

STAMFORD BRIDGE CLUB

1st April 2015

DECLARER PLAY IN NO TRUMPS

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“I

HATE

**PLAYING IN
NO TRUMPS”**

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AIMS OF THE DECLARER

- **To make the contract (+ overtricks)**
- **To maximize your assets**
- **To prevent the defence using theirs**
- **To do better than others playing the contract**
- **To learn to enjoy playing in no trumps (it often scores better)**

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SOME BASIC RULES

- **Evaluate the contract**
- **Count winners and certain losers**
- **Identify sources of additional tricks**
- **Identify threats (SWOT)**
- **(listen to the bidding)**
- **Plan the play carefully**

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SOME MORE BASIC RULES

- Don't play on the opponents' suit
- Entries – preserve them
- Communication – ensure yours and break the defence's
- Don't be afraid to lose the lead
- Establish extra tricks BEFORE cashing winners

EVALUATE THE CONTRACT

- Are we in the best contract?
- How do we maximize our score?

♠ A Q J 9	W	NORTH	E	♠ 10 7 5
♥ Q J 5	E		A	♥ 7 3
♦ 10 6 3	S	SOUTH	S	♦ Q 9 7
♣ Q 8 3	T		T	♣ A 7 6 5 2

W 1NT P P P Lead AH

COUNT WINNERS AND CERTAIN LOSERS

♠ K 7 6	♠ Q J 3 2
♥ A K 6 4	♥ 8 7 2
♦ 6 5 3	♦ A K 2
♣ A 3 2	♣ 9 8 6
1NT	P
♦ Q led	

IDENTIFY SOURCES OF ADDITIONAL TRICKS

♠ A K 5	♠ Q 8 6
♥ Q 10 9 2	♥ J 3
♦ K 5 2	♦ A 7 4 3
♣ 7 3 2	♣ A K 8 5
1NT	3NT ♠ J led

IDENTIFY THREATS

- Listen to any opposition bidding
- Consider the lead – is it from a long suit? – is it from a poor suit? Is it from an interior sequence?
- The rule of eleven.

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PLAN THE PLAY CAREFULLY

MANY CONTRACTS FAIL AT TRICK ONE

e.g. Where/whether you win the first trick may be crucial

HOW ARE YOU GOING TO MAKE THE EXTRA TRICKS

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DON'T PLAY ON THE OPPONENTS' SUIT

♠ K 7 6	♠ Q J 3 2
♥ A K 6	♥ 8 7 2
♦ 6 5 3 4	♦ A K 2
♣ A 3 2	♣ 9 8 6

1NT P ♥Q led

LEAVE THE HEARTS ALONE – can only give away tricks.

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PRESERVE ENTRIES

Aces (and Kings) will win tricks – but are also vital as entries. They may be needed to reach an established long suit.

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♠ K 7 6	♠ Q J 3 2
♥ A K 6 4	♥ 8 7 2
♦ 6 5 3	♦ A K 2
♣ A 3 2	♣ 9 8 6
1NT	P
♦ Q led	

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COMMUNICATION

1 ENSURE YOURS

e.g. Ducking play

A K x x x x x x x

and ENTRIES

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COMMUNICATION

2 BREAK THE DEFENDERS'

e.g. Hold up play

You hold A x x in opponents' suit.

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DON'T BE AFRAID TO LOSE THE LEAD

In order to make the number of tricks required to succeed in a contract, it is usually necessary for declarer to lose the lead at some stage in the play.

Declarers are often nervous of doing this.

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Declarers are often nervous of doing this. They fear that, once the enemy are on lead, they will cash lots of winners. Of course, this danger will become a reality if declarer has rushed to make whatever tricks are immediately available to him before daring to lose the lead! All this will do in most cases is establish winners for the defence.

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♠ K 6	♠ A 5 3 2	
♥ A J 4	♥ K Q 5	
♦ 10 9 8 3 2	♦ 7 6 5 4	
♣ A K Q	♣ 9 8 6	
1 ♦	1 ♠	
2NT	3NT	♣J led

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Remember that giving up the lead is usually best done early on, before the enemy have winners to cash.

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