

STAMFORD BRIDGE CLUB

18<sup>th</sup> MAY 2016

MAKE THAT CONTRACT  
(revision)

We considered four rules:

Rule 1:

In a suit contract ALWAYS  
draw trumps first; UNLESS  
there is a good reason not  
to.

Rule 2: ALWAYS plan the  
play at trick ONE.

How can this contract be  
made?

(You may only have one  
chance to play from dummy)

Rule 3: If the only way to make a contract requires a particular lie of the cards, play for that position.

Rule 4: identify your losers and work out how to discard them (before the defence can take their tricks).

We also considered methods of getting rid of those losers:

- Ruff one or more losers in dummy
- Establish a side suit (but work out communication)
- Discard a loser on a side suit winner (KJ & AQT)
- Cross ruff

Extra tip: It rarely pays to ruff dummy's losers in your hand **UNLESS** this is the only way to get back to hand.

Defence. Remember, it often pays to lead a trump and keep leading to reduce these options for declarer.

