

## PLAY WITH TRUMPS

### ANSWERS TO PROBLEMS

- SLIDE 8**
1. You have 9 tricks (6♥, 2♠ and 1♦). Diamond finesse is a 50-50 possibility but a better chance is to establish spades using A♥ and 9♥ as entries. So play A♠, K♠ and ruff a spade high before drawing trumps.
  2. You have 8 tricks (4♠, 3♦ and 1♣). Two extras could come from ruffing hearts but the trump leads have scuppered this chance. Plan to establish the 5<sup>th</sup> club using A♣, heart ruff and K♦ as entries. Therefore duck a club now (before drawing the 3<sup>rd</sup> trump)
  3. You have 8 tricks (4♥, 1♦ and 3♣). Two extras obvious from spades but a risk of 4 losers. Cash 3 clubs to discard a diamond before playing on spades.

- SLIDE 9**
1. You have 8 tricks (5♠, 1♥, 2♣). One extra in diamonds sure on the lead. 3 more by ruffing 3 hearts – cross ruff is best. Cash A♣ and K♣ before embarking on the cross ruff.
  2. You have 9 tricks (5♠, 1♥ and 3♦). Extra trick chances are club finesse, Heart Q finesse or heart 10 finesse (in that order).
  3. You have 10 tricks (5♠, 3♦ and 2♣). 2 extra tricks available from heart ruffs. Win first trick with A♣ to preserve entries to dummy.

**SLIDE 10  
Board 1**

You have 9 tricks (4♠, 2♥, 1♣). Plan to make 10<sup>th</sup> by ruffing the 4<sup>th</sup> heart in dummy. Duck first round of hearts to avoid an overruff later. Then cash two trumps and then the top hearts.

**SLIDE 12  
Board 2**

You have 8 tricks (6♥, 1♦ and 1♣). Two extra tricks available from spades. Win the lead in hand and play K♠ (you need AQ♥ as entries). When you play the J♠ you will discard a loser.

**SLIDE 14**  
**Board 3**

You have 8 tricks (3♣, 1♠, 1♥ and 3♦). You can only make 4 extras from a cross ruff. cash AKQ♦, then ruff 2 spades low and two hearts low. Next two ruffs will be with A♣ and K♣ to avoid overruffs and a trump return. That will total 11 tricks (6 trumps and 5 outside tricks). Then you can ruff with the J♣ or 9♣ and guarantee a 12<sup>th</sup> trick.

**SLIDE 16**  
**Board 4**

You have 10 tricks (6♦, 2♠, 1♥ and 1♣). You lack the entries to establish clubs so should plan two ruffs in dummy before drawing trumps. The bidding suggests you will be overruffed on the 3<sup>rd</sup> round of spades. Solution is to discard a heart on the 3<sup>rd</sup> spade and then ruff two hearts in dummy.

**SLIDE 18**  
**Board 5**

You have 10 tricks (6♠, 1♥, 2♦ and 1♣). Extra tricks can come from a club finesse or from establishing 1 or 2 tricks in diamonds. Try the Q♥, and take the K♥ with the Ace. Then play AK♦ and ruff a diamond high – before drawing trumps – as trumps are needed for entries. If the diamonds are 4-2, you will also need the club finesse.

**SLIDE 20**  
**Board 6**

You have 8 tricks (4♥, 2♠ and 2♦). One extra will come from trumps (as soon as you ruff the 3<sup>rd</sup> round of clubs). The 10<sup>th</sup> trick has to come from spades – either a finesse or a 3-3 break. Combine all chances by cashing K♠ and A♠ after drawing trumps. Then take your finesse in spades by leading towards the J♠.

**SLIDE 22**  
**Board 7**

You have 9 tricks (6♥, 1♠ and 2♦). One extra trick could come from diamond finesse (50%) or, better, from establishing spades if they break 4-2 or better. Win the trump in hand and play A♠ and another before drawing trumps (trumps may be needed as entries).

**SLIDE 24**  
**Board 8**

You have 7 tricks (2♥, 2♠, 3♣). Extra tricks can come from finding the Ax trumps (low to an honour and duck 2<sup>nd</sup> round) or spade finesse. A diamond trick is only possible if the opponents lead them. Try the trumps first. If you find Ax, then after drawing trumps lead AK♠ followed by J♠ to ‘endplay’ the defence who must then give a ruff and discard or open up diamonds.

**SLIDE 27**

7. Duck first spade to ensure that if East wins the K♦ later, they won't have another spade to cash.
8. Finesse J♥ at trick 2 to discard diamond losers before drawing trumps.

9. Establish diamonds by playing low to the 9♦ - you can afford to lose a diamond but not to let East win a trick and lead spades through your King.
- SLIDE 29**
10. Overruffing may establish a trick for the defence if West has 10xxx in trumps. Discard a diamond loser for safety.
11. When trumps are 4-1 you must establish diamond tricks before drawing even a 3<sup>rd</sup> round of trumps.
12. Spade finesse is needed for an extra trick without losing one as more heart leads will shorten your trumps.
- SLIDE 31**
13. Win heart lead with the Ace as the K♥ will be needed as an entry to the spade suit.
14. Win the heart lead with the A♥ (refusing the free finesse) as the K♥ will be needed as an entry to the diamonds.
15. Only chance is to cash A♣ and then try a sneaky diamond to the 10 to get the two entries needed to establish clubs. If West is alert enough to rise with the J♦ on the first round, then you will be defeated.
- SLIDE 32**  
**Board 9**
- You have 8 tricks (6♥, 2♦). Two more can be established from spades and you can afford to lose two tricks. As you have only one entry outside spades, you should play a spade to the 10 on the first round.
- SLIDE 34**  
**Board 10**
- You must play K♦ at trick 2 to establish diamond tricks to discard your heart loser. This has to be done before playing trumps otherwise the defence will have the timing to get 4 tricks.
- SLIDE 36**  
**Board 11**
- Win the diamond lead with the A♦ to preserve an entry to dummy from the QJ♦ for when your spade tricks have been established.
- SLIDE 38**  
**Board 12**
- You cannot afford to have your trumps shortened so don't ruff the 2<sup>nd</sup> or 3<sup>rd</sup> rounds of hearts. Discard losing diamonds.
- SLIDE 40**  
**Board 13**
- You need to establish diamonds but cannot afford to let East into the lead to play a club through. Duck the opening lead, discard a diamond on the A♠ and you can establish diamonds without losing a trick in the suit.

**SLIDE 42**  
**Board 14**

**You have only 12 tricks so will need a trick from diamonds. However, because you need 2 entries to dummy, you must overtake K<sub>♠</sub> with A<sub>♠</sub> to get the extra entry. This reduces your trick count to 11 but you will develop at least 2 extra tricks in diamonds.**