

**PLAY OF THE HAND**

**LESSON 4-B**

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**ELIMINATING LOSERS - TRUMPING AND DISCARDING:** - Two specific ways of ridding oneself of losers exclusively in trump contracts are: (1) the ruffing of losing tricks from side suits other than trumps (**TRUMPING**), and (2), the discarding of losers upon extra winners in side suits other than trumps (**DISCARDING**).

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**A. TRUMPING LOSERS:** - Several conditions and patterns of card placement must exist for this procedure to work to its fullest potential yielding the most number of additional tricks. They are as follows:

1. The side suit desirous of being trumped must be unevenly divided with there being **fewer** cards in dummy's hand than in declarer's hand; i.e., **it is usually beneficial to trump ONLY in the hand with the shorter trump suit, not the longer.** (Remember: when counting losers, you must focus on declarer's hand for losers to be ruffed in dummy, not upon losers in dummy's hand, because **it rarely pays to trump in declarer's hand; i.e., the hand with the longer trump suit.** In the following examples, does the side suit shown provide an opportunity to trump losers in the dummy, and if so, how many?

EXERCISE 1

DUMMY:	8	10987	42	----	AK6
DECLARER:	A42	AK	QJ	965	5
	Yes-2	No	No	Yes-3	No

**Conclusion:** Side suits that are equally divided between your hand and the dummy do not provide an opportunity to trump losers. The cards in a side suit have to be **unevenly** divided with the shortness existing in the dummy, **not** in declarer's hand. The exception to this would be either for a **CROSS-RUFF** scenario and/or for **DUMMY REVERSAL** situations.

2. The management of the trump suit is critical. There is always a dilemma; i.e., it is generally a good idea to draw the opponent's trumps because they might otherwise be used to turn some of your winners into unexpected losers, but, on the other hand, dummy's trumps must be preserved for necessary ruffing power to eliminate tricks that would otherwise be lost. In the following hands, how many trumps are needed in dummy to take care of declarer's losers in the suit shown?

EXERCISE 2

DUMMY:	K4	---	A	Q2	QJ
DECLARER:	A85	1053	753	AK7	853
	1	3	2	0	1

**Conclusion:** When declarer decides that the best way to get rid of a loser from his/her hand is to trump it in the dummy, declarer must calculate how many trumps will be necessary to do the job. Trumps can be drawn as long as declarer makes certain to leave enough trumps in the dummy to accomplish the desired number of ruffing tricks by the dummy hand.

3. Sometimes declarer can start to trump losing tricks in the dummy without giving up the lead to the Opponents. However, it is sometimes necessary to relinquish the lead once or even several times before the conditions are right to trump a loser in dummy. In each of the following example, how many times must one forfeit the lead before losers in declarer's hand can be trumped in the dummy hand?

EXERCISE 3

DUMMY:	A5	Q	65	----	7
DECLARER:	986	1098	1072	J78	A92
	1	1	2	0	0

**Conclusion:** At times, the only way to promote an extra trick in order to make a contract is to give up the lead to the opponents **before** declarer has the ability to trump a loser in the dummy hand.

**B. DISCARDING LOSERS:** - An alternative to trumping a loser in dummy is to throw away a loser from declarer's hand upon one of dummy's extra winners. The pattern of card distribution, this time, is that dummy has **more** cards in the suit than does declarer. In the following exercise, how many losers can be discarded on extra winners in the dummy, and what does declarer have to do in order to prepare the side suit shown for discarding losers?

EXERCISE 4

DUMMY:	AKQ	KQJ	AKXXX	AQJ	QJ109
DECLARER:	98	64	932	74	86
	1	1	2	1	2
	<u>Nothing</u>	<u>Promote</u>	<u>Duck 1 Trick</u>	<u>Finesse Twice</u>	<u>Promote</u>

**Conclusion:** When searching for alternative ways of disposing of losers in a trump contract, look to see if dummy has additional winners in a side suit (other than the trump suit) on which to throw your losers.

INTERMEDIATE BRIDGE COURSE  
PLAY OF THE HAND

LESSON 5-B

**ENTRIES:** - An **entry** is a conveyance which allows you access from one hand (Declarer's) to the other (Dummy's) or vice versa. When one is developing extra tricks or getting rid of losers, entries, by virtue of their making it capable of access from one hand to the other, facilitate the development of tricks. Entries can be either high or low cards. In the following examples, how many entries to the dummy are there in each suit holding shown?

EXERCISE 1

DUMMY:	AQ7	AK3	104	K109	KQJ
DECLARER:	K92	7	AKQJ3	AQJ65	A
	2	1	1	3	0

**Conclusion:** A sure entry is a winner on one side of the table combined with a smaller card on the other side of the table necessary for communication with the entry. Several considerations dealing with entries and their usage are important. They are as follows:

1. **Creating Entries:** When there is no quick entry from one hand to the other, it may oft times be possible to create one by ( **a** ) promoting a card into a winner, ( **b** ) establishing a winner through length, ( **c** ) using the finesse, or ( **d** ) trumping a card in a suit contract.

Whether or not one is successful in these hypothetical endeavors depends upon several possible variables. In ( **a** ), attempting to promote a card through length, success will depend upon what happens when the lead is forfeited to the opponents in order to promote the entry. In ( **b** ), attempting to establish an entry through length, success will be dependent upon the division of the opponent's holdings in the suit in question. In ( **c** ), the success of any finesse necessary to establish an entry is, of course, dependent upon the favorable location of the missing card. Finally, in ( **d** ), establishing an entry by trumping a card is, of course, dependent upon the shortness in an outside suit other than trump, and the availability of a trump with which to accomplish the attempt. In the following examples, how might one create an entry to dummy in the suit holdings shown?

EXERCISE 2

DUMMY:	KQ8	K9	Q83	QJ10	9864
DECLARER:	732	84	A64	732	AK53
	Drive out A	Lead Toward K	Lead Toward Q	Drive Out A & K	Give Up One Trick

**Conclusion:** - Don't be discouraged if you require an entry and do not see an immediate solution. With a little effort and patience you can often create an entry using the techniques previously discussed; i.e., by promotion, by establishment through length, with the help of a finesse, or by trumping outside shortness.

2. 2. **Preserving Entries** : Because entries are so very important in the play of the hand, they can be preserved when needed by using the guidelines spoken of earlier; i.e., winning the high card from the short side first, and taking one's losses early. Suppose, for example, there are no entries in any other suit other than the ones shown in the examples below, how would you play each suit in order to take **all** of the tricks to which you were entitled?

EXERCISE 3

DUMMY:	K6	K8754	AK63	A8732	AKJ10
DECLARER:	AQJ5	A32	QJ4	954	Q
	Play K First	Duck 1 Trick	Play Q, J First	Duck Twice	Overtake Q With A

3. **Estimating the Number of Entries Needed** : In order to take a finesse, one or more entries are needed from the side from which the finesse originates, depending on how many times the finesse has to be taken. In the following examples, how many entries would be needed in outside suits other than the ones shown in the dummy in order to try the finesse(s) necessary to maximize the number of tricks taken?

EXERCISE 4

DUMMY:	85	863	652	963	A63
DECLARER:	AQ6	AQJ	KQ7	AQ10	Q92
	1	2	2	2	0 (Use A)