

# Grantham Bridge Club

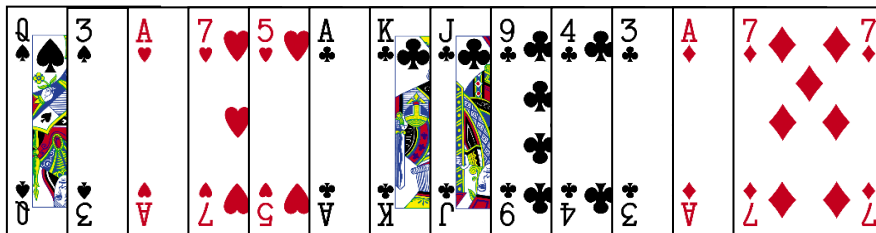
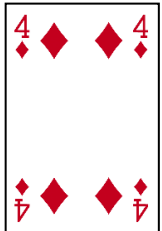
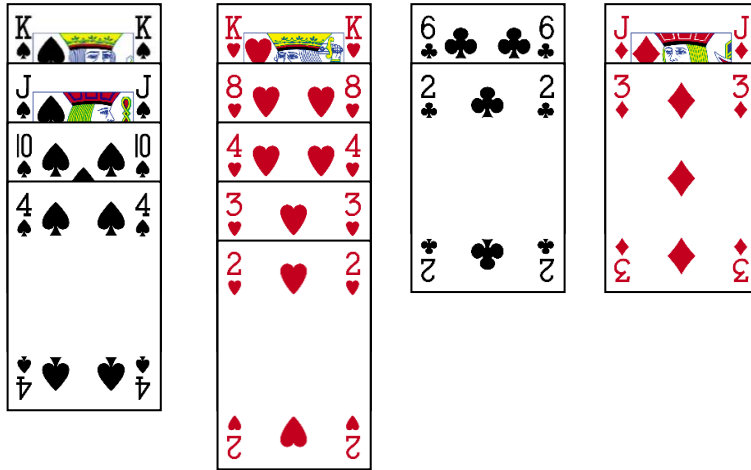


## Planning the Play as Declarer in NT contracts

# Planning the play in No Trump

- Revise the basic elements of Declaring No Trump – the planning process.
- Consider how to deal with problems the Defence may pose.
  - Hold-up play.
  - Avoidance plays.
- Look at some aspects of entry management and unblocking.

# Planning the Play



West	North	East	South
			1♣
1♦	1♥	3♦	3NT
All Pass			

Analyse the Lead.

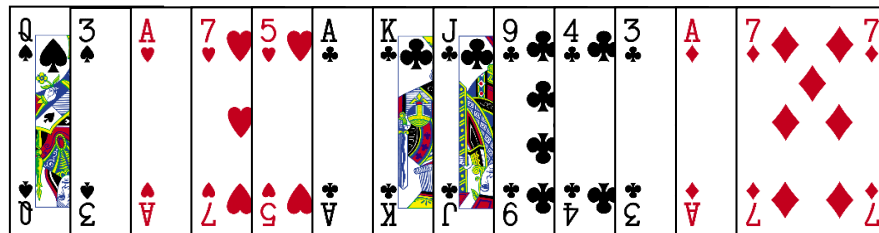
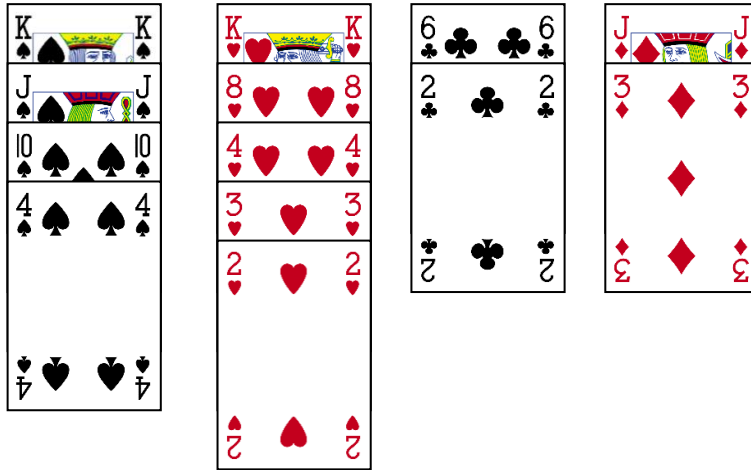
Think about the Bidding.

Count Tricks: how many 'Top Tricks' are there; how many extra tricks are needed; and which suits will offer the best chance of making them?

What Dangers do the Defence pose?

What Entries are needed by either hand?

# Planning the Play



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			1♣
1♦	1♥	3♦	3NT
All Pass			

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# Count and Plan

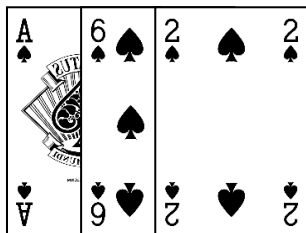
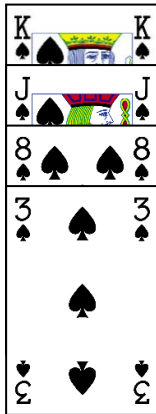
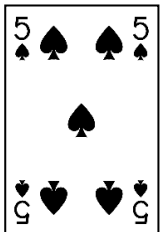
- Analyse the opening lead. What does it tell you – can it help at Trick 1?

