

Pitting the Dummy

You are West. Your partner is dealer.

<p>♠ K8652</p> <p>♥ K983</p> <p>♦ K</p> <p>♣ J97</p>	<p>_____</p> <p>_____</p>	<p>♠ A3</p> <p>♥ AQJ</p> <p>♦ A9542</p> <p>♣ Q32</p>
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The bidding goes a little off-track as follows:

East	South	West	North
1NT	Pass	2H*	Pass
2S	Pass	3H	Pass
4H	Pass	Pass	Pass

*transfer bid

North leads a top club, continues with a second top club and a third which South ruffs. South exits with the JD. How do you make the rest of the tricks?

Thoughts:

You are, unfortunately, playing in a 4-3 and will have to draw at least three rounds of trumps, but probably three maximum given the defence has already ruffed once. As it happens, 3NT would have been a better contract given a club stop is available with the assistance of both hands. You have eight tricks off the top and need to find two more. Ruffing a spade in the dummy is a possibility but it will use up a high trump and relies on a 3-3 break in spades (odds-off).

The best approach is an uncommon type of declarer play called a **dummy reversal** and basically uses dummy to draw trumps while dummy's side suit losers are ruffed in hand. It requires good trumps and sufficient entries to dummy to do this plus one more to get back to dummy to draw the defenders' trumps.

Here is the whole board played on Tuesday morning, Aug 27:

18	<p>♠ J9</p> <p>♥ 652</p> <p>♦ Q86</p> <p>♣ AKT84</p>	<p><i>Dir: E</i></p> <p><i>Vul: NS</i></p>	<p>♠ A3</p> <p>♥ AQJ</p> <p>♦ A9542</p> <p>♣ Q32</p>																														
<p>♠ K8652</p> <p>♥ K983</p> <p>♦ K</p> <p>♣ J97</p>	<p>♠ QT74</p> <p>♥ T74</p> <p>♦ JT73</p> <p>♣ 65</p>		<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td></td> <td>♠</td> <td>♥</td> <td>♦</td> <td>♣</td> <td>NT</td> </tr> <tr> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>2</td> <td>3</td> <td>4</td> <td>3</td> <td>3</td> </tr> <tr> <td>W</td> <td>2</td> <td>3</td> <td>4</td> <td>3</td> <td>3</td> </tr> </table>		♠	♥	♦	♣	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	2	3	4	3	3	W	2	3	4	3	3
	♠	♥	♦	♣	NT																												
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<p>10</p> <p>10</p> <p>3</p>	<p>17</p>																																

West wins the KD, enters dummy with a trump, ruffs a small diamond, enters dummy with a second trump and ruffs a third diamond with the KH before entering dummy with the AS, drawing a third round of trumps to clear the suit, before playing AD, the last diamond and a spade back to the AS to make 10 tricks.

It is apparent that dummy has to be strong to carry off this play. Clearly, a case of pitting the dummy....against the defence.