

Declarer and Defender play...

The 12 hands played this week will include types such as :

1) Declarer discarding losers after drawing trumps

(declarer)	(dummy)	
AK65	QJ87	1NT -----2C*
754	A32	2S-----4S
AQ	KJ109	Pass.
J842	Q10	

On a Hrt lead declarer notes that they may now lose { 2 x Hrts + 2 x Clubs}; to avoid that fate the declarer plans to discard 1 or 2 losing Hrts on the winning diamonds. As declarer's trumps are so robust the correct play is to first draw trumps and then play diamonds discarding losing Hearts.
{It would be a mistake to risk throwing the losers *before* drawing trumps as a defender might be able to trump a diamond}.

2) Declarer discarding losers before drawing trumps

(declarer)	(dummy)	
KQJ5	10987	1S -----3S*
KQ	A872	4S-----Pass.
QJ62	AK	
J65	432	

If the opponents led a club declarer would go down { losing 3 x clubs + 1 x spade}; if the lead is a Diamond or a Heart declarer has a chance to discard a losing club. The declarer cannot first draw trumps though { as the opponents would win with the Ace spades and take club tricks}; this time declarer must embark on the discard of losers before drawing trumps. Entries are a problem but a club can be thrown from dummy (or declarer's hand) with careful play.
e.g 1{J Hrts lead; win Q Hrts} 2{win K Hrts} 3{win Ace diamonds} 4{Ace Hrts *discard* club}

3) Declarer trumping losers in dummy before drawing trumps

(declarer)	(dummy)	
KQJ75	432	1S -----2C
A83	K2	2NT-----3S {check back}
QJ2	K654	4S -----Pass.
Q5	A982	

There may be other ways to play this hand but trumping a Heart in dummy looks the easiest. If you intend to trump in the dummy it makes sense *not* to draw trumps first {!}. On a Heart lead dummy can win , a Heart can be then taken in hand and a third Heart trumped in the dummy. Then trumps can then be drawn.