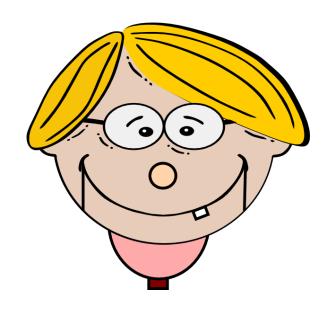
What Kind Of Dummy Do You See?



Not Your Partner, of Course

Recognizing the Dummy Type

- When good players bid a contract, they usually have the cards to make it.
- But sometimes, even top players reach a borderline game or slam that good defense can defeat.
- In such cases, recognizing the type of dummy can sometimes be the deciding factor.

Three Dummy Types

- Flat dummy: balanced, little ruffing opportunity, no long suit that can be set up.
- A ruffing dummy: one or more short suits with trump that can be used eliminate losers.
- Long suit dummy that can be established to sluff losers.

Type of Dummy – Defense Strategy

- When you see a flat dummy, defend passively.
 - Try not to break new suits.
 - Lead trump.
 - Lead suit you know has sure tricks for declarer.
- When you see a dummy with short suits, lead trump.
- When you see a dummy with a long suit lead aggressively.

Contract 4 ♥, You lead the ♠ Q, declarer wins with the king, partner plays the 4, declarer takes a heart finesse to your king. What do you do?

- ♠ Q J 9 8♥ K 6♦ 9 7 6 5♠ K 10 6
- ★ K 3 2♥ Q J 5 3♦ K 10 2♣ J 8 2

♠ A 10 5♥ A 9 8 7 4♦ Q 9

♣ A 9 3

↑ 764↑ 102↑ AJ43♠ Q754

Contract 2, ♠.
West leads the ♦
10. You take the
ace and King,
Then what?

★ K 9 2▼ 10 3 2◆ 7 5 3 2◆ A K 5

◆ J 8 3♥ Q 8 5 4◆ A K◆ J 7 4 3

109864Q95

♠ Q 3

Y A 7 9

♠ A 10 7 6 5♥ K J 5♦ Q J♠ 10 8 2

West leads ♥J Then what?

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♠ Q 3♥ 4♦ K 8 6 5♠ A Q 10 7 6 4
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↑ 7 2∀ K J 10 9 8 6♦ Q 7 2♣ 8 5

♠ A 6 5♥ A 2♦ J 10 8 4♠ K J 9 2

West North East South 2 ♥ 3 ♣ pass 4 ♠ All Pass

★ K J 10 9 8 4
♥ Q 7 4 3
♦ A 9
• 3

Clearly declarer will want to ruff hearts. Let's prevent that if we can.

West leads ♥J Then what?

- **♦** J 9 3
- ♥ K Q
- Q 10 8 3 2
- ♣ A 10 2

- **♦** 5 4
- ♥ J 10 8 2
- 975
- ★ K J 6 4

- **♠** Q 10 8
- ♥A7543
- ♦ A 4
- ◆ 983

South West North East 1 ♠ pass 2 ♦ pass

3 ◆ pass 4 ◆ All pass

AK762

7 8 6

♦ K J 6

♣ Q 7 5

Declarer will want to run diamonds. If we have any defensive tricks, it will be in clubs.

West leads ♠2, declarer calls for the queen.

- **♦** 10 7 5 2
- **7** 6
- ♦ A J 5 2
- **♣** KJ83

- **♠** Q J 9
- **Y** K 8 7 5
- 10 4 3
- ♣ A 9 7

- **★** K 8 6 3
- **y** 9 2
- ♦ K 9 7 6
- ♣ Q 10 4

- South West North East 1 ♥ pass 3 ♥ pass
 - **4 ♥** All pass

- **♦** A 4
- **Y** A Q J 10 4 3
- ♦ Q 8
- **♣** 6 5 2

You must not cover the spade queen.

North leads ♥ 4. Declarer calls for the queen.

★ 6 5

y 4

♦ KJ874

♣ J 8 5 4 3

★ K J 10 7 2

♥ Q 7

♦ 9 6 3

♣ A K 2

♠ Q 9 8 3

∀ KJ 105

♦ A Q 10 5

♣ 6

4 ♠ All pass

♠ A 4

♥A98632

† 2

♣ Q 10 9 7

After an obvious singleton lead, south sees a chance to set the contract.

East leads ♥ K
Which declarer
allows to hold.
West plays the 2.
What should east
do?

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AKJ108
```

♥ J 7 3

♦ A 2

♣ A J 6

v 6 4 2

♦ Q8753

♣ Q 7 5

↑ 7 6

Y K Q 10 9

♦ K 9 4

♣ K 9 3 2

North East South West 1 pass 2 pass

4 ♠ All pass

♠ Q 5 4 2

♥ A 8 5

♦ J 10 6

♣ 10 8 4

It looks like time to play a passive defense

Defensive Discard Signals

- The first discard by a defender shows an attitude toward the suit discarded.
- There are 3 discard system you might use.
 - Standard: High card encourages in the suit. A low card discourages.
 - Odd Even: An odd card encourages in a suit; an even card discourages. When an even card is discarded, the size of the card is suit preference.
 - Lavinthal: Discard a suit you don't like and the size of the discard is suit preference.

Defensive Signals Ex 1

West leads the ◆ Q, you discourage with the 2. Declarer starts on clubs, partner winning the 3rd

trick.

- **★** K 2
- **♥** K 2
- **♦** 6 5 4
- ♣ KJ10986

- ♠ 9 8 3
- **y** 9 4
- ♦ QJ1098
- ♣ A 7 5

- **★** A Q J 10
- **v** 8 7 6 5 3
- **♦** 7 2
- **♣** 3 2

- **↑** 7654
- **♥** A Q J 10
- ♦ A K 3
- ♣ Q 4

South West North East 1 nt pass 3 nt All pass

Signal for a spade shift.

Determining What Suit to Hold

- When declarer is running good tricks in a suit, you will often be faced with deciding which of your suit to hold on to and which to discard.
 - Try to maintain parity with a suit you see in dummy.
 - Or, you may try to maintain parity with a suit you know declarer to hold.

What to Hold Ex 1

- **♦** K 2
- **Y** K 9 5 2
- **♦** 6 5 4
- ♣ KJ 10 9
- **♦** J 9 7 4
- **Y** A 6 5
- ♦ Q 7 3 2
- **♣** 3 2

You may or may not be able to set this contract, but your task will be to hold on to your spades.

What to Hold Ex 2

West leads the ♠10

♠ Q 5 3♥ A K♦ Q 5 4

♣ K Q 7 6 5

★ 10 9 8 6

♥ J 4 2

9876

♣ J 9

★ 7 4 2

Y Q 10 9 8

♦ 3 2

♣ 10 8 4 3

A K J

7 6 5 3

◆ A K J 10

♣ A 2

South	West	North	East
2nt	pass	4 🌲	pass
4nt	pass	7nt	

.As declarer plays spades and diamonds, East must hold on to his clubs.