

Improving Declarer Play (1)

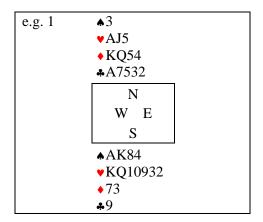
Taking Ruffs in a Suit Contract

Remember to Make a Plan:

- 1 Count your Losers
- 2 If there are too many, look at ways to reduce them to the right number
- 3 Draw trump if a) you can do so without losing the lead
 - or b) you can afford to lose the lead because your losers are not immediate
- 4 Establish tricks in the Work Suit(s) and continue as if you were playing in no-trump.

Sometimes we have to postpone drawing trump because there are more urgent things to do.

We may have to discard some *immediate* losers before we give up the lead. Another thing you may have to do before drawing trump is <u>to take some ruffs in the shorter trump hand</u>



South plays in 6. West leads & K.

South has 3 losers, 2 in spades and 1 in diamonds

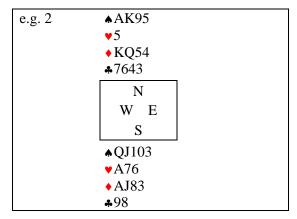
If he draws trump he will be left with two spade losers

So he ruffs 2 spades *before* he draws all the trump.

He wins A, cashes A and ruffs a spade with J,

crosses to K and ruffs his last small spade with A.

He returns to hand with a club ruff to draw the trump



South plays in 4. West leads AK and Q South ruffs and counts 2 more heart losers. But he looks at dummy: it has only 1 club loser left. The club ruff has made the South hand the shorter trump hand. Declarer makes 10 tricks by drawing trump and cashing winners. Or, if he can ruff dummy's last club in hand before drawing all the trump, he can make 11 tricks.

You may make one, two or three extra tricks by taking ruffs in the shorter trump hand.
(When both hands have the same trump length take ruffs in one, leaving the other as the long trump hand)

You make <u>no</u> extra tricks by taking ruffs in the longer trump hand. Do not take ruffs in the longer trump hand. Keep trump length to control the side suits.

When taking ruffs before drawing trump ruff with a high trump when you can afford one – that way a defender will not be able to over-ruff

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