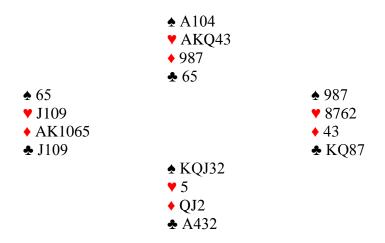
## DECLARER PLAN 3 – SET UP A LONG SUIT BEFORE DRAWING TRUMPS



4S by South. West leads D AK and gives East a diamond ruff. CK comes back. How do we make our contract?

We have no spade losers, no heart losers, we've just lost 3 diamond losers and are looking at 3 club losers. Two club losers can go on the H KQ but what about the final club loser?

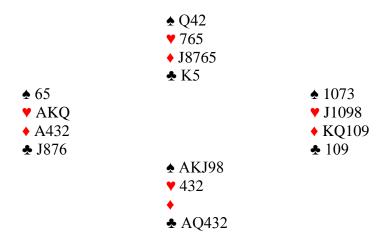
The only hope is to set up the heart suit in dummy to take one more club loser. We have 6 hearts leaving the opposition with 7. 62% of the time these 7 hearts will break 4-3. So, HAKQ and a ruff will usually set the final 5<sup>th</sup> card up for a discard.

But we then must get back to dummy. The only way to do this is in trumps, so we can't afford to draw all the trumps and then try to set up hearts. We need a trump entry back to dummy.

So, putting that all together:

- 1. We can afford to draw 2 rounds of trumps (S KQ)
- 2. Now play to the HA and ruff a heart high with the SJ
- 3. Now cross to dummy with SA, drawing the final trump
- 4. And on the H KQ4 throw the 3 clubs away for 10 tricks.

This is an example of setting up a long suit before completely drawing trumps. Note that we only play enough hearts to void ourselves in the South hand so that we can ruff once. Playing HAKQ and then ruffing runs the risk of an adverse ruff of the HK or HQ.



4S by South. West plays H AKQ and then DA which you ruff. How are you making your contract?

We have lost 3 hearts and cannot afford to lose anymore tricks. If we draw all the trumps and then play clubs from the top, we could lose the 4<sup>th</sup> round of clubs and go down. A 4-2 break is actually more likely (48%) than a benign 3-3 break (36%).

We have to set the club suit up before we draw all the trumps:

- 1. We can afford to play one round of trumps with the SA
- 2. Now play CK and CA and ruff a club high with the SQ
- 3. Play a trump back to SK and then SJ drawing all trumps
- 4. Now play clubs from the top and claim 10 tricks.

Note again that we only played enough clubs (2 rounds) to void dummy of them to enable us to ruff one round. If you play CAKQ, the CQ gets ruffed and you go down.