



# Declarer play In No Trump contracts

9 June 2020

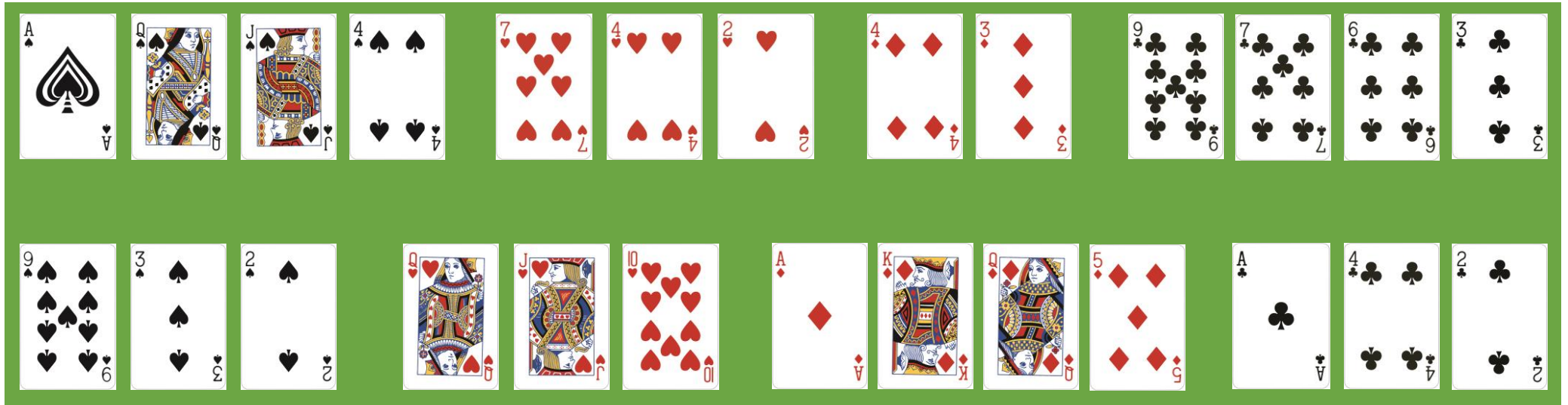
# Planning your play in a No Trump contract

- ◆ **Count your top winners; where are the opportunities for extra tricks?**
- ♣ **Think about how you will move between the two hands before you start playing**
- ♥ **Always play the suit(s) in which you need to establish extra tricks before cashing top winners in the other suits**
- ♠ **When cashing top winners or establishing winners, start by playing a high card from the hand with fewer cards**
- ◆ **If you need to lose the lead to establish tricks, it is usually right to hold off winning a trick for at least the first round**
- ♣ **Usually the lead indicates a long suit by Opponent. Try to hold up winning that suit until the other Opponent has run out of them (and cannot lead back for her Partner to win)**
- ♥ **We will look at some examples to plan our play and then visit the No Fear website to practice**

# Example 1

Contract is 1 NT; Lead is 6 ♥

Dummy



Declarer

You can see 5 winners : A ♠, three ♦ s, and A ♣

Where can you find at least two more trick to win the contract?

If K ♠ is in the hand to the left of Declarer, you can try a finesse up to three times from Declarer to Dummy

If K ♠ is in the hand to the right of Declarer, you will not gain a trick, but it will promote another ♠ to be a winner

