

Using your Resources

Discarding losers

Entries

Developing long suits in
dummy

[Discarding (sluffing) losers]

- When losers cannot be trumped in dummy
- It may be possible to discard them on extra winners in dummy

Contract: 4 ♥

Lead: ♦ K

♠ Q 4 3

♥ 8 7 5 2

♦ A 6 4

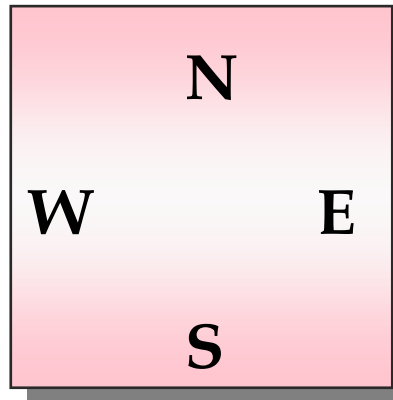
♣ A K 7

♠ 8 7 2

♥ A 4

♦ K Q J 10

♣ 10 8 5 4



♠ 10 9 6 5

♥ K

♦ 8 7 2

♣ Q J 9 6 3

♠ A K J

♥ Q J 10 9 6 3

♦ 9 5 3

♣ 3

1201

Discarding losers

Contract: 4 ♥

Lead: ♦K

♠ Q J 10

♥ Q 7 5 2

♦ A 8 6

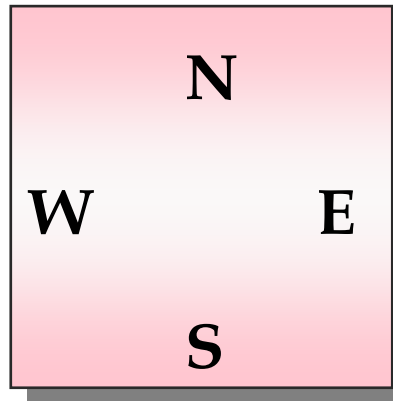
♣ A 8 4

♠ A 7 6 2

♥ 6 3

♦ K Q J 10

♣ J 6 5



♠ K 9 6 5

♥ 9

♦ 7 5 4 2

♣ Q 9 3 2

♠ 4 3

♥ A K J 10 8 4

♦ 9 3

♣ K 10 7

1202

Discarding losers

[Developing extra tricks]

- The necessary tricks may need development
 - By establishing a long suit
 - By finessing
- Timing: if you must discard quick losers, then develop the extra tricks at once

Contract: 2 ♠

Lead: ♥ Q

♠ J 10 8 2

♥ 7 4 2

♦ A J 4

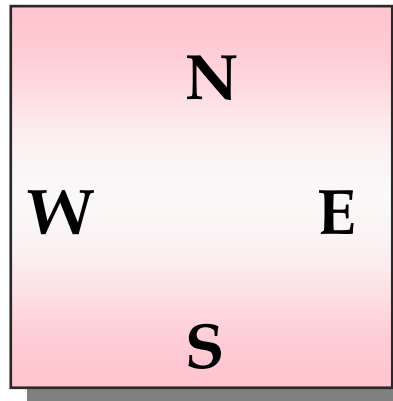
♣ 7 6 5

♠ 9 4

♥ Q J 10 8

♦ Q 8 7 2

♣ K 10 8



♠ A 6

♥ K 6 3

♦ 10 9 6 5

♣ A Q 9 3

♠ K Q 7 5 3

♥ A 9 5

♦ K 3

♣ J 4 2

1203

Discarding losers

[Entries and development]

- When dummy's long suit must be developed, we need an **entry** to dummy to cash the tricks
- Entry: a card which allows the shifting of the lead from one hand to another
- Entries may be created by forcing out higher cards, by finesse, or suit development

[Entry Development]

