# Drawing Trumps

- Trumps should be drawn first on only about half the hands played
- Learning to count winners and losers as an integral part of the **plan** will help you know whether to draw trumps first or not
- In suit contracts you need to count both winners and losers
- If you hold the top trumps and can afford to draw them, do so as early in the play as possible but…
  - If you're missing one or two top trumps it will depend on what the opponents led as to whether you are able to draw trumps first
  - If their lead threatens your contract and they would gain the lead when you played trumps, and defeat you, then you must delay the drawing of trumps
- Sometimes you need to use the trumps separately, one at a time, not two at a time. This is often the case when you do not have 25+ points, but you're in game
- Trumping shortages in the dummy will add to your trick total

# You are South, declarer in 4♠, and West has led a low heart. Plan your play

♠ Q 10 2
♥ 9 4
♦ A Q J 3
♣ 9 5 3 2




♠ A K J 7 4
♥ A 2
♦ K 9 6
♣ 10 7 4

- Bad news
  - 4 losers (3 clubs and a heart)
- Good news
  - you can dispose of one of those losers on your long diamond

- You **must** clear spades before you start on diamonds – you do not want the opposition to trump one of your winning diamonds