

Ruffing or establishing ?

This is a straightforward lesson -the declarer often has a choice between a campaign of ruffing in the dummy or , of establishing a suit in the dummy (on which losers can be thrown}.The question is , which is the best method?

(declarer)	(dummy)
AQJ87	K932
A543	9
K3	QJ1098
87	A43

Lets try the ruffing approach first.

T1)On a Hrt lead win with the Ace

T2)Declarer trumps a hrt in dummy

T3)(Declarer needs to get to their own hand to continue the ruffing)....

they might play a small spade to their J.

T4) a small hrt is again ruffed in dummy (we will say that the defenders follow and that there is no possibility of dummy being overtrumped).

T5) (Declarer needs to get to their own hand to continue ruffing).....there is no certain route to hand BUT declarer might lead a diamond to their King.{We will say the KD wins}

T6) the last hrt is ruffed in dummy.

T7) Now declarer needs to get out of dummy to continue drawing trumps. There is no way to do this for the time being but dummy might play the Ace clubs ..

T8) and now another club is led from dummy (with the opposition winning).

T9----T11

The opponents have the lead { having taken 1 club trick so far } -they are still due a diamond trick and possibly may get a trump trick but all in all after a breathless series of ruffing and getting back to hand declarer is likely to make 10 or 11 tricks.

NB it should be noted that we did allow declarer fairly easy access to hand { with the K D for instance) and that things would have been trickier if the defenders were also out of Hrts.

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Lets try establishing the side suit rather than ruffing.

T1)On a Hrt lead win with the Ace T2)Declarer draws a trump

T3)Declarer draws another trump

T4) (perhaps trumps don't break} and so declarer draws the opponent's last trump

T5)Declarer plays the K Diamonds (probably losing to the opponent's Ace).

NB if the opponents decline to play the Ace Di , declarer simply continues diamonds.

T6) Declarer wins the return {whatever suit the defender's lead-if a Hrt by ruffing}.

T7----T13 Declarer plays diamonds throwing a club and two hearts away.

Declarer makes 12 tricks.

Now apart from the fact that more tricks were made by establishing it was also a lot more straightforward to play that way and needed no particular fortune. It was easy.

