

## **F901 Play of the Hand: Lesson 3 Handout**

### **1. Intro**

We have already covered several ways to create extra winners in NT contracts or eliminate extra losers in suit contracts: promotion of high cards, establishing long suits, taking a finesse. Today we will examine two techniques only used in trump contracts to eliminate losers: ruffing and sluffing.

### **2. Ruffing in Dummy**

Ruffing in declarer's hand does not eliminate any of the losers you started with. What declarer needs to ruff a suit in dummy is:

- More cards in that suit than in dummy
- Enough trumps in dummy to cover the losers
- Enough entries in other suits to get back to your hand to ruff again

### **3. Managing Dummy's Trumps**

- Don't pull dummy's trumps when you need to ruff your losers first. Sometimes you can only afford to draw one or two rounds. Sometimes when it is obvious what you are trying to do, the opponents will lead trumps to eliminate dummy's ruffing potential.
- Avoid an Overruff: "Don't send a boy to do a man's job." If you are playing the 3d or 4th round of a suit, an opponent might also be void and could overruff dummy.
- Watch your entries: Sometimes you can't pull trumps because you need to use dummy's as entries to take a finesse or set up a long suit.

### **4. The Crossruff**

When you see a short side suit in dummy and a different short side suit in your hand, you may have the opportunity to crossruff. You use your trumps as ruffing entries so that you can continue to lead the side suit that dummy can trump. Cash in your winners in the remaining suit first.

### **5. Discarding Losers**

When dummy has more winners in a side suit than needed to cover your losers in that suit, you can use them to discard losers in another side suit. If you have to give up the lead to draw trumps and that would enable the opponents to cash their winners, don't draw trumps until you have discarded your losers. When your losers are slow, you can usually draw trumps even if it means giving up the lead.

### **6. Developing Extra Winners in Dummy**

Use the same techniques: promote dummy's high cards, establish its long suit, take a finesse.

### **7. Defense: Third Hand High**

If it looks like partner's card won't win the trick, play a high card to try to win it if the second hand hasn't already played a high card you can't beat. But only play as high as necessary.

### **8. Next Week: Managing the Trump Suit.** Read pp. 244-266