Tip of the Week: Trump Management

- . You only gain tricks when you ruff losers from declarer's hand with dummy's trumps.
- . With weak trumps, develop side suits first before drawing trumps to avoid losing control on a bad trump break.
- . Play first from the side with 2 touching honors unless you need entries.
- . Discard a loser instead of ruffing to maintain control.



https://youtu.be/uNTaUfar2aQ

Bad Trump Breaks

- . Stop drawing trumps, as soon as a bad trump break shows itself.
- . The player long in trumps will be short elsewhere and you need extra winners.

Oliver Powell looks for clues to predict a bad trump break in the following video. (Source: Learn Bridge Online)



https://youtu.be/q9S4MjkpdwQ



Peter Hollands

https://youtu.be/IUcz3wzF7k8

The following hands, are by <u>Beth Tobias</u> who used sources from rpbridge,net and baker <u>bridge.coffeecup.com</u>

Establish Sluff Before Losing to High Trump

```
S KQx
                                                         Contract: 52 Opening Lead: C10
                                                         (1st trick: 10-Q-K-A)
                3 Axx
                2 Q10xx
                C QJx
                                 S A109xx
S Jxxx
3 10xx
                                 3 Jxxx
2 Ax
                                 2 x
C 1098x
                                 C Kxx
                \mathbf{S} \mathbf{x}
                3 KQx
                2 KJ9xxx
                C Axx
```

Wrong: Draw trump immediately

- Win CA (trick 1)
- Lead a diamond, losing to 2A
- Win C9 return with CJ
- Finish trump

Oops: Eventually you will lose S A and the C8 (cashed when in with S A). Down 1 including 2A.

Right: I need to pitch my 3rd club before my 2nd club stopper can be knocked out while they have an entry to cash the 3rd one. I can set up a spade for a sluff.

Use Dummy's Entries to Lead Another Suit

```
S KQx
                                                          Contract: 6S Opening Lead: CK
                3 xxx
                2 xxx
                C xxxx
\mathbf{S} \mathbf{x}
                                 S xxx
3 Qxxxx
                        3 Jxx
2 xxx
                                 2 Kxxx
                                 CJ10x
C KQxx
                S AJ109xx
                3 AK
                2 AQJ
                CAx
```

Wrong: Draw trump ending in dummy and take the diamond finesse

Oops: The finesse worked, but you can't get back to dummy to repeat the finesse and the 2K wasn't singleton or doubleton. Down 1 losing the 2K and a C.

Right: I need the diamond finesse to work and I need to lead diamonds twice from dummy to make sure I get all 3 of my diamonds.

- Win CA
- Play SA (no reason not to just to protect against really strange distribution with short diamonds & short spades in West)
- Lead a S to dummy's K
- Play a 2 to the J (finesse worked phew!)
- Lead a S to dummy's Q
- Play a 2 to the Q
- Claim

Success: You have lost just 1 trick (CK)

If you'd like to read more about Trump Management, click on the following link.