DRAWING TRUMPS -- TO DRAW OR NOT TO DRAW

For play at a suit contract always: 1) Think at Trick One, 2) Count losers (in the long trump hand), 3) Decide what will happen if you draw trump.

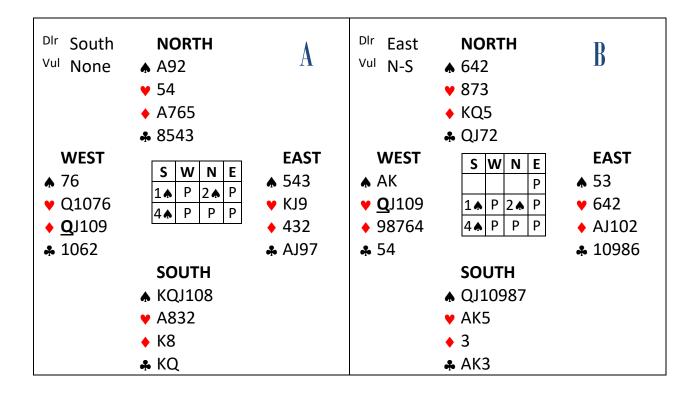
The average player's first instinct is to draw trump as soon as possible, trying to ensure that the opponents will never be able to ruff. Declarer often must save trumps either for his own ruffing or transportation purposes, or first develop a side suit for discards.

Reasons for postponing trump drawing:

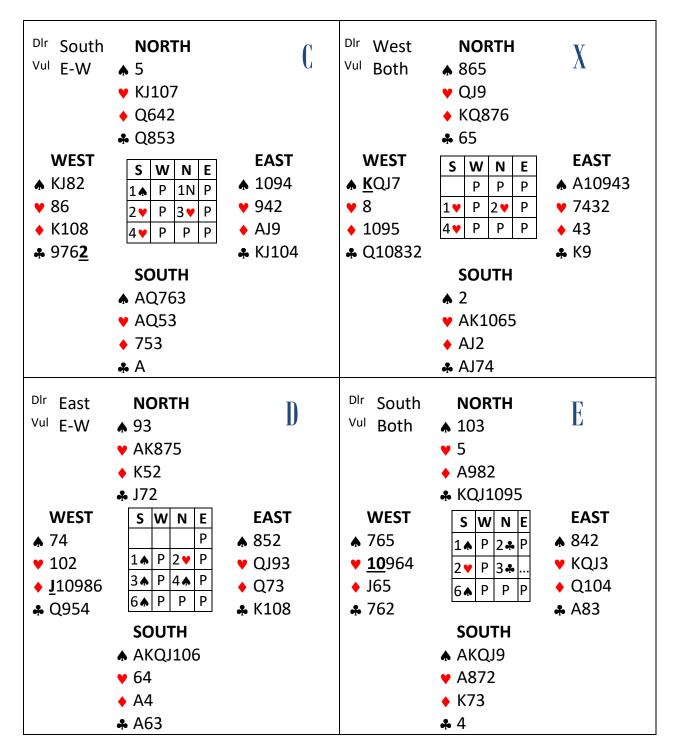
- A: Need to ruff losers in dummy. B: Need to establish a discard
- C: Need trumps for ruffing. D: Need trumps for entries
- E: Need trump in dummy for control (see corresponding letters below).

When playing a suit contract, always (and I mean ALWAYS) ask yourself:

- 1) What will happen if I draw?
- 2) What will happen if I don't draw?



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A good rule of thumb: If you seem to have too many losers you probably need to postpone trump drawing (or bid better!).

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