

# Playing and Defending Suit Contracts



**“Rex, Come up here and mark  
your territory.”**



**Tom Snow**  
**(805) 305-5035**  
**[coinerbop@gmail.com](mailto:coinerbop@gmail.com)**

# Joke Time



Two pirates, Morty and Sol, meet in a bar. Sol has a patch over one eye, a hook for a hand, and a wooden peg leg. “Ye gads, matey,” says Morty. “What happened to ya?”

Sol says, “Me pirate ship was attacked, and a lucky shot lopped off me leg. So now I got me a wooden peg.”

“And yer hand?” asks Morty.

“When me ship sank, a shark bit me hand off. So now I got me a hook.”

“OK, but what’s with the eye patch?”

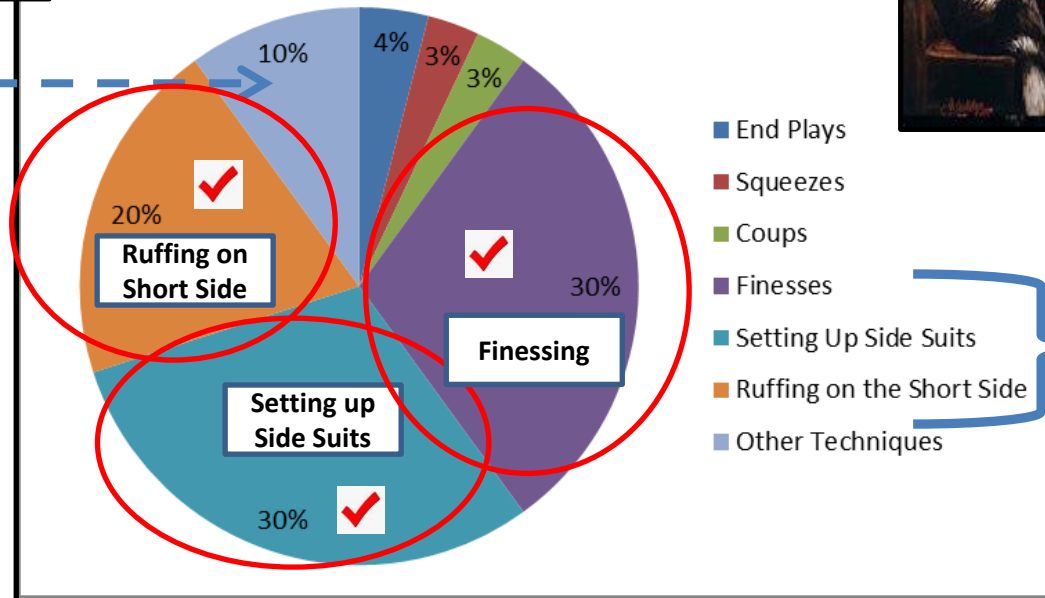
“I was standin’ on a dock, and the biggest seagull I ever saw poops right in me eye.”

“But ya don’t go blind from no seagull poop.”

“True,” says Sol. “But it was me first day with the hook.”

# Today's Topic

## Types of Plays in Suit Contracts



### Other Techniques include:

- Safety Plays
- Dummy Reversals
- Unblockng Plays
- Hold Up Plays
- Uppercuts
- Discovery Plays
- Cross Ruffs

# The Barricade Coup

There are other coups. Here's a simple one.

Plan the play.

By putting up the K♠, declarer forces East to play his ace, but he can no longer safely continue the suit.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1C	Pass
1D	1S	Pass	Pass
2S	Pass	2NT	Pass
3NT	Pass	Pass	Pass

VUL = All

Lead = 8♠

North  
 ♠ K102  
 ♥ 87  
 ♦ KQ632  
 ♣ KQ4

West  
 ♠ 83  
 ♥ 10653  
 ♦ A75  
 ♣ 9762

East  
 ♠ AJ976  
 ♥ K42  
 ♦ 98  
 ♣ J103

South – (DECLARER)  
 ♠ Q54  
 ♥ AQJ9  
 ♦ J104  
 ♣ A85



# Morton's Fork Coup

And here's a famous one. Plan the play.

Declarer ruffs the A♦ and draws trumps, remaining in his hand.

He leads the 7♥ toward dummy.

If West goes up with his A♥, dummy's K♥ (later) and K♦ will provide 2♣ discards.

If West ducks his A♥, declarer takes his K♥ and pitches his Q♥ on the K♦, losing only 1♣.

6S by South

Lead = J♦

West

♠ 3  
♥ A1053  
♦ J10732  
♣ J54

North

♠ KQ98  
♥ K98  
♦ KQ9  
♣ K98

East

♠ 2  
♥ J642  
♦ A8654  
♣ Q32

South – (DECLARER)

♠ AJ107654  
♥ Q7  
♦ ---  
♣ A1076



# When Dummy Hits



Besides the complex coups, endplays and squeezes, which represent only 20% of all deals, there are really only two primary questions a declarer should be considering:

## Consideration #1:

Is there a secondary source of tricks? In other words, where can I dump losers of one suit (not trumps) on winners of another?

- a) How can I set that suit up?
- b) Will I lose tricks in any side suits first?
- c) Are the opponents threatening to ruff a suit? Do I need to draw trumps first?
- d) How do I get back to that long suit?

