

What do we know?

- The master hand is usually the one with the strong trumps.
- The master hand is the one with the side suit which can easily be set up.
- The master hand is the one with the fewest losers in the side suit.
- There is a situation called “dummy reversal”, where the hand with strong, but fewer trumps, pulls the opponent’s trumps while the hand with the long trumps ruffs out the side suit. This situation this is rare.
- There is a situation where both hands have shortness so that the hand can be made with a total cross-ruff. This is another rare situation, but it’s important to play your side suit tricks first so that opponents cannot slough and later ruff your good tricks. When you cross-ruff, you treat both hands as the ruffing dummy and neither as the master hand. Therefore, you never draw trumps. Instead, you will play your trumps individually.
- To maintain control of the hand, it’s often better to have the hand with the fewer entries to the other hand as dummy.
- Generally, the more unbalanced hand is preferred as dummy for its ruffing potential.

It's important to note that these are guidelines rather than strict rules. The best choice of dummy can depend on the specific hand, the contract, and the overall strategy. Experienced players often weigh these factors during the bidding process to determine the optimal master-dummy arrangement.