

DECLARER PLAN 2 – RUFF LOSERS IN DUMMY BEFORE DRAWING TRUMPS

	♠ K1072	
	♥ 1064	
	♦ A4	
	♣ A752	
♠ 54		♠ 863
♥ J52		♥ A9873
♦ Q762		♦ 1095
♣ J1093		♣ 84
	♠ AQJ9	
	♥ KQ	
	♦ KJ83	
	♣ KQ6	

6S by South. CJ lead. What is the best general plan?

In trying to devise your general plan in a suit contract, you should count losers to work out where the problem is and what you should do about it. Looking at the South hand:

1. There are no losers in spades
2. One loser in hearts (HA)
3. 2 losers in diamonds
4. No losers in clubs

You can't do much about the HA, but the 2 diamonds are where the problem is on this hand. What can we do about those 2 diamond losers? Ruff both of them in dummy. And at this point you must realise that you can't afford to draw all of the opposition in 3 rounds first because you will only have one trump left to ruff the diamonds when you need two.

So, your general plan is simply:

Ruff 2 diamonds in dummy and only then draw all the trumps.

Play DA and DK and ruff a diamond with the S10 (to prevent an overruff).

Come to the South hand with SA and ruff the last diamond with the SK.

Now draw all the trumps.

There are some distributions in the defensive hands that are dangerous here. We will come back to this in later talks about more specific plans.

Notice the shape of dummy helped you devise your plan – there is a **SHORTAGE** in diamonds. Whenever I see a side suit shortage in dummy, I ask myself if I should be trumping that suit in dummy before drawing trumps. Conversely, if dummy has no shortage (or trumps are the shortage) you often should be drawing trumps immediately to prevent the opposition ruffing your winners.

♠ AK10
♥ A432
♦ 5432
♣ A2

♠ 32
♥ 987
♦ AK109
♣ QJ109

♠ 654
♥ KQJ10
♦ QJ8
♣ 876

♠ QJ987
♥ 65
♦ 76
♣ K543

2S by South. West leads DA, DK and another diamond which you ruff in hand. What is the best general plan?

Counting losers:

1. No spades
2. 1 heart
3. 2 diamonds
4. 2 clubs

Note the club shortage in dummy – we can ruff 2 clubs there. That is our plan – **ruff 2 clubs in dummy and only then fully draw trumps.**

So:

1. Play CA, CK and ruff a club with the SA,
2. Play S10 and overtake with the SQ and ruff the final club with SK
3. You can ruff a diamond back to hand and draw trumps.

Making 5 trumps, 2 ruffs, CAK and HA for 10 tricks.

Note that if you draw all 3 rounds of trumps first, you will end up making only 8 tricks.

