

RECOGNIZING DUMMY TYPES

Declarers have three recognizable ways to obtain tricks in a suit contract:

1. ruffing in dummy or the short hand
2. setting up long suits for discards
3. crossruffing

Declarer can get tricks in other ways as well. There are squeezes and endplays and elopement plays, but those are often not easy to see until the middle of the hand.

The way to stop declarer from setting up long suits in dummy is to kill the entries to the hand with the long suit or to take tricks quickly before the long suit is established.

If declarer is going to ruff in the short hand or crossruff, then trump leads are best.

The best defense when there are no usable suits in dummy is a passive defense. So, you don't break suits for declarer; let declarer break all the suits.

How to play passively? When declarer breaks a suit, you win it and continue. Trump leads in the middle of the hand are usually passive leads. Make leads that are not away from honors and don't give up anything.

1. If you're sure no long suits are going to appear in the dummy, then the passive game is best.
2. If it sounds like the opps may have a long runnable side suit, then attacking leads are best.
3. If there's going to be a crossruffing situation, then trump leads are best

DEVELOPING TRICKS IN THE TRUMP SUIT

The easiest way to develop tricks in the trump suit is by leading your short suit and getting ruffs. Everybody knows that. You should particularly lead a short suit when you have trump control. Look for partner to give you suit preference signals for the suit that you can get to him with if he doesn't win the first trick. He will usually tell you as he plays to the suit led—unless he has to play third-hand high.

Sometimes you can tell partner is short in a suit by the bidding, usually because the opps bid and raised the suit and you're long in it. In that case, you can lead the suit expecting partner to trump the first or second round of it.

Another good way to promote tricks is by allowing partner to **overruff** the dummy or declarer. Along with overruffing, there's refusing to overruff and getting trump promotions that way. This is called **uppercutting**.

The forcing game

A lot of times just forcing the long hand to ruff is the way to beat the contract. Especially when you know that trump are not breaking. Just force the long hand to ruff in the suit he's short in. Most of the time you can do this by leading your own longest suit.

You can tell when to do this. It's especially clear when declarer avoids drawing trump.

The ruff-sluff

You have to be very careful and be sure that it's right. The time that it's right is when declarer has no side suit losers to throw away and it's possible to get a trump promotion.

False-carding

False-carding is mandatory when it cannot be used against you by partner. If you can't mislead partner because it isn't important or partner knows better, you should do all you can to throw the wrong card. When declarer is finessing for the king and queen and you have both, you almost always false-card by playing the king. The only time you don't is if it will throw off partner and it's important to the defense that partner can read what's going on.