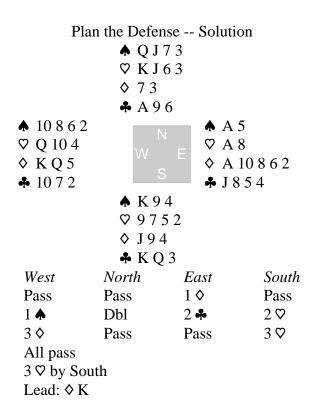


That's a moth-eaten club suit, but in a club matchpoint pairs game, you have to hang in there: 2 & promises a fifth diamond. This allows partner to push the auction to the 3-level.

Partner leads the king of your suit. Plan the defense.

**Board 22**West Deals
E-W Vul



Count your tricks: two diamonds, and two aces, for sure. How about a fifth trick, to set the contract?

Assuming partner has the  $\Diamond$  Q, there is a sure-fire defense. Overtake the  $\Diamond$  K with the Ace, and shift immediately to the  $\spadesuit$  A, followed by the  $\spadesuit$  5.

Declarer wins the second space in hand and plays  $\heartsuit$  2,  $\heartsuit$  4,  $\heartsuit$  J -- you win your ace. You return the  $\diamondsuit$  6, so that partner wins the  $\diamondsuit$  Q; back comes a spade for your planned ruff. It turns out partner still has a trump trick, two down. This defense sets the contract even if declarer has the  $\heartsuit$  Q.

As the cards lie, declarer can save a trick by winning the second spade in hand, and leading the  $\heartsuit$  9! Also, the opponents could choose to double 3  $\diamondsuit$ , which would collect 200 points for one down (the  $\heartsuit$  Q was a wasted value in that contract). Tough game, matchpoints.