

## MINI UNIT 6: Drawing Trumps ♠♥♦♣

### Draw Trumps

When playing in a suit contract, declarer's first aim is often to draw the opponents' trump cards if possible. Once this is achieved, declarer's winning cards in plain suits will not be lost to defenders' ruffs.

Contract 4♠ by East - Lead ♥K

♠1098	♠ AKQ76	Win with ♥A and draw trumps first by playing ♠A, ♠K and ♠Q, hoping that they divide 3-2 between the opponents' hands. If you play a diamond first, an opponent might be able to ruff with a small trump. Play diamonds when you have drawn trumps..
♥ A74	♥ 63	
♦ AK6	♦ Q532	
♣ A652	♣ J3	

### Take ruffs before drawing trumps

Don't draw trumps if you need to ruff losing cards in dummy.

Contract 4♠ by East - Lead ♥K

♠1098	♠ AKQ76	Win with ♥A and play another heart so that dummy has no more hearts. Win any return and come to hand with a top trump (assuming opponents return a minor suit). Ruff your losing heart in dummy. Only now should you draw trumps, again hoping that they divide 3-2.
♥ A7	♥ 643	
♦ AK6	♦ J53	
♣ A9652	♣ Q3	

### Stop drawing trumps when your opponents have none left

Contract 4♠ by East - Lead ♥K

♠ 8642	♠ AKQJ	Win with ♥A and draw trumps first by playing ♠A, ♠K and ♠Q, hoping that they divide 3-2 between the opponents' hands.
♥ A4	♥ 632	
♦ AK6	♦ J532	
♣ A652	♣ K3	

At that point, these will be the cards you have left:

♠ 8	♠ J	If you play the ♠J, you will have none left. Now you will lose two more heart tricks because you can't ruff the second one.
♥ 4	♥ 63	
♦ AK6	♦ J532	
♣ A652	♣ K3	

## If the only trump outstanding is the best one – don't try to draw it

Contract 4♠ by East - Lead ♣A

At that point, these will be the cards you have left:

♠ A963	♠ K742
♥ AQJ42	♥ K5
♦ KJ3	♦ Q942
♣ 3	♣ 1062

South leads the ♣A and then ♠K. Trump that and play ♠A and ♠K, again hoping they divide 3-2. Let's say opponents follow with ♠5, 8, 10 and J.

### Leave ♠Q outstanding

Start playing your longest suit, which is hearts (remember to play the ♥K first to get back and forth more easily).

Now the player with ♠Q can trump at any time but you are safe.

If you had played a third round of trumps this would have been the position:

♠ -	♠ 7
♥ AQJ42	♥ K5
♦ KJ3	♦ Q942
♣ -	♣ 10

Now, you will lose another club and you will go one down by losing a trump, the ♦A, ♠A and another ♣. If you had left the last trump out when you started playing hearts, you wouldn't lose another ♣ trick as there would have been a trump left in dummy.

