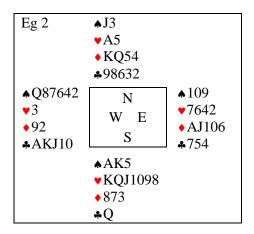


# Lesson 36 Examples

### Hands where drawing trump must wait: taking ruffs in the short hand

Eg 1	<b>▲</b> K54	
	♥8	
	♦Q762	
	<b>*</b> J8632	
???	Ν	000
	W E	???
	S	
	▲AQJ1032	
	<b>♥</b> 976	
	♦A54	
	<b>♣</b> A	

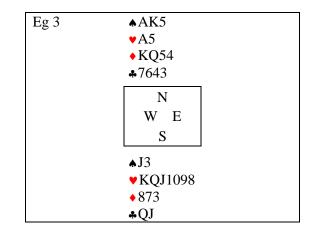
After adding points for distribution, you have reached 4▲ with rather fewer values than you are used to West leads ♣K and you win the ace If you draw trump you will have 8 top tricks. You can bring the total to ten by *ruffing hearts in dummy* You cannot draw trump at once, or there will be none left in dummy So you lead a heart at trick 2. Say a defender wins and switches to trump. Win in hand and ruff a heart Ruff a club to hand and ruff your last heart with dummy's last trump Back to hand with ♦A – and now it is time to draw trump



South plays in  $4 \checkmark$ , and West leads A, followed by KThere are 4 losers, 1 in spades, 2 in diamonds, 1 in clubs If West has A you can lead twice towards KQ and lose only 1 diamond. But you can avoid the spade loser for sure by **ruffing it in dummy**.

#### Note the importance of *ruffing high*.

If you ruff the third spade with  $\checkmark 5$  East can *overruff*. And ruffing with  $\checkmark A$  *unblocks* the trump suit – after playing the *honour from the short hand first* you can lead  $5 \checkmark$ , and easily draw trump after taking your ruff.



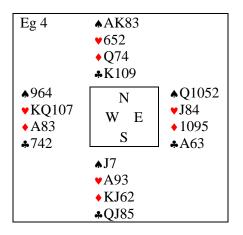
South plays 4♥ again, and West leads ♣10. East wins ♣K and ♣A, and plays ♣2, which South ruffs.

This time South has 2 club losers and 2 diamond losers.

There is no point in taking a spade ruff here: a ruff in the *longer* trump hand will not produce any extra tricks. This game depends on West holding  $\blacklozenge$  A, whether South trumps North's little spade or not.



### Back to the Work Suit



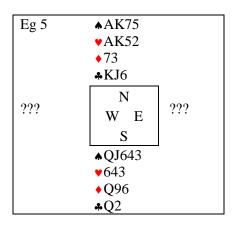
### **Lesson 36 Examples**

West	North	East	South
-	-	-	1NT
Pass	2*	Pass	2 •
Pass	2NT	All Pas	s

West leads **v**K and South wins the ace.

South counts 3 Sure Tricks, and looks for extra tricks in the minors Clubs are the stronger suit, so he plays towards &K at trick 2 East wins &A and returns VJ, the defenders cash 3 hearts South discards A from dummy and 2 from hand West leads a spade to dummy's ace.

South now turns to the second Work Suit, diamonds. West wins the ace, the fifth trick for the defence, and declarer makes 8 tricks



West	North	East South	
-	1 🗸	Pass 1♠	
Pass	4♠	All Pass	

West leads  $\mathbf{v}Q$  and South wins  $\mathbf{v}K$  on the table

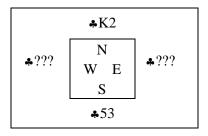
He counts losers: 1 in hearts, 2 in diamonds and 1 in clubs The heart loser is not *immediate*, so he draws trump. He plays A, K and Q when East shows up with 3 trump

Next he plays AQ (honour from the short hand first) to drive out AAHe has established two club tricks in dummy, and can discard the heart loser from hand on AJ. Now he plays diamonds, losing two diamond tricks, then ruffing the third round in dummy

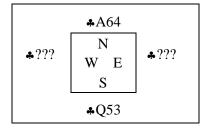


## Lesson 36 Examples

## Leading towards 'loose' (unsupported) honours

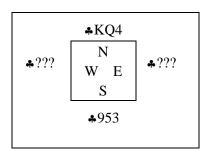


South can make one club trick at most, if West has the ace But he will make no club tricks if he leads the suit from dummy: the defenders will make a 'cheap' trick, then take the king with the ace When South plays clubs he must play *towards* the king. If West plays \*A South plays \*2 under it and later makes \*K If West plays low South tries \*K. It will win if West has the ace – 50% of the time.



Leading AQ from hand is no good – a play called a 'Chinese finesse' If West has AK he will play it on AQ (*cover an honour with an honour*) The ace wins, but South is left with 2 club losers And if East has AK he will win the trick and there will be 2 club losers But you can make 2 club tricks with this holding whenever <u>East</u> has AKLead A3 to the ace in dummy, then lead dummy's A4 towards the queen

Another 50% chance of a trick – *lead towards an unsupported honour*.



Leading **\***K from dummy will establish one trick whoever has **\***A But if West has **\***A it is better to lead from the South hand. When you lead **\***3 West may take **\***A (establishing two tricks for **\***KQ) Or he may play low. When you play **\***K from dummy it will win You return to hand in another suit and lead **\***5.

West can either win A or let you score Q for a second club trick When East has A you make only one club trick

when West has A you make 2 tricks by *leading towards your honours*