

Larry Cohen

Larry Cohen Draw or Not Draw Trump Lesson

1

♠ 543
♥ KQJ6
♦ KJ5
♣ QJ2

♠ 9762
♥ 4
♦ A986
♣ 10987

♠ KQJ
♥ A73
♦ 10742
♣ 643

♠ A108
♥ 109852
♦ Q3
♣ AK5

Dealer: North
Neither Vulnerable

West	North	East	South
	1 ♣	Pass	1 ♥
Pass	2 ♥	Pass	4 ♥
Pass	Pass	Pass	

Opening Lead: ♠ 10

South has 2 eventual spade losers, a heart loser, and a club loser. If South wins the ♣ lead in hand and plays a ♥, he risks his contract. East will win and drive out the ♠A. Now, South will lose 4 tricks. South should not play hearts until he has set up the diamonds for a spade discard. At trick 2, South leads the ♦Q and the contract can no longer be defeated.

2

♠ 8752
♥ J1098
♦ 10653
♣ 7

♠ Q43
♥ 732
♦ AK84
♣ A54

♠ AKJ109
♥ A654
♦ 2
♣ 632

♠ 6
♥ KQ
♦ QJ97
♣ KQJ1098

Dealer: East
N-S Vulnerable

West	North	East	South
		1 ♠	2 ♣
3 ♣	Pass	4 ♠	Pass
Pass	Pass		

Opening Lead: ♣ K

Declarer throws a club on a diamond and then plays hearts. He ruffs his fourth heart in dummy with the ♠Q.

3

♠ 7
♥ K1064
♦ KJ94
♣ KQ98

♠ AKQJ106
♥ 73
♦ Q86
♣ AJ

♠ 53
♥ AQJ5
♦ 7532
♣ 1052

♠ 9842
♥ 982
♦ A10
♣ 7643

Dealer: South
E-W Vulnerable

West	North	East	South
			Pass
1 ♠	Dbl	Pass	2 ♣
3 ♠	Pass	4 ♠	Pass
Pass	Pass		

Opening Lead: ♣ K

Declarer wins the lead and can count 10 tricks if the heart finesse wins (it rates to from the bidding). However, if declarer draws trumps and then takes a heart finesse, he will be locked in dummy with no way to make the contract. Accordingly, declarer plays a heart and finesses at trick 2. Now he gets back to his hand and draws trumps before taking another heart finesse to land his contract.

4

♠ A63
♥ QJ9872
♦ 3
♣ KJ7

♠ QJ1085
♥ A3
♦ A98
♣ Q85

♠ K7
♥ 64
♦ 7652
♣ 109643

♠ 942
♥ K105
♦ KQJ104
♣ A2

Dealer: West
Both Vulnerable

West	North	East	South
1 ♠	2 ♥	Pass	4 ♥
Pass	Pass	Pass	

Opening Lead: ♠ K

Holding up or ducking at trick 1 makes no difference. Playing trump would lead to 4 fast losers. Playing a diamond is no better. Declarer should play a club to the ace and then finesse the ♠J at trick 3. This allows dummy to discard a spade and now there are only 3 losers.