# Analyse the opening lead v NT

- A high card (7/8+) may often be from a rag suit, probably no honours.
- A low card in an unbid suit may be 4th highest in a suit headed by at least one honour. Can use Rule of 11.

# ‘Rule of Eleven’

If the opponents use fourth highest leads, deduct from 11 the number of spots on the lead card. Deduct from that total the number of cards higher than the lead card you can see in your hand and Dummy. The answer tells you the number of higher ranking cards held by the fourth player.



- $11 - 5 = 6$ .
- You can see five cards higher than the 5 between your hand and Dummy.
- Therefore East has one card higher than the 5.
- Play low from Dummy and beat East's card with the  $\spadesuit$ A.
- Then plan to finesse through West's holding.

# Analyse the opening lead v NT

- A high card (7/8+) may often be from a rag suit, probably no honours.
- A low card in an unbid suit may be 4th highest in a suit headed by at least one honour. Can use Rule of 11.
- Lead of the lowest card visible suggests a 4-card suit.
- In an unbid suit, an honour should be top of a sequence of three touching or nearly touching cards. e.g. The lead of the ♥Q should show ♥J 10 or ♥J 9 but deny the ♥K. If you can't see the King it must be in your RHO's hand.



# Count and Plan

- Analyse the opening lead. What does it tell you – can it help at Trick 1?
- Think about the Bidding. What does it tell you about distribution of cards and points?

# Think about the Bidding

- A player who has opened has at least 11-12 HCP.
- A player who has passed before a player has opened the bidding has  $< 12$  HCP.
- If opener's partner didn't respond, she has  $< 6$  HCP.
- A one-level overcaller should have at least 8 HCP and a good quality 5+ card suit; a two-level overcaller should have at least 10 HCP and a good quality 5+ card suit.
- A player who has made a takeout double should have at least 11 HCP.
- Pre-emptive opening bids (Weak 2s and 3s) should show 6/7-card suits and up to 10HCP. Also applies to Jump Overcalls.
- You are entitled to ask meaning of conventional bids.

# Count and Plan

- Analyse the opening lead. What does it tell you – can it help at Trick 1?
- Think about the Bidding. What does it tell you about distribution of cards and points?
- Count your Top Tricks. How many Extra Tricks are needed?
  - Which suits will offer best chance of making those extra tricks?

# Extra Tricks

Force

Length

and

Position

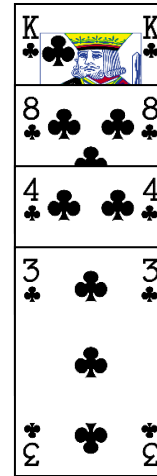
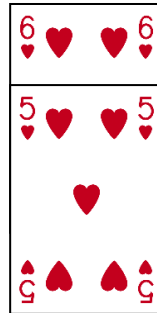
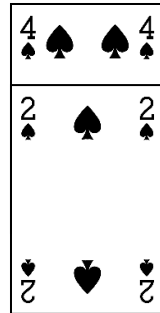
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  - Which suits will offer best chance of making those extra tricks?
  - Plan to play those suits first, keeping your winners in the other suits.
- What Dangers do you need to try to avoid?

# Dangers

- Defender cashing a long suit after knocking out your stopper.
  - Consider a hold-up play.

# Defence running a long suit



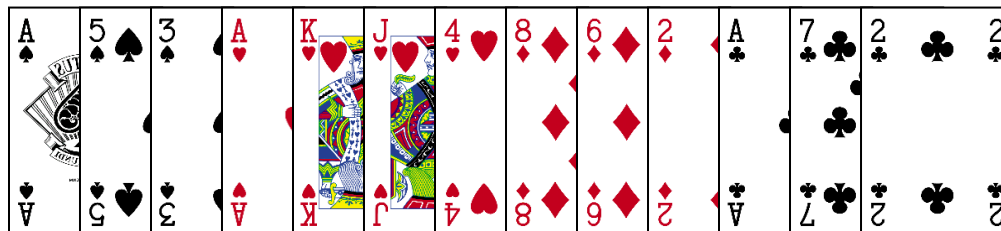
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6 Top Tricks