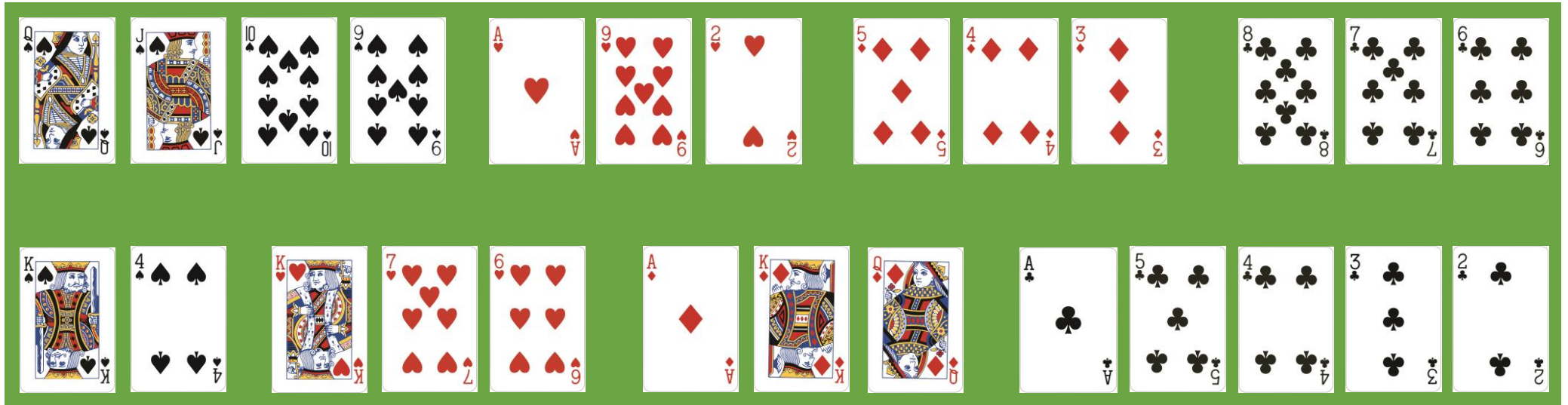
You should win one ♥ with three cards to the Q ♥ and the 4<sup>th</sup> ♠ will win if Opponents ♠ s are split 3:3

If all of these work, you might win 9 tricks, 1 NT + 2

# Example 2

Contract is 3 NT; Lead is Q ♥

Dummy



Declarer

You can see 6 certain winners : Two ♥ s, three ♦ s, and one ♣

Where can you find at least three more trick to win the contract?

You need to draw out the A ♠ to promote your other ♠ s to be winners

You must keep the A ♥ for entry to Dummy's hand to be able to cash the ♠ s

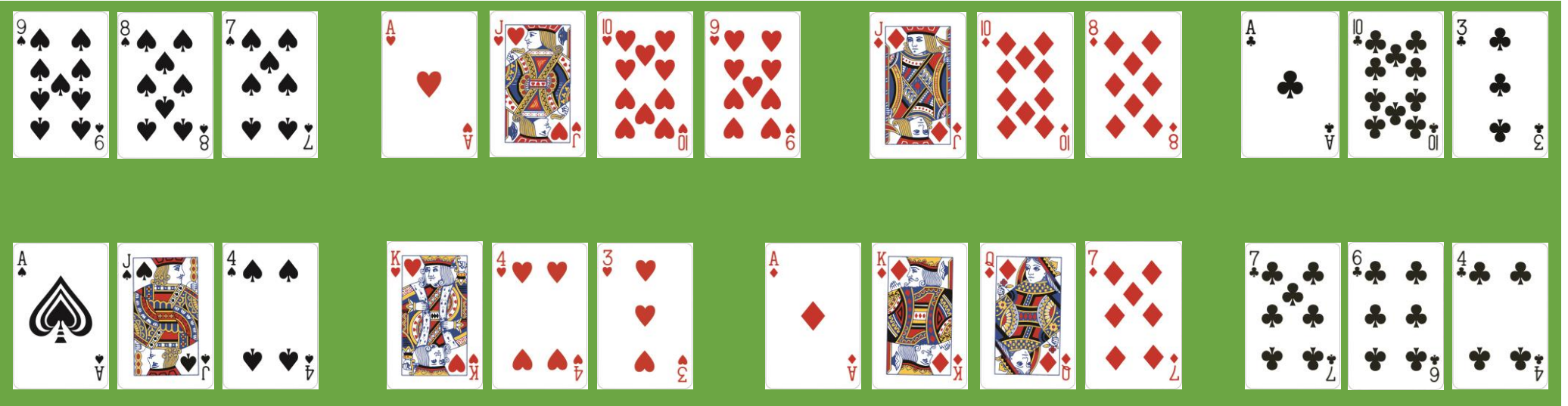
Win the first round of ♥ s with the K ♥ and lead the K ♠ s to Dummy's hand – highest card from shorter ♠ s

Declarer wins next trick in own hand (Opps unlikely to lead a ♠) and leads 4 ♠ towards winning ♠ s

# Example 3

Contract is 3 NT ; Lead is 5 ♣

Dummy



Declarer

You can see 8 winners : A ♠, two ♥ s , four ♦ s, and A ♣

Where can you find at least one more trick to win the contract?

