

## Plan Your Play

### Dummy (N)

S - 10 7 2

H - K Q 8 7

D - J 7 6 5 2

C - 9

### East

S - Q J 5 3

H - 2

D - Q 10 9 8 4

C - K J 6

### West

S - K 8 4

H - 6 4 3

D - A K 3

C - Q 8 5 2

### Declarer (S \*)

S - A 9 6

H - A J 10 9 5

D -

C - A 10 7 4 3

### Deal 27 - Dealer is South

**Bidding** : 1H (S) - 4H (N) - Pass (S)

With 6-10 high card points, 4-card trump support and an unbalanced hand, North jump raises directly to Game. North should pass.

**Opening Lead** : King of Diamonds (W) = with AKx (x) lead the King, unless the AK is a doubleton (in such case lead the Ace).

**Declarer (S)** can see **6 possible losers** : 2 Spade losers and up to 4 Club losers in his hand. The Spade losers are unavoidable, but he can ruff Club losers in Dummy.

However if Declarer draws 2 or 3 rounds of trumps first, Dummy will have only one or two trumps left to ruff. This still leaves Declarer with 4 or 5 losers.

This is an ideal hand for a **cross ruff**, which enables him to ruff all 4 Club losers in Dummy.

### Declarer Play

**Cross ruff play** - Cashing the side suit winners **first**

Declarer ruffs the Diamond King opening lead with a small Heart in his own hand.

He then **first** cashes his sure winners in the side suites, the Ace of Spades, followed by the Ace of Clubs (**tricks 2 and 3**).

At **trick 4** he leads a small Club ruffed in Dummy. Dummy then leads back a Diamond, ruffed by Declarer (**trick 5**), who again returns a small Diamond for Dummy to ruff, and so on.

In this way Declarer wins a trick with each of the available 9 trump cards, winning 9 trump tricks plus 2 outside Aces, a total of 11 tricks.

**Score** = 5 x 30 trick pts + 300 bonus pts = 450 pts total