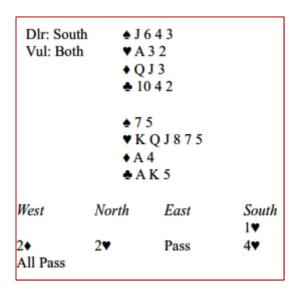
THINKING BRIDGE (5)

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West starts with the ♠A, ♠K and a low spade, East playing the 10, 8 and then the 9 when you play low from dummy. You ruff the third spade and play the ♥K, both following low. Now what? Plan the play.

The idea is to set up a diamond for a club discard, but there is a catch. After both follow to the first heart, it is safe to cash a second high heart from your hand. If East shows out, play the ◆A and a diamond and use the ♥A to get to dummy's high diamond for a club discard. Play the same if hearts are 2-2.

The catch occurs when West shows out and East has three hearts. If you play the *A and a diamond and West has a six-card diamond suit (likely) and East a doubleton, West wins the king and leads a third diamond for East to ruff. You can overruff, but you are stuck with a club loser; down one.

The trick is to lead a low diamond (the key play) after cashing the ♥K and ♥Q. West goes up with the ♦K, but can't give East a ruff because East still has another diamond. Whatever West returns, cash the ♦A, enter dummy with the ♥A and pitch a club on a high diamond.

If East turns up with all four hearts, run your hearts, reducing to the ◆A 4, and the ♣A K 5, dummy having the ◆Q J and the ♣10 4 2. Now play the ♣A, ♣K and the ♣5. West will almost certainly be down to the ◆K x and three clubs. If West has the ♣Q and fails to unblock or if West had the misfortune to be dealt both missing club honors, you lose one more trick, the ♣10 turning out to be a big card. The full deal:

