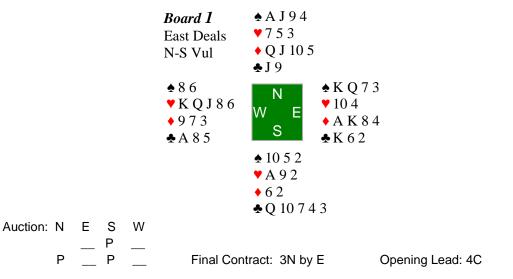
# Play of the Hand – NoTrump Contracts June 7, 2022

Etobicoke Bridge Centre

**General Guidelines** 

- Before you play from dummy at trick one, make a plan
- Count your "quick" (immediate) winners
- Determine what suits offer possibilities for additional tricks via promotion, finessing or length, and how. Count these as tricks for "development"
- Usually play a long suit to develop tricks
- Avoid playing short, high-card-only suits (consider AKx opposite xxx). Save them for stoppers and communication. If you cash them you are setting up opponent's winners in those suits.
  - $\circ$  Once you cash the AK, opponents have at least 2 new winners in this suit
  - $\circ$  Instead plan to cash them as needed or later in the hand.
- Also consider "entries" to execute your plan
- o Is the suit led a significant threat to your contract?
  - o Analyzing the opening lead
    - Is it 4<sup>th</sup> best of a long suit? (usually). Top of a sequence? Short suit?
    - lead of a 2 vs NT shows 4 of them
    - high card shows top of a sequence, ie Q from QJTxx
- Consider the bidding by opponents
  - Overcaller has 5 card suit, did partner raise?
  - How are the HC pts that you do not have divided?
- Skip to next page for your first hand

Comment [S1]: Did 2 hr course June 22 Got through all up to Card Combinations Lets play a sample hand to show how to plan a NT hand



Lead info: C4\_

Suit	Quick Tricks	Develop Tricks	Total	How to develop? or concerns
S				
Н				
D				
С				
Totals				
Answer to above abort on port page				

Answer to above chart on next page

- o Analyze the opening lead
  - C4 led, we have the 2, so leader has 4 or 5 clubs, hence his partner has 3 or 2 clubs. If clubs are 4-3, contract guaranteed (they can take only 2 clubs, and 2 other Aces). So, worry only about clubs being 5-2 (see holdup pgh below)
- What suit will we develop first hearts
- Do we have entries to do so?
  - Assume opponents will play well, meaning duck till the 2<sup>nd</sup> round of hearts
  - Hence we need an outside entry to get back to the now-good hearts; only possible entry is the CA. Thus we must preserve this card, hence win the first trick with the CK
- Any further development needed? Yes, we also need one spade trick. Lets summarize our plan
  - Win the opening lead in our hand
  - o Play hearts.
  - $\circ$  Opponents win 2<sup>nd</sup> round and play another club, which we win in dummy.
  - Run our heart winners.

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Page | 2

Comment [a2]:

increases chances

Any dlr, E plays 3N

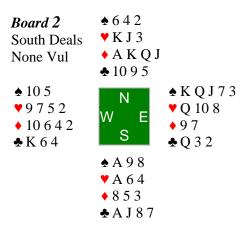
/Declarer Play/NoTrump Hands Hand

Develop Hts; Also show how holdup

 Then play a spade, hoping N has this card (assuming clubs are 5-2) Can we do anything to increase our chances? Yes,hold up on their long suit. By doing so, and if clubs are 5-2, we exhaust N or their clubs. Now as long as S does not have both AH and AS, we are cold.

