

Setting up a long suit

Marc Goldberg

- Objective- discard a loser from the master hand on a winner in the dummy. Set up the winner in dummy from a long suit (5 or more cards)
- How many discards available?
 - ♣ AQJT9
3 discards
 - ♣ K2
 - ♣ AQJT9
3 discards (but maybe 1 fewer winner)
 - ♣ 52
 - ♣ A9763
May be able to set up 1 discard
 - ♣ 52
- How to set up the winner for discard:
 - Opponents have 6 clubs- hope for a 4-2 or 3-3 split
 - Win the A, lose a club
 - Must ruff two clubs in hand
 - Fifth club will be a winner for a discard
- Key to this technique
 - Sufficient trump in hand for two ruffs
 - Sufficient entries to dummy to lead clubs and use the winner (need 3 entries).

Board 1

North Deals

E-W Vul

Set Up Long Suit

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

N
W E
S

NS 4♠; NS 3N; EW 3♦; NS 1♣; Par +420; NS 4♠=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♣	Pass	1 ♠
Pass	1 NT	Pass	3 ♠
Pass	4 ♠	Pass	Pass
Pass			


West leads the A♥ (East encourages with the 9♥), follows with the K♥ (East completes the echo with the 5♥), and gives East a ruff with a third heart. After winning the ruff, East exited with the Q♦, knocking out North's A♦. South now has three lost tricks and cannot lose any more in order to make the contract. South sees that there are no spade losers, no club losers, and one diamond loser. The only way to eliminate the diamond loser is to set up a club winner in dummy.

With seven clubs in the NS hands, South assumes that the remaining clubs will split 4-2. So South will need to ruff 2 of dummy's small clubs in her hand and will need three entries to the North hand. The only entries are in trumps.

After winning the A♦, South should play a small club to the K♣, play the 5♣ to the A♣, and ruff a low club with a high trump (at this point, there are only three spades outstanding, and South does not want to be over-ruffed). Play a low spade to the K♠ and see that two trump fall, leaving only one more outstanding. Ruff another club with a high spade. Play a spade to the 10♠ in dummy to collect the last trump. Play the 5th club in dummy which is now good, discarding a diamond from the South hand. South can claim the remaining tricks with only spades left in her hand.

Board 2
 East Deals
 N-S Vul

Set Up Long Suit

<p>♠ K 3 2 ♥ 6 5 4 3 2 ♦ A 4 ♣ A Q J</p>		<p>♠ Q ♥ Q 9 8 ♦ Q J 10 2 ♣ K 7 5 4 2</p>	<p>♠ A J 9 8 7 6 5 ♥ 7 ♦ K 6 5 ♣ 8 6</p>
		<p>♠ 10 4 ♥ A K J 10 ♦ 9 8 7 3 ♣ 10 9 3</p>	

W 6♠; E 5♠; EW 3N; EW 1♥; NS 1♣; Par -980: W 6♠=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		3 ♠	Pass
4 ♠	Pass	Pass	Pass

EW reach 4 ♠ after East opens with a preempt. East sees no spade losers unless there is a bad 3-0 break, 1 heart loser, 1 diamond loser that can be ruffed in dummy, and one club loser that could resolve on a successful finesse. So East should be able to make 4 ♠ with a possible overtrick.

A perceptive East will observe the possibility of setting up dummy's hearts for a club discard so that the 50-50 club finesse won't be needed.

South leads the A♥ (North encourages) and continues with the K♥ which East ruffs. East plans to go to dummy twice to ruff two more hearts (hoping the outstanding hearts split 4-3) and then use the long heart for a discard. East plays a low spade to the K♠, observing that spades are breaking 2-1. East plays a third heart from dummy and ruffs with the J♠ (since the 10♠ is the only trump still out). East plays the A♠ to collect the last trump. Now, East plays a low diamond to the A♦ and plays another heart, ruffing it in the East hand. East plays the K♦, and ruffs the remaining diamond in the dummy. East plays the A♣ and the good heart (discarding a club from her hand), and claims the remaining tricks with all spades in her hand. Making 12 tricks. Without setting up hearts and relying on the club finesse, East would only make 11 tricks - not a good result for duplicate bridge.