

BRIDGE PRACTICE PLAY

Drawing Trumps

Deal 1 – Dealer North

Neither vul.

♠ 53	N	♠ A
♥ KQJ54	W	♥ 9863
♦ 72	E	♦ J10653
♣ QJ82	S	♣ K106
♠ KQJ876	♠ 10942	♠ A
♥ A10	♥ 72	♥ 9863
♦ 98	♦ AKQ4	♦ J10653
♣ A93	♣ 754	♣ K106

West	North	East	South
pass	1 ♠	pass	3 ♠
	4 ♠	all pass	

Strategy: Draw trumps first and then discard a loser on a winner in dummy.

North holds 14 HCP and 2 distribution points and opens 1 ♠. South has spade support and 10 dummy points so with limit raise values he bids 3 ♠. North is in the 16-18 point range and therefore he has enough to raise to 4 ♠.

North receives a heart lead and counts his losers. He has a top spade loser and a heart loser, which the defense can cash when they gain the lead. He has no diamond losers because he can borrow the top diamonds from dummy, but he has slow club losers which will be set up for the defense when the ♣A is gone.

It looks attractive to play the three top diamonds and take an immediate heart discard from the North hand. The risk is that one of the defenders will trump this and lead a club causing North to lose a club, a heart, a spade and a ruff. If North plays trump immediately the defense can win and cash a heart trick. But when North regains the lead he can draw trumps and discard a club on the diamond winner in dummy when it is safe to do so.



BRIDGE PRACTICE PLAY

Drawing Trumps

Deal 2 – Dealer East

N-S vul.

♠ 3	♠ 8 7 6 2	♠ A 9 5 4			
♥ Q 5 4	♥ 9 8 7	♥ A K J 10 6 2			
♦ Q J 7 4	♦ A 10 6	♦ 3			
♣ J 9 5 4 2	♣ K Q 10	♣ A 6			
	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	
N					
W E					
S					
	♠ K Q J 10				
	♥ 3				
	♦ K 9 8 5 2				
	♣ 8 7 3				

West	North	East	South
2♥	pass	1♥ 4♥	pass all pass

Strategy: Trump two losers in dummy before drawing trumps.

East has 16 HCP and extra heart length. He opens 1♥. West has 9 dummy points and responds 2♥. A cautious East might bid an invitational 3♥ here but we prefer 4♥, upgrading the hand a touch once a fit is found.

South leads the ♠K and East wins the ♠A. East counts his losers. He has three spade losers, no heart losers, one diamond loser and a club loser. If he can trump two spade losers in dummy he will be able to make his contract. East cannot draw trumps because he needs the hearts in dummy for his ruffs. He starts by trumping a spade in dummy and then he can return to his hand with either a heart or a club for a second spade ruff. In the end he will lose one spade, one diamond and one club.



BRIDGE PRACTICE PLAY

Drawing Trumps

Deal 3 – Dealer South

E-W vul.

♠ 10 9	♠ J 4 2	♠ 8 7 5
♥ K Q J	♥ 10 3 2	♥ A 7 6 5
♦ 4 2	♦ A K J 10 5	♦ 9 8 7 3
♣ Q 10 8 7 5 4	♣ A 2	♣ J 9

♠ A K Q 6 3	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ 8 7 5
N					
W E					
S					
♥ 9 8 4		♥ A 7 6 5			
♦ Q 6		♦ 9 8 7 3			
♣ K 6 3		♣ J 9			

West	North	East	South
pass	2♦	pass	1♠
pass	4♠	all pass	2♠

Strategy: Draw trumps and then discard a loser instead of trying to trump a loser in dummy.

Although South is balanced, with only 14 HCP he does not have enough to open 1NT. South opens 1♠. North has 13 HCP and about 14 dummy points in support of spades. This is enough to bid game in spades. But first North shows his strong diamond suit, bidding 2♦. South could rebid 2NT but with weakness in hearts most players would prefer 2♠. With three-card spade support North will now bid game in spades.

West will lead the ♥K, top of a sequence. East-West will cash three heart tricks and then exit in another suit. South counts his remaining losers. He has no spade losers if the suit splits normally (3-2), the three hearts he has lost, no diamond losers after borrowing a high diamond from dummy and one club loser after borrowing dummy's ace. South could ruff his third club in dummy but that isn't necessary since the third club can be discarded on dummy's diamonds. The safest play is to draw trumps and then play diamonds. If South tries to trump his club in dummy, he will be very disappointed since East can overruff dummy.

BRIDGE PRACTICE PLAY

Drawing Trumps

Deal 4 – Dealer West

Both vul.

♠ A 6 5	♠ Q J 10 9	♠ K 4 3
♥ K Q J 5 2	♥ 4 3	♥ 10 9 8 6
♦ K Q J	♦ 9 6 5 3	♦ 7 4 2
♣ Q 6	♣ A 10 2	♣ K J 8

♠ 8 7 2	♠ 8 7 2
♥ A 7	♥ A 7
♦ A 10 8	♦ A 10 8
♣ 9 7 5 4 3	♣ 9 7 5 4 3

♠	N	♠
♥	W	♥
♦	E	♦
♣	S	♣

West	North	East	South
1♥	pass	2♥	pass
4♥	all pass		

Strategy: Delay drawing trumps until you can set up a discard.

West has 18 HCP and a five-card heart suit. He opens 1♥. East has 7 dummy points and four-card trump support so he bids 2♥. Knowing that his partner has 6-9 dummy points, West has enough for game and bids 4♥.

North leads the ♠Q, top of his sequence. West has a loser in each suit but he can throw his slow spade loser on dummy's club. West would like to draw trumps before playing clubs, but if he does he can go down on this hand. South would win the ♥A and continue spades. West will win with his high spade and continue drawing trumps, but when he plays clubs North can cash a spade winner. West would lose four tricks total.

Instead, West will win the opening lead of the ♠Q with the ♠A in hand and not the ♠K in dummy. West needs to save the ♠K to enter dummy later. West should play clubs first then he can discard his spade loser on dummy's high club. West can now play on trump. South will still win the ♥A but when he tries to cash the high club West can ruff in, draw trumps and eventually concede a diamond.

Notice that playing on diamonds should be saved until the end. While no one can trump a diamond there is no need to take that risk. If West plays diamonds first he will not have time to set up clubs and discard his spade loser before the defense can establish and then cash their spade winner.