**Helpful Hint:** Don't always look at setting up your own hand (or the hand with the longest trumps). What about setting up the other hand?

# When Dummy Hits



## Consideration #2:

Whenever I ruff on the short side of trump, I gain a trick:

- a) Because each of the trumps in my other hand will still be good tricks later.
- a) Can I get back and forth comfortably to ruff on the short side and still draw trumps later?

“There are two kinds of bad declarers in this world: those that *never* draw trumps and those that *always* do.”

How many trump tricks do you make in each example?

# Ruffing on the Short Side of Trumps

Example 1

North

♠ K1094

♦ ---

South

♠ AQJ87

♦ 762

Contract: 4S

Opening Lead: Q♦

5 trumps tricks here

Q♦

Plus 3 more here

Only these 5 trumps tricks

Example 2

North

♠ K94

♥ 10842

Q♥

South

♠ AQJ105

♥ ---

Contract: 4S

Opening Lead: Q♥

When playing a suit contract, count your losers and find ways to get rid of them.

Then determine how you can set up more with:

- 1) Long suit(s)
- 2) Finesse(s)
- 3) Ruffing on the short side of trumps

Just like playing a NT contract.

When do I draw trumps?

- If I do it too late, they may score some ruffs.
- If too early, you can't ruff losers in dummy.



# Playing Suit Contracts



When playing a suit contract, count your losers and winners.

Then determine how you can set up more winners or reduce your losers with:

- 1) Long suit(s)
- 2) Finesse(s)
- 3) Ruffing on the short side of trumps

Just like playing a NT contract.

And when defending, try to decide which strategy Declarer might adopt and counteract it. This includes the opening lead and all subsequent play.

# Playing Suit Contracts

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		Pass	1D
Dbf	Pass	4S	Pass
Pass	Pass		

Opening Lead: Q♣

Q♣

## North

♠ K1086  
 ♥ AQ1072  
 ♦ 5  
 ♣ A42

## South

♠ AQJ65  
 ♥ J93  
 ♦ 62  
 ♣ K63

When playing a suit contract, count your losers and find ways to get rid of them.

Then determine how you can set up more with:

- 1) Long suit(s)
- 2) Finesse(s)
- 3) Ruffing on the short side of trumps



Let's make a plan!

If you give up a diamond first to ruff the 2<sup>nd</sup> one in dummy, they will continue clubs. Now, if the heart finesse loses, you will lose an extra trick.

# Playing Suit Contracts

Contract: 4H

Opening Lead: 8♣

8♣

## North

♠ 862

♥ AQ43

♦ 5

♣ AJ1042

## South

♠ A75

♥ KJ109

♦ A64

♣ KQ6

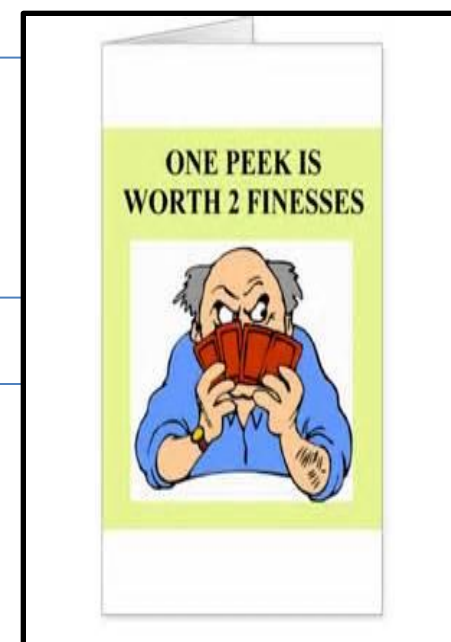
When playing a suit contract, count your losers and find ways to get rid of them.

Then determine how you can set up more with:

- 1) Long suit(s)
- 2) Finesse(s)
- 3) Ruffing on the short side of trumps

Just like playing a NT contract.

# Playing Suit Contracts



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	Pass	1S	Pass
3S	Pass	4S	Pass
Pass	Pass		

Lead = K♥

North  
 ♠ KJ108  
 ♥ 9~~6~~  
 ♦ K9532  
 ♣ QJ

West  
 ♠ 73  
 ♥ ~~K~~Q1054  
 ♦ J7  
 ♣ 9743

East  
 ♠ 64  
 ♥ J87~~2~~  
 ♦ Q1086  
 ♣ A65

South  
 ♠ AQ952  
 ♥ ~~A~~3  
 ♦ A4  
 ♣ K1082

Ruffing out the Diamond suit allows you to make 6, not 5.

# Playing Suit Contracts



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1S	Pass
2S	Pass	3H	Pass
3S	Pass	Pass	Pass

Lead = J♦

North  
 ♠ K93  
 ♥ 7  
 ♦ Q743(2)  
 ♣ J763

East  
 ♠ A64  
 ♥ Q543  
 ♦ K86(5)  
 ♣ Q2

West  
 ♠ 75  
 ♥ K1086  
 ♦ J109  
 ♣ K1085

South – (DECLARER)  
 ♠ QJ1082  
 ♥ AJ92  
 ♦ A  
 ♣ A94

Ruff your 3 heart losers in the dummy.



**Time To Play**