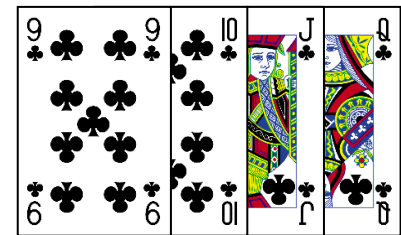
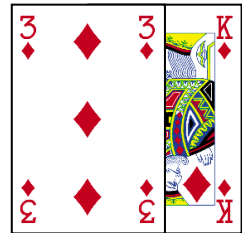
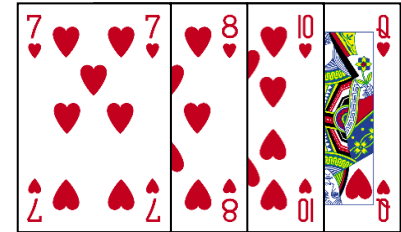
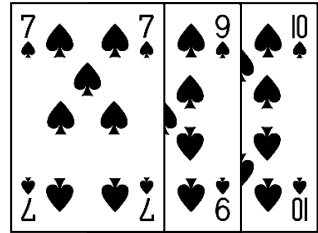
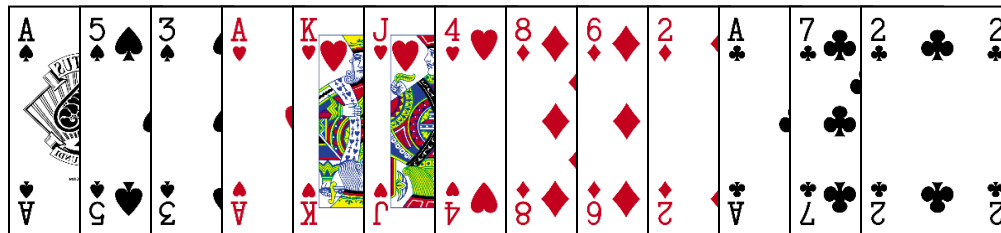
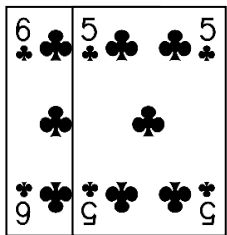
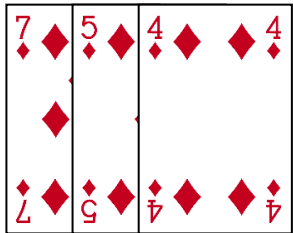
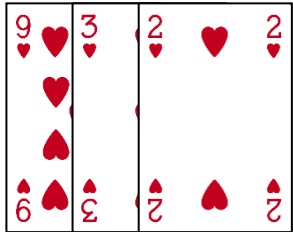
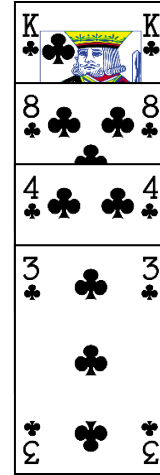
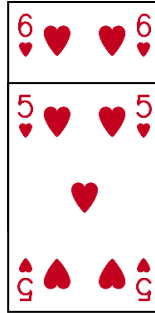
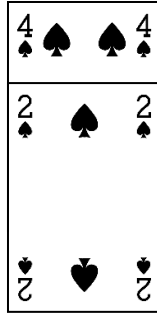
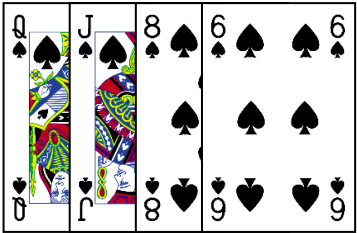
3 or 4 extra tricks dependent on ♦K

What can possibly go wrong?



# Defence running a long suit

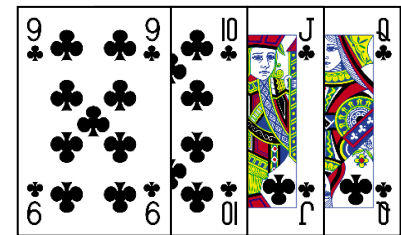
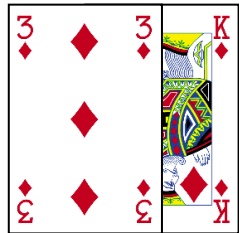
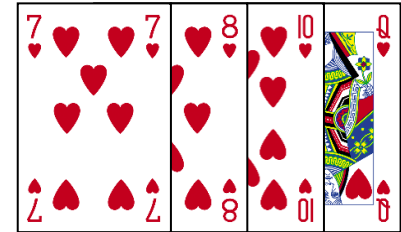
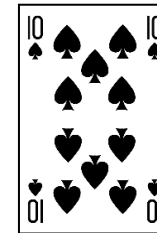
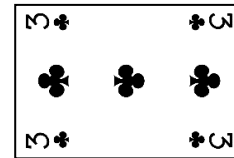
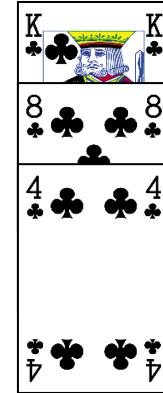
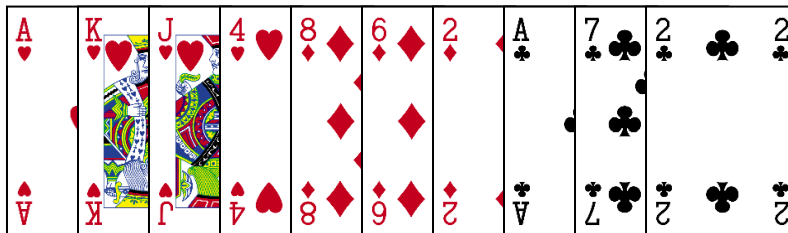
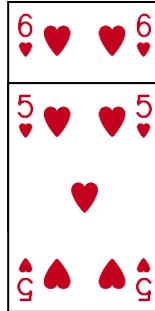
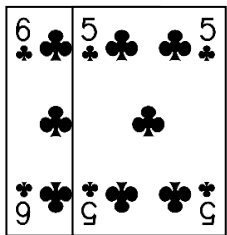
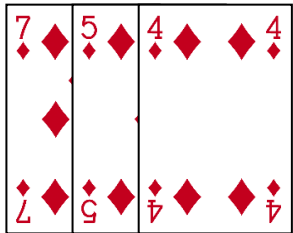
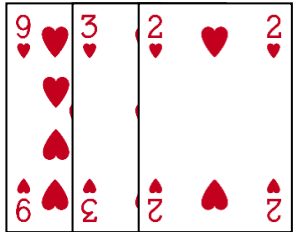
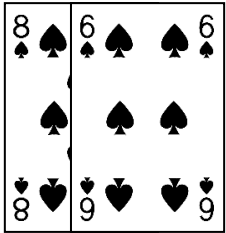
3NT by S





