For a Future Unit Newsletter and Corner

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Don't pull trump when you need them to ruff losers.



S 1D (Could have opened 2NT (20-21 points and flat), I have 19 hcp + 1 for the 3 aces + 1 for the 2 AQ combinations = 21. I would usually open this 2NT. But since I was already winning the game, I went with what the field would do.)

N 1S

S 4S (This is not a shut-out bid. It shows 19-21 points and 4 spades)

Passed out.

East led the Jack of clubs and all the club honors came down,

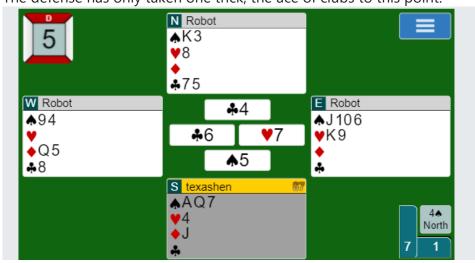


The key to this hand is not to pull any trump. There are 3 diamonds I need to ruff. I can't afford to play a trump as the defense can play a second trump when they get in with 10 of clubs, as that would

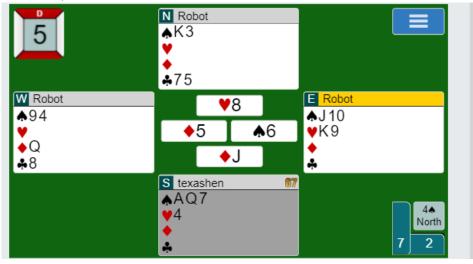
only leave me with 2 trumps in dummy to ruff with.

- I hope to take:
- 4 spades in my hand
- 3 diamond ruffs in dummy
- 2 hearts if the heart finesse works, it does
- 1 club
- 10 total tricks

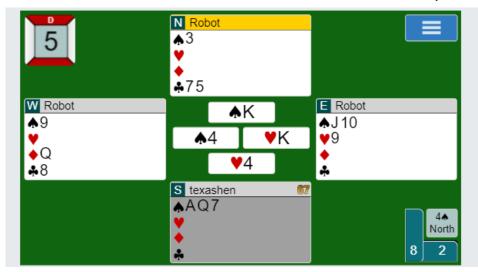
Turns out I take 11 tricks when everything goes smoothly and I end up with this position at trick 9. The defense has only taken one trick, the ace of clubs to this point.



I lead the Jack of diamonds, and when West fails to cover, I pitch the 8 of hearts (a loser on a loser). East ruffs,



East returns the King of hearts, ruffed by West and over ruffed with the King,



When I play a spade back to my hand, the J 10 fall under the AQ, making the 11th trick.