If the Q ♥ is to the left of Declarer, you can run two finesses from Declarer to Dummy and win 1 extra trick

If the Q ♥ is to the right of Declarer, you can still win 1 extra trick through another ♥ being promoted

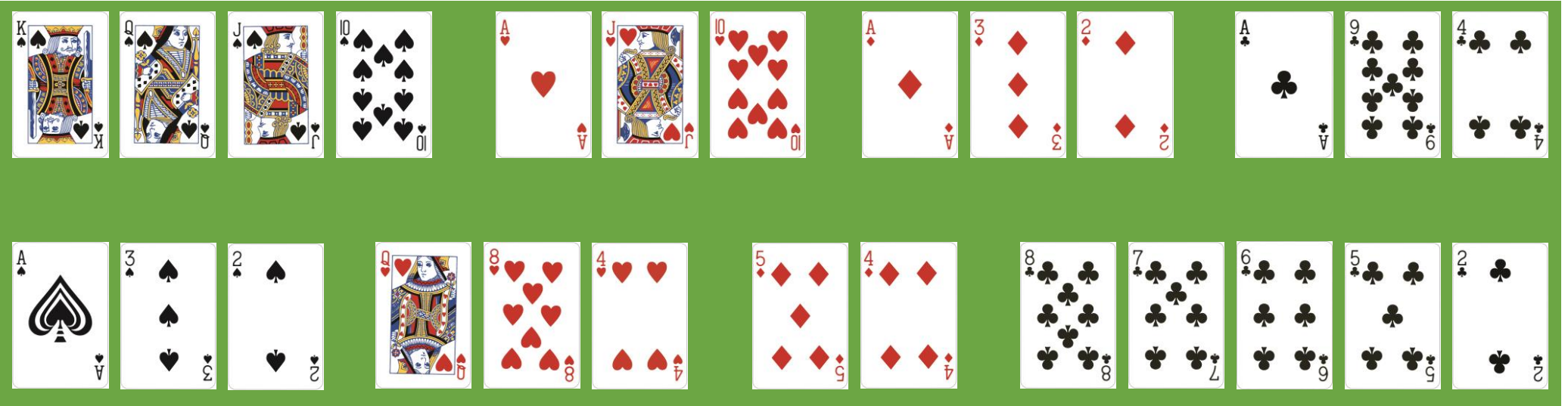
You must hold off winning with the A ♣ and trying ♥ finesse until the 3<sup>rd</sup> round of ♣ s

Opponent to the right of Declarer very unlikely to have 4 ♣ s (other Opponent led a ♣)

# Example 4

Contract is 3 NT ; Lead is 8 ♦

Dummy



Declarer

You can see 7 winners : Four ♠ s , A ♥ , A ♦ , and A ♣

Where can you find two more tricks to win the contract?

If the K ♥ is to the left of Declarer, you can run two finesses from Declarer to Dummy and win 2 extra tricks

If the K ♥ is to the right of Declarer, you can still win 2 extra tricks through the other ♥ s being promoted

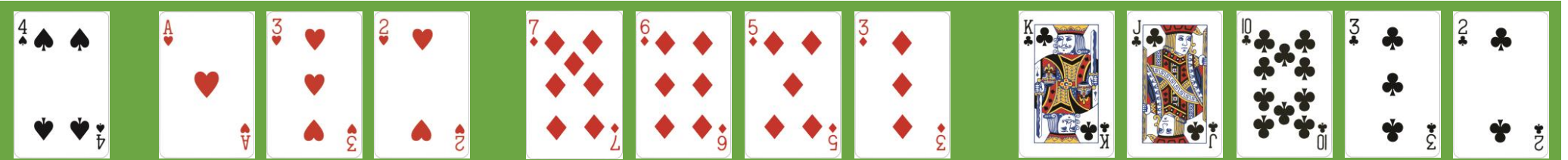
Use the A ♠ to finesse from Declarer hand. Lead the Q ♥ – if opponent ducks playing the K ♥, lead 4 ♥ to J ♥

First, you must hold off winning with the A ♦ and trying ♥ finesse until the 3<sup>rd</sup> round of ♦ s

# Example 5

Contract is 6 NT ; Lead is J ♥

Dummy



Declarer



You can see 10 winners : Five ♠ s, two ♥ s and three ♦ s

Where can you find at least two more trick to win the contract?

