

On the subject of preventing dummy from ruffing.
 There are students who mix up these two situations.

{1} Contract 4Hrts.

	(dummy)	
	54	
(you)	KJ87	
AKQ2	KJ3	
542	K953	
98		
Q872		

{2} Contract 4Hrts.

	(dummy)	
	54	
(you)	K87	
AKQ2	KJ3	
542	K9543	
98		
Q872		

On the lead of the Ace spades you realise that there is now only a singleton spade left in dummy. You might be concerned that if you cash the King Spades this creates a void in the dummy and makes declarer's life simpler in that they can easily trump spades in the dummy.

There is a world of difference however between our examples {1} and {2}.

In {1} dummy has so many trumps that you will never be able to prevent the declarer from organising Spade ruffs in the dummy if they so wish. {Even if you lead a new suit at the very least the declarer can play a spade themselves to create a void in dummy if they want}. In fact you can never prevent dummy from trumping spades if that is declarer's plan. On all grounds you may as well cash the King Spades in case you never get the chance again.

In {2} there are more possibilities { more for the defence at any rate}. There is a chance that the defenders can remove dummy's trumps before they can be used to trump spades. When there are only 3 or less trumps as in e.g{2} it is reasonable to cash only the Ace spades and then ...lead a trump. ie the defenders deliberately don't create a void in dummy in spades because they hope first to draw dummy's trumps. Will it work ? Sometimes !! Here's an example of it.

Contract 4Hrts.

	(dummy)	
	54	
(you)	K87	(partner)
AKQ2	KJ3	J987
542	K9543	A9
98		Q1052
Q872		1062

1)Lead Ace spades. 2) lead a trump which partner wins 3)Partner leads another trump
 4)Declarer leads a spade to create a void in dummy 5)You lead your last trump removing dummys trump.