



## Plan for Drawing Trumps

In the following examples, the cards shown are the trump suit and you as declarer are on lead, how do you plan to draw trumps?

Assume you can get the lead into either hand.

<u>1)</u>	<u>Dummy</u>	<u>Declarer</u>
	♠ K 9 8 3	♠ A 7 4 2
	♥ Q 10 5 2	♥ K J 8 3
	♦ A 6 3	♦ K 8 7 5 2
	♣ 4 3 2	♣ K Q J 10 7 6

The spade suit distribution shown has eight cards between the two hands. The opponents have five. These five will probably be divided three in one hand and three in the other. Take two rounds of trumps and the opponents will give up four of their five. The fifth will be a higher-ranking card than any of yours. Don't use two of your trumps to clear it. Play on side suits until the last trump appears. Now you still have two trumps and hopefully can win a trick with each of them.

The hearts are missing only the Ace. Play trump tricks until the opponents have played all their trumps. Don't delay clearing because you must lose to the Ace. You may lose other tricks if the opponents trump them.

The diamonds are very much as the spades. You have an extra round of trumps because of the five-three distribution, often an advantage.

The clubs are much as the hearts. Always good practice to lead from the smaller cards towards the big ones. You might get the Ace played without using a high card. Probably doesn't matter here but will one day.



In the following hands, you would like to make all the tricks from the suit shown. How do you plan to do this?

2)	<u>Dummy</u>	<u>Declarer</u>
	♠ A K 3 2	♠ J 10 9 6
	♥ A J 10 9	♥ Q 4 3 2
	♦ A Q J 8	♦ 5 4 3 2
	♣ Q J 5 2	♣ A 10 7 6 4

The spade suit distribution shown has eight cards between the two hands. The opponents have five. These five will probably be divided three in one hand and three in the other. The opponents have the queen of spades. If you lead Jack from declarer, and the queen is in the "South" hand but it is not played, you can go low from dummy and win the trick. You can repeat with the 10 etc. If the queen is in the North hand, you will lose a trick to it. With five cards missing this is a fifty:fifty chance. If you lead any card from dummy you will almost certainly lose to the queen. Occasionally the queen will be a singleton or doubleton in the "North" hand and you could have simply played two tricks and she would have fallen. The odds are against this approach.

The heart situation is very similar, but start with the Queen in declarer so that if the King is in the "South" hand, you can lead from declarer again. The diamonds have no honour in declarer. You lead low from declarer and hopefully win with the Jack in dummy. If possible, use another suit to win a trick in declarer so that you can repeat the finesse. If not possible play Ace of Diamonds and hope the King falls. If King doesn't appear, leave him alone.

Play the Queen of Clubs from Dummy so that if the trick is won you can follow up with Jack.



You and your partner have overbid and are in 4♠. The opponents take the first three tricks with ♣AKQ and then lead a diamond. To make your contract, how do you need the spades and hearts to lie?

How are you going to play the hand?

**3)**

Dummy

Declarer

♠ A 7 5 2

♠ K 9 8 4 3

♥ A 4 2

♥ Q J

♦ 7 6 3

♦ A K Q

♣ 9 6 4

♣ 7 5 2

You need a bit of luck now! If the spades are divided two:two (unlikely), you can clear them in two rounds. You now need to lead Queen of Hearts from declarer and find the King in the "South" hand. If covered, play the Ace and back to the Jack. Take three diamonds for the contract. If the trumps split three:one, or the King Of Hearts is in the North hand, the contract is down.



You are Declarer in 3♦ and the opponents lead the K♣. How do you propose to play the hand?

4)

Dummy

Declarer

♠ 10 5 2

♠ 8 4 3

♥ 2

♥ A 9 7 4 3

♦ A 10 9 3

♦ K Q J 2

♣ A 8 6 4 3

♣ 7

This is a case when you cannot clear the trumps. They will only win four tricks. Take the first trick with Ace of Clubs, "Cash" the Ace of hearts and then lead a diamond from dummy and trump in declarer, followed by leading a heart from declarer and trump in dummy. Repeat until you have won three aces and seven tricks from trumping in.