Suit Contracts - Drawing Trumps

With unbalanced hands it is usually right to play in a suit contract.

Draw trumps

In a suit contract it is often correct to **DRAW TRUMPS** before you play anything else. The usual principles of card play apply:

Contract 4♠ - Lead ♥K

♦ 10986	♠ AKQJ
♥ A4	v 632
♦ AK6	◆ Q532
♣ A652	♣ K3

Win with ♥A and draw trumps first by playing ♠A, ♠K and ♠QS. If you play a diamond first, one of the opponents might be able to ruff with a small trump. Play diamonds when you have drawn trumps.

Counting Trumps

Do not count all the trumps that have been played. Calculate how many are missing and just count the trumps that your opponents play when trumps are played.

Stop drawing trumps when your opponents have none left

- carrying on with the above example

♠ 6	♠ J	You have drawn all the outstanding trumps and these are
y 4	v 32	the cards you have left.
AK6	♦ Q532	If you play the ♠J, you will have none left. Now you will
♣ A652	♣ K3	lose two more heart tricks because you can't ruff the second one.

If the only trump outstanding is the best one – don't draw it

Contract 4♠ by East - Lead ♣A

♦ A963	♦ K742	South leads the ♣A and then ♣K. Trump that and play
AQJ42	♥ K5	A and AK.
♦ KJ3	Q942	LEAVE♠Q OUTSTANDING
♣ 3	4 1062	Start playing your longest suit, which is hearts –
		(remember to play the ♥ K first) the player with the ♠Q
		can trump at any time but you are safe.

If you had played a 3rd round of trumps this would have been the position

- using the same hand as above

^ -	♦ 7	Now, you will lose another club and you will go 1 down by
AQJ42	♥ K5	losing a trump, the ♦A, ♣A and another ♣.
♦ KJ3	◆ Q942	If you had left the last trump out when you started playing
♣ —	4 10	hearts, you wouldn't lose another - trick as there would
		have been a trump left in your hand.