

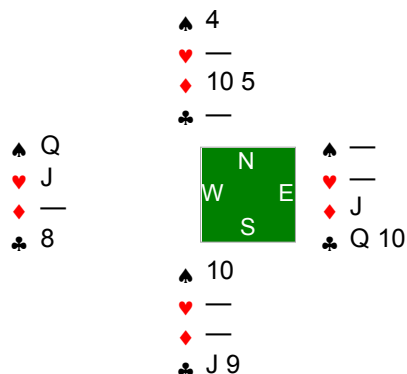
## Role Reversal

At rubber bridge, you win the club lead, cash a second club, then the top two trumps, and later take a club ruff. The dust clears and it's eleven easy tricks. Now let's replay this at duplicate scoring, where a second overtrick would be the difference between a great board and a merely average one.

If declarer is looking for twelve tricks, it won't do to take a second club ruff on the board, that would promote a second trump trick for the defense. No, instead of taking two ruffs in the short hand, Declarer does better to take *three* diamond ruffs in his own (the long) hand. Here is the sequence of plays:

- ♣A wins opening lead
- cash ♦A
- cash the hearts
- cross to the ♠A
- ruff a diamond
- cross to the ♠K
- ruff a diamond
- cross to the ♣K

That's ten tricks in, and here's the end-position:



Another diamond is ruffed by declarer and West has two choices:

- If he overruffs then dummy is good
- If he pitches a club, then declarer leads a club and scores dummy's low trump *en passant*

Usually, we seek extra tricks by taking a ruff or two in the hand with the short trumps (which is usually dummy). But occasionally, as here, there is a reversal of roles, and we go for multiple ruffs in the long hand, the so-called "dummy reversal".

**Board 23**  
South Deals  
Both Vul

♠ Q 7 2  
♥ J 8 5 2  
♦ K Q 6  
♣ 8 4 3

♠ A K 4  
♥ 10 9 4  
♦ 10 5 4 3 2  
♣ A K

♠ J 6		♠ J 6
♥ 7 6 3		♥ 7 6 3
♦ J 9 8 7		♦ J 9 8 7
♣ Q 10 6 2		♣ Q 10 6 2

♠ 10 9 8 5 3  
♥ A K Q  
♦ A  
♣ J 9 7 5

West	North	East	South
Pass	2 ♦	Pass	1 ♠
Pass	4 ♠	All pass	2 NT
4 ♠ by South			
Lead: ♣ 3			