



## Review – Winning Tricks

1. High Cards – high cards win tricks
2. Promotion – drive out their high cards so we win with our not-so-high cards
3. Developing Long Suits – drive out their cards in a suit so we have all the remaining cards in that suit

## NT Declarer Play: What Steps Should I Follow?

- At a **notrump (NT)** contract, we count winners, then look at ways to build more winners

### Step 1: Count Sure Winners!

**Do not make a plan (yet).** Don't say, "This is 1 winner but I can make it 2 if I just do **something** (Like Promotion)." Leave the "do something" tricks out of your initial count of sure winners.

Sure winners <b>only</b> :		
Declarer	Dummy	Winners
A32	765	1
AK2	765	2
A32	K65	2
A32	KQ5	3
AQ	K5	2

Exception: The opening lead may give you an additional winner without you having to do something. Go ahead and count that in your initial plan.

## Step 2: Identify resources!

How many more tricks do I need to make contract? Where can I find more winners?

### 1. Promotion

- a. Give up your high card(s) in order to **promote** another high card(s) into a winner.

### 2. Developing long suits

- a. Drive out their cards in a suit to create winners from your remaining small cards in the suit
- b. Use the odd-even rule to decide whether a suit is worth developing:
  - i. An **even number** of outstanding cards **will divide unevenly**
  - ii. An **odd number** of outstanding cards **will divide as evenly as possible**

## Step 3: Come up with a Plan

- **Every card played should be for the purpose of developing tricks, using promotion or developing long suit**
  - Question? Why did you lead “that” card?
  - Answer? If you do not have an answer it is the wrong card to play!
- **Save your sure winners to protect against defense running tricks**
  - Until you have created all the extra winners you need, play sure winners only when you need to get to the other hand as part of the plan to develop tricks.
- **Watch the cards played.** If the A, K, Q have been played the J, T, 9 and 8 are all winners.
- **Count your long suits.** Example:
  - You and dummy have 8 cards in a suit. Opponents have 5 cards.
  - When you play two rounds both opponents follow suit
  - Only 1 card remains in one of the defender’s hand
- **Once you have developed all the tricks possible, take all of your winners.**
  - Be careful not to block yourself so you don’t strand sure winners with no entry to them. **Honors from the Short Side First.**

## Step 4: Other Things to Think About

- Manage entries!

### Entry Management

How to access winners in a hand short of entries (usually dummy)

#### 1. Plan early and wisely. Example: contract 3NT; lead is a spade

♠ A 8 3 2

♥ A J 6 4

♦ A Q 5 3

♣ A

♠ K 6

♥ 7 5 3

♦ 6 4 2

♣ K Q J 10 3

The ♠K is the only entry to south's hand. If you win the first trick with the ♠K, you will never be able to enjoy your long Clubs.

#### 2. Beware of cheap tricks. Example: contract 3NT; lead: ♠3. RHO plays the ♠2.

♠ Q J T

♥ 7 5 3

♦ K J T 9 8

♣ 8 6 4

♠ A 7 5

♥ A Q 3 2

♦ Q 5

♣ A K 7 2

If you let your ♠T win the first trick, the opponents can defeat you by holding up their ♦A and also their ♠K, stranding your diamonds in the north hand. If instead you win the first trick with the ♠A, and then play on diamonds you can force an entry to the north hand in spades to cash your long diamonds.

**3. Unblocking intermediate cards. Example: contract 6NT; lead: ♠A and then ♠7**

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

♠ K 7 4  
♥ A K Q  
♦ A K Q  
♣ 8 7 6 4

This looks like 12 winners (1 ♠, 3 ♥, 3 ♦ and 5 ♣) starting with trick 2. But if you play low clubs under your ♣AKQ, you will not be able to win all 5 Club tricks because when you lead the ♣5 you will remain with the ♣8 in your hand, and your contract will be defeated by one trick. Instead, play the ♣8, ♣7, and ♣6 under the ♣A, ♣K, and ♣Q, so the ♣5 becomes the highest remaining club.

**4. Overtaking to save an entry. Contract is 3NT; Lead is a spade**

♠ 6  
♥ 8 4 3  
♦ A Q T 9 8 7  
♣ K 5

♠ A K 4 2  
♥ A 7 6 2  
♦ K  
♣ A 8 6 4

The defense's ♦J is likely to win a trick, so you need to be able to get to the north hand twice – once to drive out the ♦J and once to cash the remaining diamonds. After winning trick 1 in the south hand, play the ♦K and overtake it with the ♦A! Then lead the ♦Q, then the ♦T to drive out the ♦J. When you regain the lead, play a small club to the ♣K and cash your remaining diamonds. You will make ten total tricks (2 ♠, 1 ♥, 5 ♦ and 2 ♣).