Suit	Quick Tricks	Develop Tricks	Total	How? or concerns	
S	0	1	1	Lead (ideally toward) K, setting up Q	
Н	0	4	4	Lead T (HighCard short side), continue to knock out A	
D	2	0	2		
С	2	0	2	Threat suit	
Totals	4	5	9		
	0				

0	Answer for	Planning	Hand #1	(above)	
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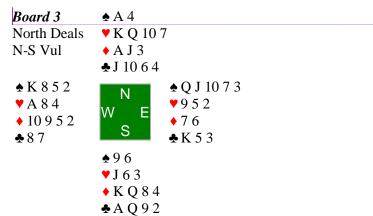
Final Contract: 3N by E

Opening Lead: 4C

Lead info: C4\_\_\_\_\_

Suit	Quick Tricks	Develop Tricks	Total	How to develop? or concerns
S				
Н				
D				
С				
Totals				

Hand Play Comments:



Lead info: \_\_\_\_

Suit	Quick Tricks	Develop Tricks	Total	How to develop? or concerns
S				
Н				
D				
С				
Totals				

- $\circ$  Analyze the opening lead
  - Leader has QJT etc or QJ9xx. We have only Ax so can only hold up once, not much help
- What suit will we develop first we cannot afford to lose the lead, hence cannot play on hearts. However, if CK is onside, we can make contract
- o Do we have entries to do so? Yes, lots
- Any further development needed? No.
- Lets summarize our plan; Win AS, take club finesse, hoping K is with East = 9 tricks

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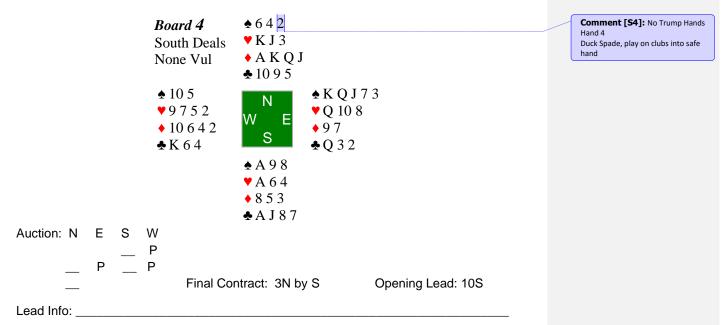
Etobicoke Bridge Centre – MayJune 2018

Page | 4

Comment [a3]: No Trump Hands.pbn Hand 3

N plays 3NT

Cannot lose lead so must hope clubs produces 4 tricks to make 9



Suit	Quick Tricks	Develop Tricks	Total	How to develop? or concerns
S				
Н				
D				
С				
Totals				

There are several situations when you should NOT duck the opening lead.

- You have two stoppers, ie AQ, and only need to give up lead once
- You have a holding that is two tricks (vs. only one) by taking the first trick
  - x led, you have Jx opposite A10x. duck in dummy, then either win the 10, or beat K/Q with A, since this gives you two tricks
- Win the trick, ie with AJx, because you can keep the dangerous opponent off the lead by, say, finessing into the safe hand
- If you duck, opponents can switch to another suit that will beat your contract.

Visualize the order in which you cash your tricks, with some thought given to not getting any suits blocked

- ie, AK opposite QJxx ; cannot cash 4 tricks; need an outside entry after unblocking(playing) AK
- Consider playing these EW suits assuming no outside entries; watch for (in-suit) blocks
  - AQJT K
    AKQ74 T986.
- o Combining your odds
  - Any time you can increase the odds of success, it sure makes sense. Before committing to a guess in one suit, perhaps you can safely try another suit (or suits) first.

#### Comment [a5]:

Declarer/No Trump Hands Hand 6 Lead to AJx,win A, must take safety finesse of clubs into safe hand DIr = any 3NT by E

#### Comment [MSOffice6]: No Trump Hands Hand 7 Any dlr, W plays 3NT IF you duck hts twice, they switch to

S, and get 5 tricks. Don't duck Hmwk Hand: No Trump Hands Hand 8

Take first trick or club shift, down one

Also DeclarerInClass #13: ht lead, D shift and another D kills only entry to long clubs.