Surely there are two more winners in ♣ s – draw the A ♣ and job done!

Win the first ♥ trick with the K ♥ to keep the A ♥ for entry to Dummy's ♣ s

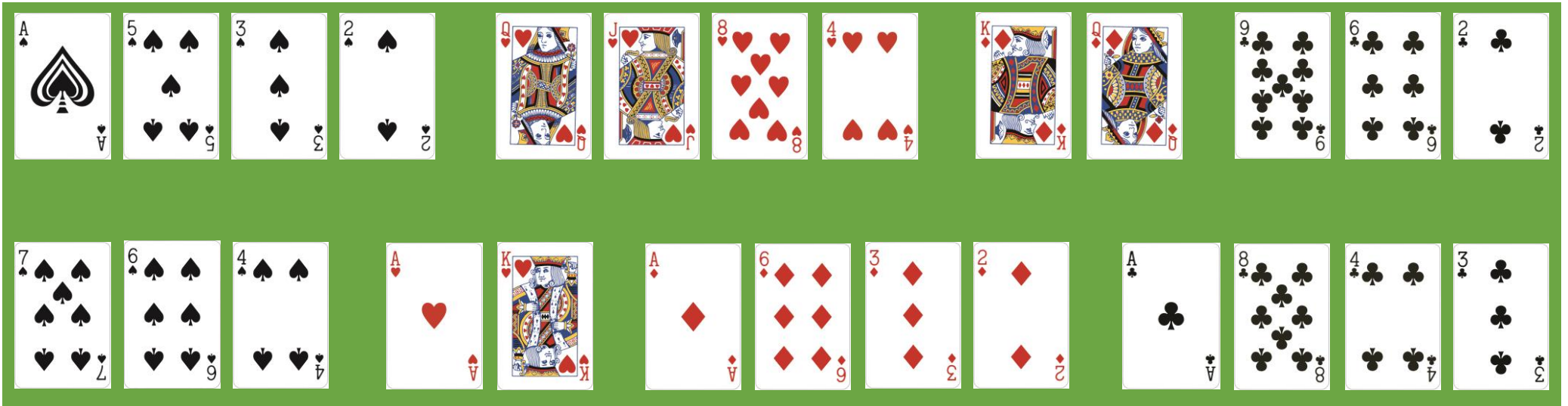
Lead the Q ♣ to draw the A ♣, win the next trick and use A ♥ to get to Dummy's winning ♣ s

But beware – if you play the 2 ♣ from Dummy on your Q ♣ lead, Opponent will duck playing the A ♣ and you will not be able to cash Dummy's ♣ s. You must overtake with the K ♣ to lead J ♣ if the A ♣ is ducked.

# Example 6

Contract is 3 NT ; Lead is K ♣

Dummy



Declarer

You can see 9 winners : A ♠, four ♥ s, three ♦ s and A ♣

Those are all the tricks you need to win the contract

However, you need to be very careful with entries to win all of these tricks

You are vulnerable in ♠ s and ♣ s with only one winner in both - win all of your tricks without losing the lead

Win the first round of ♣ s with A ♣, play low ♦ to cash K ♦, then Q ♦, then low ♥ to cash A ♥, Q ♥ and A ♦

Use A ♠ to get to Dummy to cash Q ♥ and J ♥ – 9 tricks



# Exercises on playing Declarer hands

**We will try to access the interactive practice hands on the No Fear website.**

[Link](#)

**(I will use this link in the lesson. It may not work from the pdf copy and I think you would need to be a member of No Fear to access)**



**Thank you**