# Hold up play

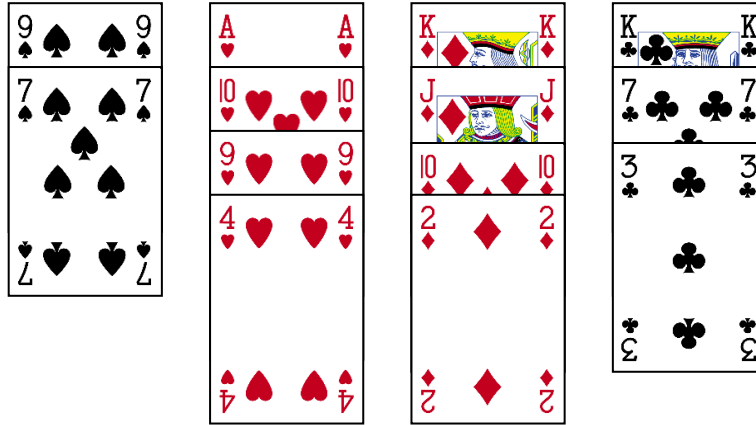
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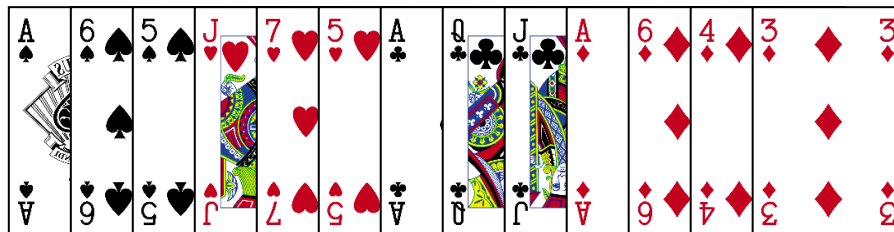
# The Hold-up Play

- With a single top winner such as the Ace, delay winning a trick in the suit to cut defensive communications to guard against one player having a 5-card suit.
- Can use 'Rule of 7' to work out how many tricks to hold up:
  - Subtract from 7 the total number of cards in the suit in hand and dummy;
  - the answer is the number of times to hold up before playing the Ace.
  - With 5 cards in combined hands – the 'Rule' suggests you should hold up for two rounds ( $7-5=2$ )
- Use with caution – you still need to think about each situation.

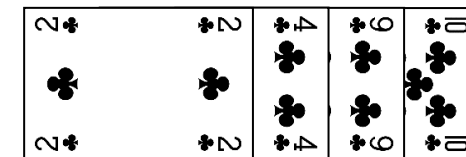
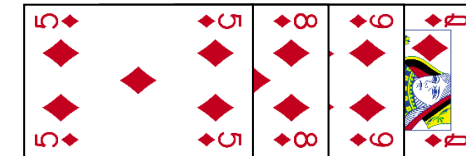
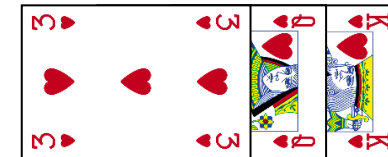
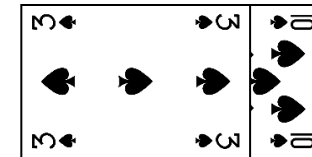
# Use with Caution!



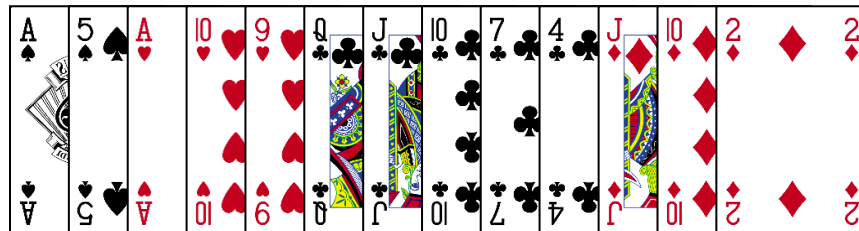
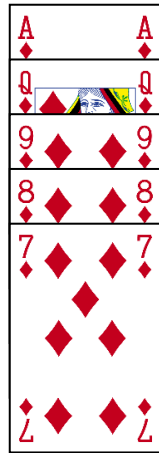
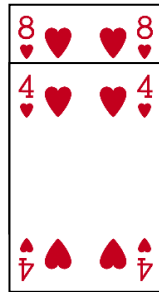
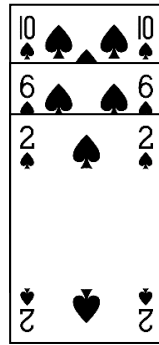
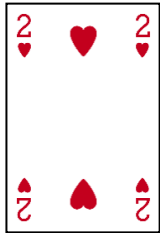
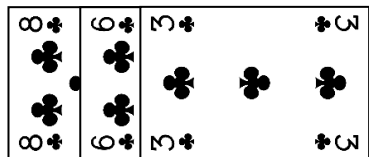
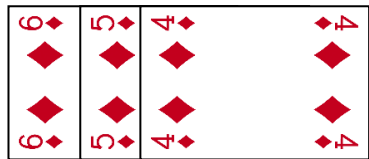
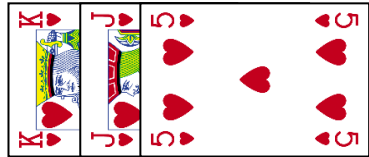
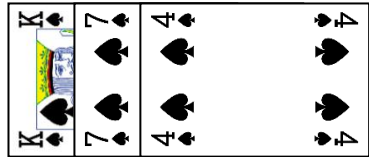
West has advertised a 6-card suit in the bidding. 'Rule of 7' suggest hold up twice but proper analysis shows you only need to hold up once.