#### Comment [MSOffice7]: OMIT

THIS ONE Generated by No Trump Hands H 9

S plays 3NT, DIr = E/S Must take tricks right order, tough Play at tables

### Comment [a8]:

No Trump Hands Hand 10 Dlr = any; 1NT by S. Must unblock diamonds first, then spades. AC overtake; signal ht via low other

Then; consider how you would play if lead was a heart instead. Ans-must unblock spades first

From bridgebears.com

 Optional) Tough unblock problem : <u>http://www.bridgebears.com/</u> <u>bridge-card-</u> <u>game/wintricks/04-quiz1.html</u> Hand 4

Comment [MSOffice9]: No Trump Hands Hand 11 3NT by N, DIr=any

(From RP Adv DeclPlay NT Technique P1 H1) On Viewer

## **Card Combinations**

Note: entries back and forth are unlimited, but play suits as efficiently as possible

## Answers in the appendix

	West	East (Max Tricks Possible) Explain how to play
0	Axxx	Qxx (3) low towards the Q, hoping N has K
0	KQxxx	xxx (4)
0	KJx	xx (2)
0	AQ10xx	J9x (5)
0	AQxxx	Jxx (5)
0	AJxx	K10xx (4)
0	AJxx	Kxxxx (5)
0	Axxxx	Kx (4)
0	AQxxx	xx (4)
0	AQ10x	xxx (4)
0	AJ10xx	xxx (4)
0	AJ9xx	xxx (4)
0	AKJ9	xx (4)
0	AKJxxx	xx (6)
0	AKxx	Jxx (3)
0	KQ10x	A9xxx (5)
0	A109	Qxx (2)
0	KQ10	xxx (2)
0	Axxxx	J109 (4)
0	Kxxx	Q10xx (3)
0	Кххх	Qxxx (3)

Any questions email etobicokebridge@gmail.com

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## APPENDIX

# Card Combinations - ANSWERS

Note: entries back and forth are unlimited, but play suits as efficiently as possible					
West	East (Max	Tricks Possible) Explain how to play			
1. Axxx	Qxx (3)	low towards the Q, hoping N has K			
2. KQxxx	xxx (4)	low towards Q, hoping S has A; repeat			
3. KJx	xx (2)	small towards honours, guess J or K			
4. AQ10xx	J9x (5)	lead J, let it ride (unless covered w K)			
5. AQxxx	Jxx (5)	low to Q, hoping for Kx in S			
6. AJxx	K10xx (4)	guess where Q is. Cash A or K, then finesse Q			
7. AJxx	Kxxxx (5)	with 9, play for drop so cash A and K			
8. Axxxx	Kx (4)	K, then A, then ruff small one, hoping for 3-3			
9. AQxxx	xx (4)	low to the Q, finessing K			
10. AQ10x	xxx (4)	low to Ten. Back to E, low to Q			
11.AJ10xx	xxx (4)	low to T (loses to K or Q). Back to E, low to J			
12. AJ9xx	xxx (4)	low to 9, hoping for K or Q and T in S hand			
13. AKJ9	xx (4)	low to 9. Back to E, low to J			
14. AKJxxx	xx (6)	low to J, hoping S has Q			
15. AKxx	Jxx (3)	Cash A, K, hoping Q drops			
16.KQ10x	A9xxx (5)	Cash the K first. If suit is 4-0, you can finesse the Jack			
17.A109	Qxx (2)	Lead Q, let it ride, unless covered. Back to E, low to 9			
18.KQ10	xxx (2)	low to K. If it wins, back to E, low towards Q			
19. Axxxx	J109 (4)	Lead J, let it ride. Back to E, lead T, let it ride			
20.Kxxx	Q10xx (3)	low to K. If wins, finesse T coming back			
21.Kxxx	Qxxx (3)	low to K or Q. If wins, low from both sides, hoping for Ax			

**Comment [MSOffice10]:** Do some of these in class; do on the board, too much time at tables, given previous two exercises. 2017: omit for one day course, many done already

Etobicoke Bridge Centre – MayJune 2018

Page **| 8**