

## Homework answers –ruffing

1) in this order :

- i) draw trumps
- ii) play clubs
- iii) e-v-e-n-t-u-a-l-l-y ruff a heart in dummy

NB it was because had 4 trumps in dummy that made us think of drawing trumps first

2) Play a heart at trick 2 in order to create a void in dummy.

As soon as we next have the lead ruff a heart

Then draw trumps

Then play to establish clubs

NB it was because had 3 trumps in dummy that made us think of creating a void and ruffing before drawing trumps first

3) Win Ace hearts – then play a heart to create a void.

When you next can trump a heart in dummy.

Later draw trumps. Later still establish diamond tricks

4) Draw trumps. Establish diamonds. Later ( if you really need to and you don't ! ) ruff a heart in dummy

5) Win Ace hearts. Play Ace diamonds. Ruff a diamond. Ruff a heart in dummy.

Draw trumps. Establish clubs

6) Draw trumps. Establish diamonds. Lastly trump a heart in dummy.

7) Draw trumps. Establish clubs. Lastly trump a heart in dummy.

8) Draw trumps. Establish diamonds. Establish clubs. lastly (if necessary) trump a heart in dummy

The purpose of all that was to get you to see that ruffing in dummy should be put off until the final moment *when there are 4 trumps in dummy*.

Only should you *create* a void intending to ruff in dummy *before* drawing *trumps*

When you have less than 4 trumps in dummy.

9) 4Sp. Now why is that do you think ?

10) 2H ...a transfer to spades. [[ if your answer was 3sp well ok but with transfers we no longer use strong takeouts ]]

11) 4H to show your hi-five pattern ie repeat the second suit with 5-5

12) Well you have hopes BUT you must learn to be patient.

Lead a safe exit diamond. The AKQ in dummy always win anyway so u r not losing anything. Maybe in time u will get tricks from the Q Sp + K clubs

13) 9 clubs. Go to the top of the class.

Anything else stand in the corner.

Yes safe leads against 6 NO TRUMPS