West	North	East	South
2♠	Dbl	Pass	3NT
End			

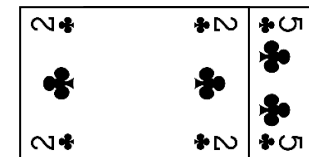
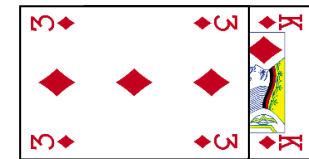
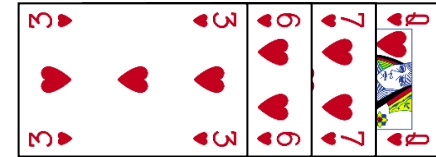
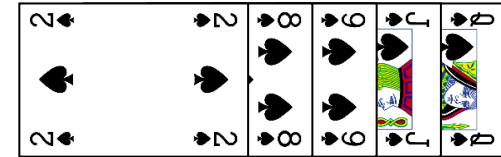


# Use with Caution!



Don't hold up if the Defence could do more damage with a switch.  
Here, a switch to spades will defeat the contract

West	North	East	South
Pass	3NT	End	1NT



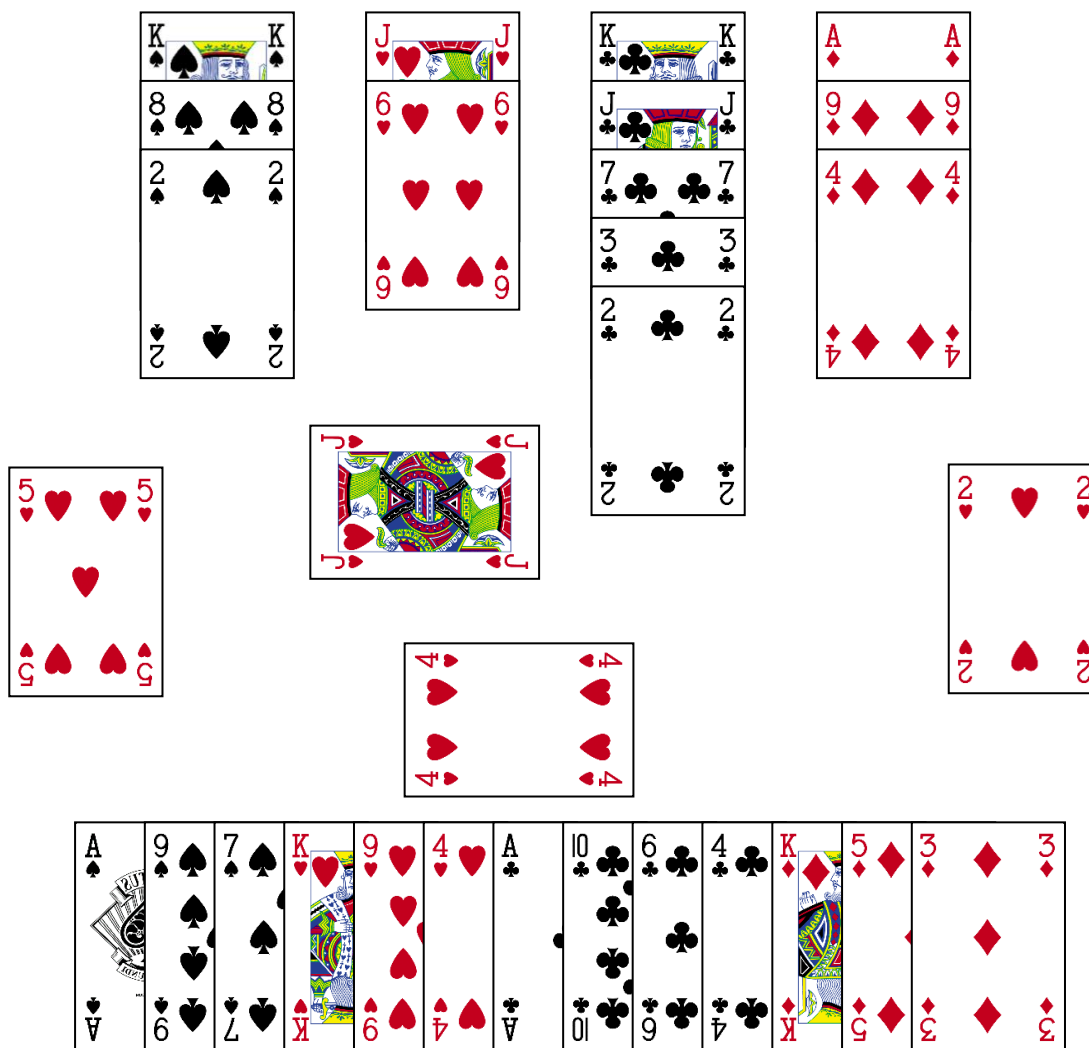
# Dangers

- Defender cashing a long suit after knocking out your stopper.
  - Consider a hold-up play.
- Defender leading through an exposed Card.
  - Consider an Avoidance Play.

