

HOW DUMMY CAN TELL DECLARER AND DEFENDERS HOW TO PLAY

YOU SEE IN DUMMY:	DECLARER'S CLUE TO:	DEFENDER'S CLUE TO:
Short non-trump suit in dummy (void, singleton, doubleton) + trumps for ruffing. Type "S" Dummy.	Trump losers in that suit.	Lead trump to stop ruffs – especially when you have strength in dummy's short suit. Avoid leading a suit dummy can trump.
Long strong non-trump suit in dummy. Type "L" Dummy.	Discard losers from other suits.	Take or quickly build tricks in the other suits before declarer can discard them.
Long weak non-trump suit in dummy. Possible Type "L" Dummy.	Consider the possibility of making one or more small cards good if you can then get to dummy to discard losers on them.	Be careful of taking all your high cards in this suit before developing all the tricks you have coming.
Balanced, dull, dummy in a suit contract. Type "D" Dummy.	Your tricks will come primarily from high cards, often requiring finesses.	Try not to help declarer. Defend passively, avoiding breaking new suits unless you have a sequence.
A 3- or 4-card suit with 1 or 2 honors that aren't sure tricks.	Be concerned about the lead coming through dummy to trap these high cards.	When dummy's on your left: Lead this suit through dummy's strength if you think partner has the right cards to trap them. <i>When the dummy's on the left, lead through left.</i> Avoid leading this suit up to dummy.
A weak 3 or 4 card suit.	Be concerned about the lead coming through your hand to trap any high cards you have in that suit.	When dummy's on your right: Lead up to this suit through declarer's probable strength if you think partner could have high cards to trap them. <i>When the dummy's on the right, lead the weakest suit in sight.</i> Avoid leading this suit up to declarer's hand.