. Declarer draws all the trumps, crosses to the ♦A and cashes the last Spade for ten tricks.

**Hand 6** East-West game, dealer East

♠ A K 10 7 4 2 ♥ 8 6 ♦ 10 2 ♣ K Q J	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 5 3 ♥ K J 10 9 5 ♦ A K ♣ 8 6 4 2	♠ Q J ♥ A Q 3 ♦ Q 7 6 4 3 ♣ A 5 3
	N											
W		E										
	S											

West	North	East	South
		1♦	Pass
1♥	1♠	2♥	Pass
3♥	Pass	4♥	All Pass
4♥ by West		Opening lead: ♠A	

West arrives in 4♥ after North has overcalled in Spades. North cashes two top Spades and switches to the ♠K, removing dummy's ♠A and giving declarer the prospect of four losers (two Spades and two Clubs). A 3-3 Diamond break would be nice but is not essential – West's **Count** and **Plan** tells him that he only needs four Diamond tricks to make his contract. Trumps must be left alone as entries – so, take the ♠A, cash the top Diamonds, cross to the ♥Q, ruff a Diamond in hand (setting up dummy's remaining ♦Q 7) and now draw trumps. This process has to end on table with the ♥A, whereupon West can cash the two Diamonds, dumping Club losers.

**Hand 7** Game all, dealer South

♠ 10 9 5 ♥ Q 7 ♦ A 9 7 6 3 ♣ Q 5 2	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 6 3 ♥ J 6 5 4 3 ♦ Q 5 2 ♣ A K 3	♠ A K Q J 8 7 4 2 ♥ 10 ♦ J ♣ 10 7 4
	N											
W		E										
	S											

West	North	East	South
			4♠
Pass	Pass	Pass	
4♠ by South		Opening lead: ♥A	

South opens and closes proceedings by opening 4♠ with his solid eight-card suit. West leads the ♥A and North produces a suitable dummy with an Ace and three trumps. South's **Count** and **Plan** shows nine easy winners and four probable losers (one Heart and three Clubs). Where's the tenth trick? *No long suit in dummy should ever be ignored* and here South can set up a long Diamond should the suit break 4-3. Ruffing the second Heart, South plays the ♦A and ruffs a Diamond. Now there are *three* trump entries to dummy to ruff two more Diamonds, gain entry to dummy and cash the last Diamond. South must be careful to keep a Spade lower than the ♠5 so that he can enter dummy on the third Spade...!

**Hand 8** Love all, dealer West

♠ A K Q J 7 ♥ K 6 4 ♦ J 8 ♣ A 8 5	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 8 4 2 ♥ A Q 2 ♦ K 10 7 ♣ Q 7 6 2	♠ 9 5 ♥ 10 9 8 5 3 ♦ Q 9 ♣ K 10 9 3
	N											
W		E										
	S											

West	North	East	South
	1♠	Pass	2♠
Pass	4♠	All Pass	
4♠ by North		Opening lead: ♥10	

North opens 1♠ and South does best to raise to 2♠, allowing North to take a punt at game. East leads the ♥10 to West's ♥A and West has a dilemma. If West switches to a minor-suit card (or even plays back the ♥Q) then North can duck a Club and manoeuvre to ruff two losers in dummy. This way, North would make five Spades, one Heart, one Diamond, one Club and two ruffs in the *short trump hand*. Thus, West switches to a trump at trick two. Deprived of ruffs, declarer changes tack – he wins in hand and *ducks a Diamond*. The defenders play another trump (say) but declarer wins in hand, cashes the ♦A, ruffs a Diamond (high) and draws trumps ending in dummy. *If the left don't get ya, the right one will.*