# Avoidance Play

- Where you have an unsupported honour which is vulnerable to being led through, decide which is the:
  - Safe Hand – this hand can do you no harm if on lead.
  - Danger Hand – if this hand is on lead, it is bad news!
- Aim to take finesses into the Safe Hand where possible, avoiding playing into the Danger hand.
- Sometimes, you can choose which is to be the safe hand and which the danger hand.

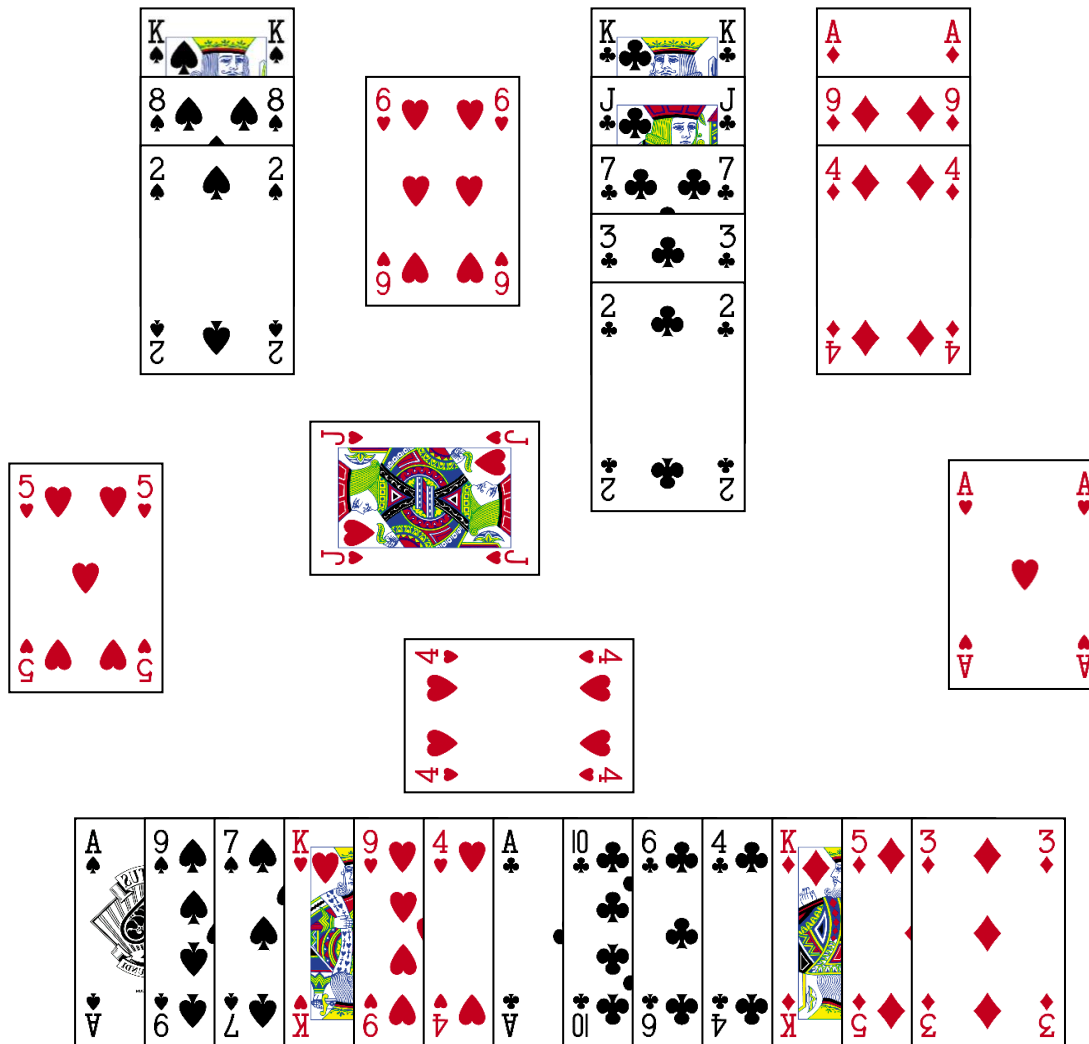
# Danger Hand



3NT by S

Situation 1 – The ♥J wins. Declarer cannot afford to allow East (the **Danger Hand**) to gain the lead. Declarer must finesse clubs into **West**. If **West** wins, she cannot lead another ♥ without setting up Declarer's ♥K.

