

# Dummy Reversals



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# Time for a Joke



An Englishman, taking a road trip through the US, notices he's low on fuel. He pulls into a gas station, and the attendant walks out. "How can I help you, sir?"

In a posh voice, the man replies, "I need petrol; please top off the tank." With an odd look, the guy begins to fill 'er up.

The Englishman then says, "Also, while I'm here, could you open the bonnet and check the oil?"

Now looking slightly peeved but still saying nothing, the serviceman does as requested.

"Oh, yes," says the Brit, "It appears my windscreen needs a good cleaning. Would you mind terribly?"

Unable to hold his tongue any more the attendant angrily snaps, "Alright, that's enough! It's not petrol, it's gasoline! It's not a bonnet, it's a hood! And it's not a windscreen, it's a windshield! We invented cars, so you should call their parts by their American names!"

And with that wonderful, charming, stiff-upper-lip UK wit, the Englishman calmly replies, "Well yes, my friend, you may have invented the automobile, but we invented the language!"

# Dummy Reversals



Normally in a suit contract, a declarer uses the short trump suit in dummy to ruff losers. A **Dummy Reversal** flips this concept around so that declarer's long trumps are used for ruffs, and dummy's suit is used to draw trumps.

A **Dummy Reversal** entails ruffing in the long trump hand (your own) sufficient times to turn it into the short trump hand. Opposing trumps will be drawn with dummy's trumps, typically 3 to 4 cards in length and usually high.

(Assume unlimited entries in both hands.)

# Trick Count from Ruffing

Example 1

North

♠ K1098

♥ ---

5 trumps tricks here

Q♥

Plus 3 more here (8 total).

South

♠ AQJ74

♥ 762

Only 5 trumps tricks total, but they won't take any ♥ tricks.

Contract: 4S

Opening Lead: Q♥

Example 2

North

♠ K98

♥ 10842

Q♥

South

♠ AQJ105

♥ ---

Contract: 4S

Opening Lead: Q♥

Example 3

North

♠ K98

♥ 10842

Q♥

Plus 3 more here (6-7 total).

South

♠ AQJ105

♥ ---

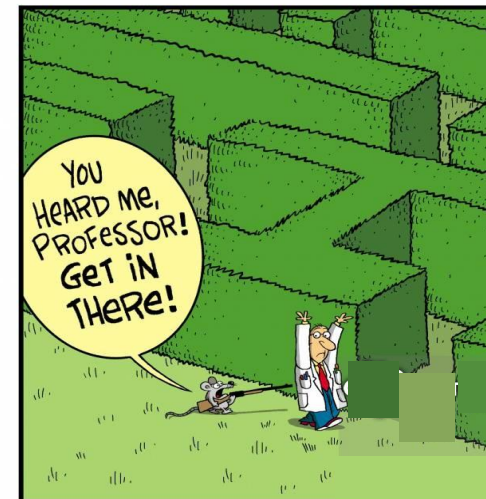
At least 3 trumps tricks here

This is a **Dummy Reversal**.

Contract: 4S

Opening Lead: Q♥

# Dummy Reversals #1



**Role Reversal**

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1H	Pass
2D	Pass	2S	Pass
4H	Pass	Pass	Pass

North  
 ♠ 875  
 ♥ KJ9  
 ♦ A953  
 ♣ A42

East  
 ♠ ~~K~~J1094  
 ♥ 63  
 ♦ Q1084  
 ♣ K5

**Lead: 2♠**

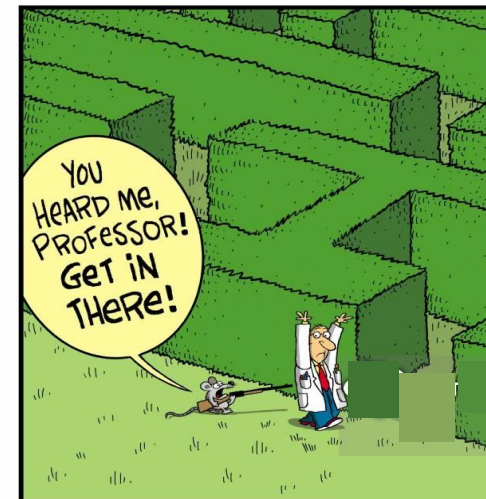
West  
 ♠ ~~2~~  
 ♥ 874  
 ♦ KJ72  
 ♣ Q10876

