

# When to Draw Trumps

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India Natt

- When to Draw
- When Not to Draw
- General Advice

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# When to Draw

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This is because you want to prevent the opponents from ruffing your winners.

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Just check that you don't need to ruff the winners to establish them (unless you have enough trumps to draw and then ruff).

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Be extra careful on hands where you need to lose the lead to set up your ruff.

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If the suit breaks 3-3, you can ruff once to establish the two remaining small cards.

If the suit breaks 4-2, you can ruff twice to establish the fifth diamond (but watch out for potential overruffs!)

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You have escaped a diamond lead and need to act quickly to avoid losing three diamonds and the ♠A.

Play three rounds of hearts, pitching a diamond, before drawing the trumps.

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Ruff another diamond, another heart and finally, the last diamond.

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Win the lead in hand; play ♦A and ruff a diamond; then cash the ♥K and ruff a heart back to hand.

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This is 8 tricks, plus the two trumps you have remaining in hand = 10 tricks.

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If the trumps break 4-1, playing ♠AK and another will mean that the opponents might be able to draw your trumps after winning with the ♦A.

Instead draw just one round of trumps and then knock out the ♦A.

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Counting winners works well on cross-ruff hands, dummy reversals and squeeze hands.

Counting losers works well on hands where you need to pitch something and/or ruff losers in the short hand.

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This is because that relies on you having the tricks without doing any ruffing.

Now head to the  
When to Draw Trumps tournament  
and try the practice hands!