# Danger Hand



3NT by S

Situation 2 – East plays ♥A and returns a ♥.

Declarer cannot afford to allow **West** to gain the lead once the ♥K has been played.

Declarer must hold up the ♥K to the third round (Rule of 7) to guard against a 5-card suit with West, and then finesse Clubs into the **East** Hand.

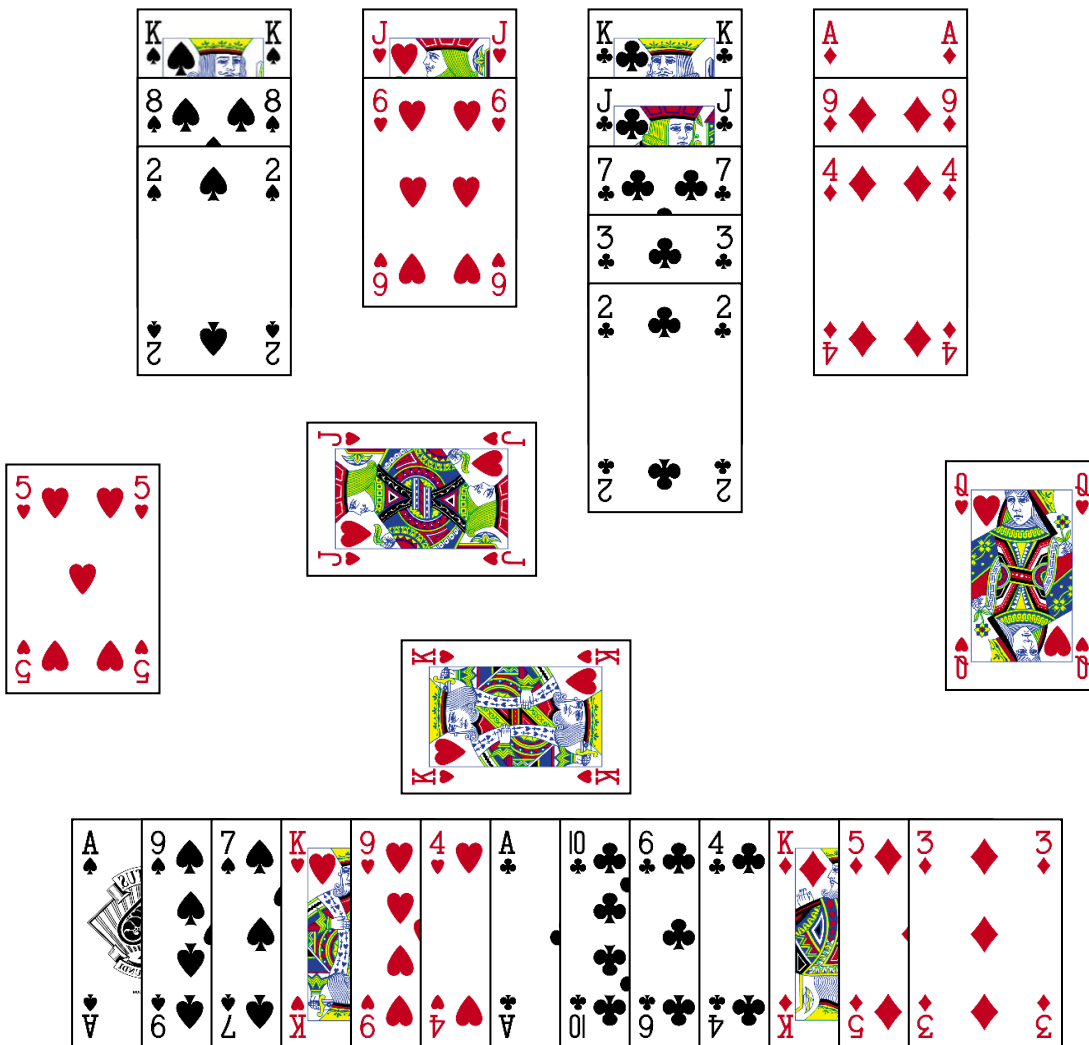


# Danger Hand

# 3NT by S

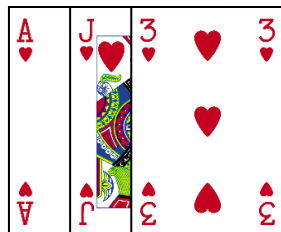
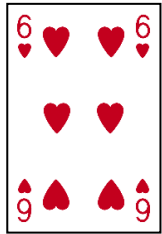
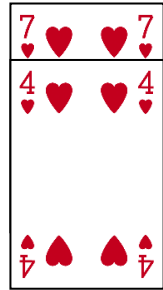
Situation 3 – East plays ♥Q.  
Declarer must win ♥K  
immediately.

Both hands are **Danger Hands**  
so Declarer then needs to  
hope that she get the clubs  
right!



# Which is the Danger Hand?

3NT by S



West leads the ♥6 and East plays the ♥K.

If you play the ♥A, you make **East** the **Danger Hand** and **West** the **Safe Hand**.

Do this if you have a finesse that you are going to take into the **West** hand.

If you hold up for two rounds, you make **West** the **Danger Hand** and **East** the **Safe Hand**. Do this if you have a finesse that you are going to take into the **East** hand.