## Quizzes ♠♥♦♣

1)	<b>Contract:</b> 7♠ <b>Lead:</b> ♦9 Should you draw trumps ?	<table border="0"> <thead> <tr> <th>Dummy</th> <th>Declarer</th> </tr> </thead> <tbody> <tr> <td>♠42</td> <td>♠AK76</td> </tr> <tr> <td>♥Q632</td> <td>♥AKJT4</td> </tr> <tr> <td>♦AK73</td> <td>♦Q82</td> </tr> <tr> <td>♣AK42</td> <td>♣7</td> </tr> </tbody> </table>	Dummy	Declarer	♠42	♠AK76	♥Q632	♥AKJT4	♦AK73	♦Q82	♣AK42	♣7	<b>Winners:</b> 2♠ 5♥ 3♦ 2♣ <b>Losers:</b> 2♠ <b>Plan:</b> Need to make 13 tricks <ul style="list-style-type: none"> <li>• can discard a ♠ loser on a ♣</li> <li>• need to ruff other ♠ loser</li> <li>• we have control of trumps (all top cards) so can afford to draw trumps</li> </ul>
Dummy	Declarer												
♠42	♠AK76												
♥Q632	♥AKJT4												
♦AK73	♦Q82												
♣AK42	♣7												
2)	<b>Contract:</b> 3♠ <b>Lead:</b> ♥Q Should you draw trumps ?	<table border="0"> <thead> <tr> <th>Dummy</th> <th>Declarer</th> </tr> </thead> <tbody> <tr> <td>♠42</td> <td>♠KQJ954</td> </tr> <tr> <td>♥62</td> <td>♥AK6</td> </tr> <tr> <td>♦96432</td> <td>♦75</td> </tr> <tr> <td>♣A873</td> <td>♣42</td> </tr> </tbody> </table>	Dummy	Declarer	♠42	♠KQJ954	♥62	♥AK6	♦96432	♦75	♣A873	♣42	<b>Winners:</b> 0♠ 2♥ 0♦ 1♣ <b>Losers:</b> 1♠ 1♥ 2♦ 1♣ <b>Plan:</b> Need to make 9 tricks Only chance to make contract is to ruff losing ♥ in Dummy. If draw trumps it will lose to ♠A & good defence, will see another trump played & so cannot ruff in Dummy. So win & immediately play other winning ♥ & then a 3rd round – Dummy ruffs & now make 9 tricks
Dummy	Declarer												
♠42	♠KQJ954												
♥62	♥AK6												
♦96432	♦75												
♣A873	♣42												

**Q3 In a suit contract, drawing the defenders' trumps is usually the first priority. How many situations can you think of when you should either delay drawing the trumps or stop doing so while defenders still hold trumps?**

**Answer:** 1 When you need trumps for ruffing – This is usually when you need trumps in the "short hand".

2 When there are too many losers and declarer does not hold the Ace of trumps. If the lead is lost to the defenders, they can cash their winners before you have time to discard them.

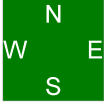
3 Stop drawing trumps may be suitable when a bad break is discovered – one defender has many trumps cards. To draw these Declarer has to use two of his trumps to draw each one from the Defender's hand.

4 Stop drawing trumps if the outstanding trump/s is/are masters. These tricks will be lost whatever declarer does so keep non master trumps for ruffing

