

## DECLARER PLAY CONTINUES

Tips for Declarers: Don't play to the first trick too quickly.  
 Study the opening lead  
 Mentally review the bidding  
 Collect information from defenders' signals

When to delay pulling trumps: You need to ruff losers in dummy  
 You need to win tricks by cross ruffs  
 You need to get rid of quick losers before losing the lead  
 You need to use the trump suit for entries to dummy

	872	2 HEARTS	
	AQ9		
	652		
	J862		
KQJ104			95
42	PASS		PASS
Q4			853
KQ109			K873
			7543
	A63		
	KJ1076	DEALER – 1 HEART	
	AJ109	4 HEARTS	
	A		

K of spades lead, win Ace. Count losers, 2 spades, possible 2 diamonds. Plan your play

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	765		
	K	3 NT	
	754		
	AK8642		
K43			J1082
Q10864			7532
KJ83	PASS		Q2
7			PASS
			QJ10
	AQ9		
	AJ9		
	A1096	DEALER – 1 NT	
	953		

6 of hearts lead, K wins in dummy. Count your SURE winners, not the possible ones.  
 You see 6, 1 spade, 2 hearts, 1 diamond, 2 clubs. Club suit is your "PROJECT SUIT".  
 Play this hand.

	KQ984	DEALER – 1 SPADE		
	AK72		4 SPADES	
	54			
	Q5			
1063			J7	PASS
J109	PASS		Q654	
A976			832	
AK6			J1093	

A52  
83 3 SPADES  
KQJ10  
8742

J of clubs lead. Defenders cash AK of clubs and then lead the J of hearts. You win in dummy. Plan your play.

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	J943	2 SPADES		
	9753			
	65			
	AQ5			
8			A7	
	DEALER- PASS			
Q108			642	PASS
9874	PASS		KQJ2	
KJ762			10943	

KQ10652  
AKJ 1 SPADE  
A103 4 SPADES  
8

9 of diamonds lead, you play the 5, East plays the J, you win the A. Lead K of trump, East wins the Ace. Cashes Q of diamonds, leaks K of diamonds which you ruff in dummy. You pull the last trump, what do you know about the positions of Heart Q and club K?

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There is nothing more important than counting sure tricks before you begin to play.

As declarer, when you can take a trick with one of two equal honors, take the trick with the higher. It is far more deceptive.

When drawing trump try to keep a flexible entry position after trumps are drawn.