■ By force

- DUMMY K Q
- HAND 8 4

■ By finesse

- DUMMY K 7 2
- HAND 8 4 3

■ By development

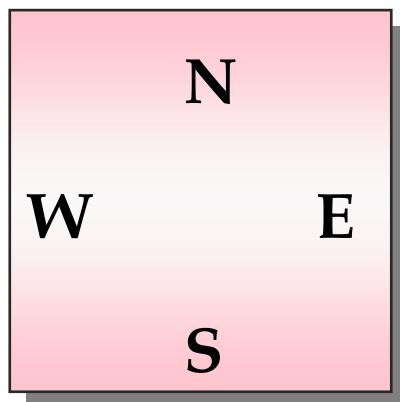
- DUMMY 10 9 8 7
- HAND A K Q 2

Contract: 3NT

Lead: ♠Q

♠ 9 4
♥ A 8 5
♦ 10 7 4
♣ A K 6 4 2

♠ Q J 10 8
♥ J 7 4 3
♦ J 9 6 3
♣ 5



♠ 6 5 3 2
♥ 10 9 6
♦ K Q
♣ Q J 10 9

♠ A K 7
♥ K Q 2
♦ A 8 5 2
♣ 8 7 3

1204

Discarding losers

[Drawing Trumps]

- Generally it is a good idea to draw trumps early
- Trumps suits are developed like any other suit
 - Finessing
 - Promotion
- The default plan is to draw trumps immediately

[Drawing Trumps (cont.)]

- When is this not the correct plan?
 - When losers must be ruffed in dummy
 - When drawing trumps entails or risks losing a trick AND quick losers must be discarded on dummy's winners
 - When timing requires the establishment of a side suit
 - When the trump suit is needed for entries

Contract: 2 ♥

Lead: ♣ 4

♠ Q 10 8 3

♥ K 10

♦ 9 7 2

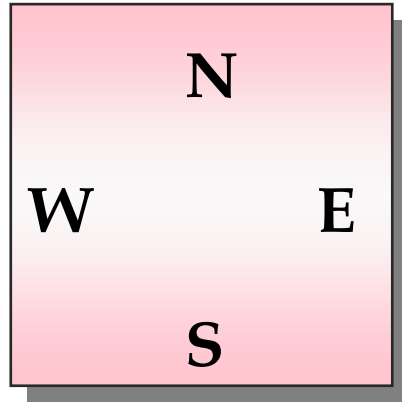
♣ J 8 5 2

♠ A J 5 2

♥ 5 4

♦ K 8 4

♣ K 10 7 4



♠ K 7 6

♥ 9 7 3

♦ Q 6 5 3

♣ A Q 9

♠ 9 4

♥ A Q J 8 6 2

♦ A J 10

♣ 6 3

1205

entries

[Trumps and side suits]

- We can use trumps to establish a second suit in the hand.
- Tricks that otherwise would have been lost can be trumped (high enough) so that the long card or cards is good.
- Timing: How many ruffs do we need?

Contract: 4 ♠

Lead: ♥ 5

♠ K Q 3 2

♥ 9 7 4

♦ K J 7 3

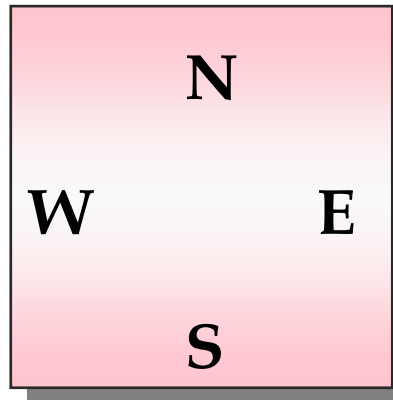
♣ K 5

♠ 4

♥ K J 6 5

♦ 9 5 4 2

♣ J 9 7 2



♠ 7 6 5

♥ A 10 3 2

♦ A Q 10 8

♣ Q 4

♠ A J 10 9 8

♥ Q 8

♦ 6

♣ A 10 8 6 3

1206

Establishing a second suit