

I think its right to stick my neck out and say ,whenever there is a clear choice between ruffing and establishing, that establishing is the best way.

Now there is one piece of technique that has to be learnt and will be used fairly often. It concerns ruffing /establishing hands *when there are three trumps in the dummy.*

Change the last hand a little .

(declarer)	(dummy)
AQJ87	K92
A543	9
K3	QJ1098
87	A643

On the Hrt lead

T1) Declarer wins.

Now declarer can't draw three rounds of trumps and then play a Diamond to establish the diamonds because the defenders would then win and cash three Hrts.
ie there wouldn't be any trumps left in the dummy !

Declarer must start the establishing of the diamond suit *before* drawing all the trumps. (It can be argued that 1 round of trumps might be drawn or , on some layouts ,drawing two rounds would offer extra safety .There is something in that BUT the important point to see is that if you draw all the trumps then you will be well and truly done for!)

Most good declarers would try the effect of not drawing any trumps (yet) and playing the K Di straight away.

Probably the defenders will grab their Ace { after all they don't know that the K isn't a singleton }; if they do withhold their Ace , declarer simply plays another diamond.

As soon as the diamonds have been established the declarer draws trumps *making sure that they can gain access to the established suit* after the trumps have been drawn.As a rule of thumb -playing the trumps in this sort of order : Ace then Q then ...King ie using the high trump in the dummy to draw the last trump , is usually a sensible move. Try this one :

(declarer)	(dummy)
KQ874	A92
J543	9
K3	QJ1098
K7	A643

Defenders lead the Ace Hrts. Perhaps they lead a trump at trick 2 (it won't work BUT you can see the plan). Now declarer mustn't draw trumps or as we have previously seen ,will have no trumps left in the dummy to trump with.They must "as usual" play to establish the side suit *before* drawing trumps.Win the trump lead in hand with the K. Lead the K diamonds and when the Ace has been played declarer will endeavour to finish the drawing trumps job ending up with the Ace in dummy. After that they play the established Di's taking 11 tricks.