South  
 ♠ ~~A~~Q63  
 ♥ AQ1052  
 ♦ 6  
 ♣ J93

**Losers: 2 ♠'s and 2 ♣'s.**

**Plan the play.**

# Hand #1 Solution



Role Reversal

North	East	South	West
		1H	Pass
2D	Pass	2S	Pass
4H	Pass	Pass	Pass

Lead: 2♠

North  
 ♠ 875  
 ♥ K10  
 ♦ A983  
 ♣ A42

West  
 ♠ 2  
 ♥ 874  
 ♦ K102  
 ♣ Q10875

East  
 ♠ KJ1094  
 ♥ 63  
 ♦ Q1084  
 ♣ K5

South  
 ♠ AQ63  
 ♥ AQ1082  
 ♦ 6  
 ♣ J93

Declarer can take 10 tricks via a **Dummy Reversal**.

Take the A♠, play to the A♦ and ruff a ♦ on the long side of trumps. Then cross to dummy with a ♥ and ruff another ♦.

Now he crosses to the A♣ and ruff the last ♦.

Declarer then draws trumps in dummy by overtaking his Q♥. His other ♠ trick will be his 10<sup>th</sup> trick.

# Another Joke (It's a Visual)



# Dummy Reversal #2

\* Yes, you can use Jacoby 2NT with only 3 trumps.

Singleton  $\diamond$ .

North	East	South	West
		1H	Pass
2NT*	Pass	3D*	Pass
4NT*	Pass	5S*	Pass
7H	Pass	Pass	Pass

Key Card Blackwood.

Lead:  $Q\spadesuit$

West  
 $\spadesuit$  Q1052  
 $\heartsuit$  94  
 $\diamondsuit$   $\textcircled{Q}$ J10  
 $\clubsuit$  953

2 key cards and the  $Q\heartsuit$ .

North  
 $\spadesuit$  K73  
 $\heartsuit$  AJ5  
 $\diamondsuit$   $\textcircled{A}$ 872  
 $\clubsuit$  A86

East  
 $\spadesuit$  984  
 $\heartsuit$  863  
 $\diamondsuit$   $\textcircled{K}$ 9643  
 $\clubsuit$  102

South  
 $\spadesuit$  AJ6  
 $\heartsuit$  KQ1072  
 $\diamondsuit$   $\textcircled{5}$   
 $\clubsuit$  KQJ4



Losers: maybe 1  $\spadesuit$ .

Plan the play.



# Hand #2 Solution

\* Yes, you can use Jacoby 2NT with only 3 trumps.

Singleton  $\spadesuit$ .

North	East	South	West
		1H	Pass
2NT*	Pass	3D*	Pass
4NT*	Pass	5S*	Pass
7H	Pass	Pass	Pass

Key Card Blackwood.

Lead:  $\spadesuit Q$

West

$\spadesuit$  Q1052

$\heartsuit$  94

$\diamondsuit$  QJ10

$\clubsuit$  953

2 key cards and the  $\heartsuit Q$ .

North

$\spadesuit$  K73

$\heartsuit$  A15

$\diamondsuit$  A872

$\clubsuit$  A86

East

$\spadesuit$  984

$\heartsuit$  863

$\diamondsuit$  K9643

$\clubsuit$  102

It looks like 7H depends upon the  $\spadesuit$  finesse, which happens to fail.

But a **Dummy Reversal** might be a better line of play.

South

$\spadesuit$  A16

$\heartsuit$  KQ1072

$\diamondsuit$  5

$\clubsuit$  KQJ4

By ruffing  $\diamondsuit$ 's on the long side of trumps and later drawing trumps on the short side, declarer comes to 13 tricks while avoiding the risk of a  $\spadesuit$  finesse.





**Time for the Game**