

IMPROVE YOUR DECLARER PLAY

**DON'T PLAY TO THE FIRST TRICK TOO QUICKLY, study the dummy
CONCENTRATE ON THE OPENING LEAD, what does it tell you
MENTALLY REVIEW THE BIDDING, did the opponents bid?**

FOR MOST SUIT CONTRACTS, YOUR GENERAL PLAN SHOULD BE:

- 1. Count your losers. Decide which ones can be disposed of or turned into winners (by trumping, finessing, or discarding them on a side suit**
- 2. If your plan calls for trumping one or more losers in the short-trump hand, do that before leading trump, even if you have to give up tricks**
- 3. Next, lead trump, counting as the opponents follow to each trick.**
- 4. Attack your longest side suit. Give up your losers early.**
- 5. Last, cash honors in your short suits.**

FOR MOST NOTRUMP CONTRACTS, YOUR GENERAL PLAN SHOULD BE:

- 1. Count your winners. If you don't have enough tricks to make your contract, decide which suit offers you the best chance to create winners.**
- 2. Attack that suit, (usually your longest side suit), Give up losing tricks early**
- 2. Stick with one side suit at a time. Keep leading it until you've established your tricks (counting defender's cards as you go), then cash your winners in the suit. When you move to a different suit, start counting again.**
- 3. Last, cash honors in your short suits.**

BIDDING – PLAY – STRIP END PLAY

| | | |
|-------------|--------------|---------------|
| | AJ | DEALER |
| | KQ732 | |
| | AKQ | |
| | Q54 | |
| 7652 | | KQ103 |
| 54 | | 106 |
| J432 | | 10875 |
| K109 | | A62 |
| | 984 | |
| | AJ98 | |
| | 96 | |
| | J873 | |

2 NT Pass 3 Clubs Pass 3 Hearts Pass 4 Hearts

K of Spades lead, Think of the 4 suits as follows:

- 1. Trump suit, draw as many as necessary**
 - 2. The “DON’T TOUCH SUIT”, want the opponents to lead it, identify this suit at the beginning of play, so you don’t play it yourself**
 - 3. The “STRIP SUIT” play it in its entirety, remembering to ruff if necessary
Both hands strip this suit**
 - 4. EXIT SUIT you play to throw opponents in**
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- 1. Draw trump**
 - 2. Clubs “DON’T TOUCH SUIT”**
 - 3. STRIP SUIT, diamonds, pitch spade on 3rd diamond**
 - 4. EXIT SUIT, exit spade, opponents will break the club suit**

PRESERVING ENTRIES

| | | |
|------|---------|--------|
| | 6 | |
| | 632 | |
| | 952 | |
| | AK7643 | |
| 7542 | | 98 |
| K104 | | J987 |
| AKQ4 | | 10876 |
| Q10 | | 985 |
| | AKQJ103 | |
| | AQ5 | |
| | J3 | DEALER |
| | J2 | |

1 Spade Pass 1 NT Pass 4 Spades

A Diamonds lead, ruff the 3rd diamond, pull trump.

Need to set up club suit to pitch losers.

No entry to the club suit,

After pulling trump, lead a club and duck it, DO NOT WIN IT.

Win the return, lead 2nd club to the club suit, clubs break 3-2

Pitch losers on the good clubs

PLAY AT TRICK ONE – UNBLOCK

| | | |
|-------------|------------------|---------------|
| | A102 | |
| | 4 | DEALER |
| | 954 | |
| | QJ7432 | |
| Q983 | | K1065 |
| A2 | | 93 |
| K76 | | Q1082 |
| A965 | | K108 |
| | J4 | |
| | KQJ108765 | |
| | AJ3 | |
| | VOID | |

Pass Pass 4 Hearts Pass

Spade three led, Hand is decided by your play at trick one. Duck spade, K of spades wins, Spade lead is probably from Q, your right hand opponent won the K (UNBLOCK, PLAY THE J) Diamond return, win the Ace play spade to 10, pitch diamond on spade Ace. Lose 1 spade, Ace of hearts and 1 diamond.

HOLD UP PLAY – OR NOT

| | | |
|------|--------|--------|
| | 43 | |
| | 1098 | |
| | AQ1098 | |
| | AJ6 | |
| Q872 | | KJ65 |
| 654 | | KQJ7 |
| 6542 | | K3 |
| 73 | | 942 |
| | A109 | |
| | A32 | |
| | J7 | DEALER |
| | KQ1085 | |

1 Club Pass 1 Diamond Double 1 NT Pass 2 NT Pass 3 NT
I also like 3 NT with the diamond hand.

2 Spades lead (4th best) win, finesse the diamond, lose 3 hearts, 1 diamond
NOTE: if you hold up, they win spade K, return K of hearts, DOWN 1
Lose 1 spade, 3 hearts and K of diamonds.