## Lesson 36 Examples

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



After adding points for distribution, you have reached $4 \wedge$ with rather fewer values than you are used to West leads $ヶ \mathrm{~K}$ 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 $\bullet$ - and now it is time to draw trump


South plays in $4 \boldsymbol{\bullet}$, and West leads $\bullet \mathrm{A}$, followed by $\bullet \mathrm{K}$ There are 4 losers, 1 in spades, 2 in diamonds, 1 in clubs If West has $\quad$ A you can lead twice towards $\star \mathrm{KQ}$ 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 $\vee 5$ East can $\boldsymbol{o v e r r u f f}$. And ruffing with $\downarrow$ A unblocks the trump suit - after playing the honour from the short hand first you can lead $5 \boldsymbol{\downarrow}$, and easily draw trump after taking your ruff .


South plays $4 \vee$ again, and West leads $\boldsymbol{\bullet} 10$. East wins $\star \mathrm{K}$ and $\star \mathrm{A}$, and plays $\bullet 2$, 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 A, whether South trumps North's little spade or not.

## Back to the Work Suit

| ヘ 964 <br> - KQ107 <br> - A83 <br> $\div 742$ | ^AK83 <br> -652 <br> -Q74 <br> -K109 | $\begin{aligned} & \uparrow \text { Q1052 } \\ & \bullet \text { J84 } \\ & \bullet 1095 \\ & \bullet \text { A63 } \end{aligned}$ |
| :---: | :---: | :---: |
|  | $\begin{gathered} W^{N} \text { E } \\ \text { S } \end{gathered}$ |  |
|  | $\rightarrow$. J7 <br> $\checkmark$ A93 <br> -KJ62 <br> *QJ85 |  |


| West | North | East | South |
| :--- | :--- | :--- | :--- |
| - | - | - | 1 NT |
| Pass | 2ヵ | Pass | 2 |
| Pass | 2NT | All Pass |  |

West leads $\vee \mathrm{K}$ 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 $\approx \mathrm{K}$ at trick 2 East wins $\& A$ and returns $\vee \mathrm{J}$, the defenders cash 3 hearts South discards $\uparrow 3$ from dummy and $\star 2$ 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 |
| :--- | :--- | :--- |
| - | $1 \downarrow$ | Pass $1 \uparrow$ |
| Pass | $4 \uparrow$ | All Pass |

West leads $\vee \mathrm{Q}$ and South wins $\downarrow \mathrm{K}$ 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 $\uparrow A$, $\wedge K$ and $\uparrow Q$ when East shows up with 3 trump
Next he plays $\& Q$ (honour from the short hand first) to drive out $\approx A$ He has established two club tricks in dummy, and can discard the heart loser from hand on $\& \mathbf{J}$. 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 $\approx$ A South plays $\boldsymbol{*} 2$ under it and later makes $\approx \mathrm{K}$
If West plays low South tries $\AA \mathrm{K}$. It will win if West has the ace $50 \%$ of the time.

Leading $\& \mathrm{Q}$ from hand is no good - a play called a 'Chinese finesse' If West has $* \mathrm{~K}$ he will play it on $* \mathrm{Q}$ (cover an honour with an honour) The ace wins, but South is left with 2 club losers
And if East has $\& \mathrm{~K}$ he will win the trick and there will be 2 club losers But you can make 2 club tricks with this holding whenever East has $\approx \mathrm{K}$ Lead $\& 3$ to the ace in dummy, then lead dummy's $\& 4$ towards the queen Another $50 \%$ chance of a trick - lead towards an unsupported honour.

Leading $\star \mathrm{K}$ from dummy will establish one trick whoever has $\approx \mathrm{A}$ But if West has $\boldsymbol{\bullet A}$ it is better to lead from the South hand.
When you lead $\& 3$ West may take $\& A($ (establishing two tricks for $» \mathrm{KQ})$ Or he may play low. When you play $\& \mathrm{~K}$ from dummy it will win You return to hand in another suit and lead $\approx 5$.
West can either win $\& A$ or let you score $\& Q$ for a second club trick When East has $\approx$ A you make only one club trick When West has \&A you make 2 tricks by leading towards your honours