## SET BOARDS

<p><b>Board 6</b> ♠ K 8 6 3  <b>East Deals</b> ♥ J 5 2  <b>None Vul</b> ♦ A 7 5  ♣ 8 6 3</p> <p>♠ J 10 2  ♥ A K Q  ♦ 6 4 3 2  ♣ 9 7 4</p> <p>♠ Q 5  ♥ 9 8 6 4 3  ♦ K Q J  ♣ 10 5 2</p> <p>♠ A 9 7 4  ♥ 10 7  ♦ 10 9 8  ♣ A K Q J</p> <table border="0"> <tr> <td><b>West</b></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> </tr> <tr> <td>Pass</td> <td>1 ♠</td> <td>Pass</td> <td>1 ♣</td> </tr> <tr> <td>All pass</td> <td></td> <td>Pass</td> <td>2 ♠</td> </tr> </table> <p>Lead: ♦ K</p> <p>(Courtesy D Browne)</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	Pass	1 ♠	Pass	1 ♣	All pass		Pass	2 ♠	<p>South opens the longer minor. North, despite having a balanced hand, must show a 4-card major suit, so bids 1♠. South confirms fit by raising.</p> <p><b>Theme:</b> Draw trumps, leave top trump out  <b>Lead:</b> ♦K (top of seq.)  <b>Losers:</b> 1 maybe 2♠ 2♥ 2♦  <b>Winners:</b> 2♠ 1♦ 4♣ = 7  <b>Play:</b> Win lead &amp; draw trumps with ♠A &amp; ♠K - note ♠Q drops but the ♠J, the top remaining trump, is still out. Leave it out &amp; play ♣ winners &amp; discard a ♦ on 4th round.</p>
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>										
Pass	1 ♠	Pass	1 ♣										
All pass		Pass	2 ♠										
<p><b>Board 7</b> ♠ Q 8 3 2  <b>South Deals</b> ♥ —  <b>None Vul</b> ♦ Q 7 6 3 2  ♣ Q 7 5 2</p> <p>♠ 6 5 4  ♥ A Q 9 6 5  ♦ J 10 4  ♣ K 8</p> <p>♠ 7  ♥ J 10 8 4  ♦ K 9 8 5  ♣ J 10 9 6</p> <p>♠ A K J 10 9  ♥ K 7 3 2  ♦ A  ♣ A 4 3</p> <table border="0"> <tr> <td><b>West</b></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> </tr> <tr> <td>Pass</td> <td>2 ♠</td> <td>Pass</td> <td>1 ♠</td> </tr> <tr> <td>All pass</td> <td></td> <td>Pass</td> <td>4 ♠</td> </tr> </table> <p>Lead: ♦ J</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	Pass	2 ♠	Pass	1 ♠	All pass		Pass	4 ♠	<p>North shows support &amp; 6-9HCP, South 19HCP (+North's 6=25) bids game</p> <p><b>Theme:</b> don't draw trumps, ruff in short hand  <b>Lead:</b> ♦J - (top of seq.)  <b>Losers:</b> 4♥ (but ruff) 2♣  <b>Winners:</b> 5♠ 0♥ 1♦ 1♣  <b>Play:</b> Note: North's ♠Q &amp; ♠8 are higher than E/W ♠s. Need to ruff 3 of South's losing ♥s in Dummy so cannot afford to draw trumps. Win lead &amp; immediately play a ♥ &amp; ruff in Dummy. Back to South with ♣A &amp; ruff another ♥; back to hand with a trump &amp; ruff 3rd ♥</p>
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>										
Pass	2 ♠	Pass	1 ♠										
All pass		Pass	4 ♠										
<p><b>Board 8</b> ♠ K J 2  <b>West Deals</b> ♥ K 8 5 2  <b>None Vul</b> ♦ A 7 3  ♣ 5 4 3</p> <p>♠ Q 6 5  ♥ 6 3  ♦ Q J 2  ♣ Q J 7 6 2</p> <p>♠ A 3  ♥ 10 9 7 4  ♦ K 10 9  ♣ A K 10 8</p> <p>♠ 10 9 8 7 4  ♥ A Q J  ♦ 8 6 5 4  ♣ 9</p> <table border="0"> <tr> <td><b>West</b></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>1 ♣</td> <td>Pass</td> </tr> <tr> <td>2 ♣</td> <td>All pass</td> <td></td> <td></td> </tr> </table> <p>Lead: ♠ 10</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	Pass	Pass	1 ♣	Pass	2 ♣	All pass			<p>East bids longer minor, West shows a fit with a min. hand</p> <p><b>Theme:</b> draw trumps, force out ♦A, ruff  <b>Lead:</b> ♠Q (top of seq.) or ♦8 (top of nothing)  <b>Losers:</b> 2♠ 2♥ 1♦ 0♣ - count from hand with most trumps  <b>Winners:</b> 1♠ 0♥ 0♦ 5♣  <b>Play:</b> Win lead in East &amp; draws trumps &amp; then plays on ♦s to get 2 extra tricks. Will be able ruff West's 3rd ♠ so making 9 tricks. Ruffing in the short hand here gains an extra trick</p>
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>										
Pass	Pass	1 ♣	Pass										
2 ♣	All pass												

**Board 5**     ♠ A 9 6 3  
**North Deals**    ♥ A K 9 4 2  
**None Vul**     ♦ K J 3  
                  ♣ 3

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

North plays in 4♥

**Theme:** leave last trump out, force out ♦A

**Lead:** ♣4 (4th highest)

**Losers:** 2♠ 1 maybe 2♥ 1♦

**Winners:** 2♠ 2♥ 2♣

**Play:** Win lead & draw 2 rounds of trumps leaving ♥Q in East. Look to force out ♦A & now have 2 extra ♦ tricks &, later 2 extra ♥ tricks