# Which is the Danger Hand?

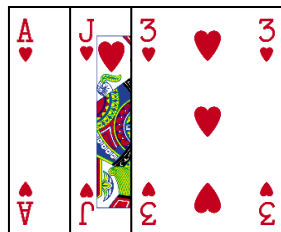
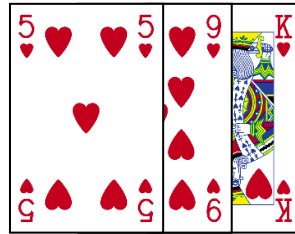
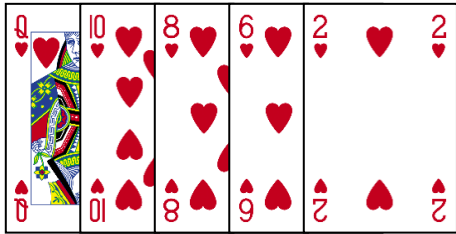
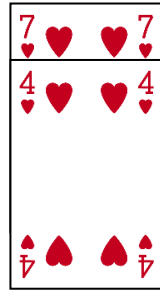
3NT by S

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Do this if you have a finesse that you are going to take into the **West** hand.

If you hold up for two rounds, you make **West** the **Danger Hand** and **East** the **Safe Hand**. Do this if you have a finesse that you are going to take into the **East** hand.



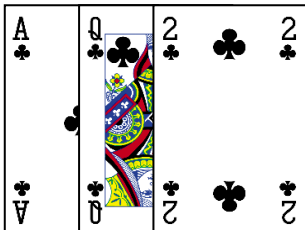
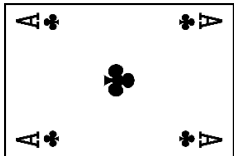
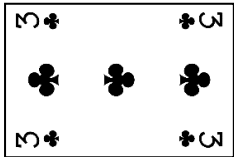
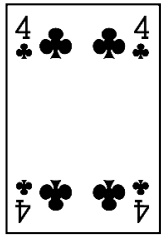
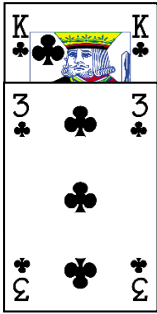
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  - Which suits will offer best chance of making those extra tricks?
  - Plan to play those suits first, keeping your winners in the other suits.
- What Dangers do you need to try to avoid?
- What Entries will you need to keep in Each hand? Ensure you do not block suits.

# Entry Management

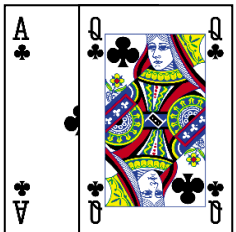
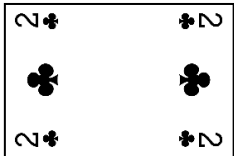
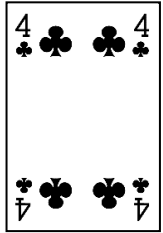
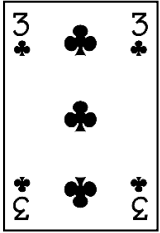
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- Plan ahead - if setting up a long suit in Dummy (or Hand) – how will you reach it?



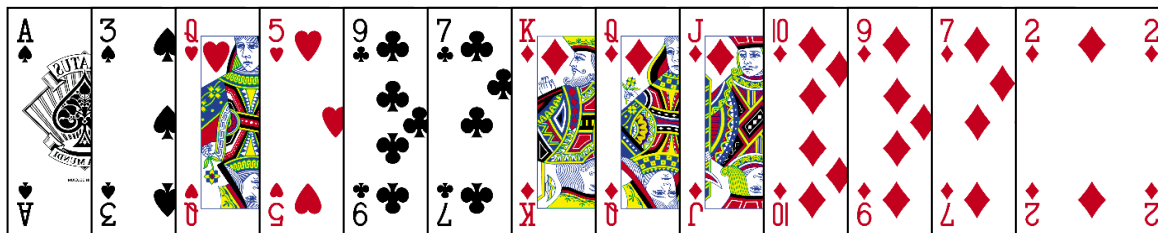
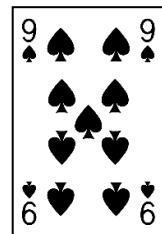
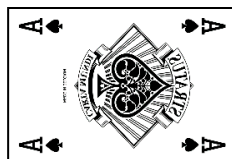
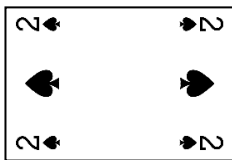
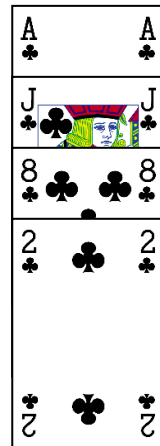
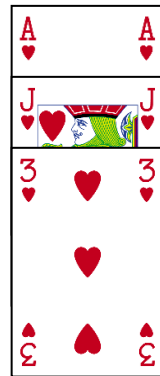
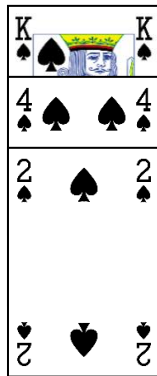
# Entry Management

3NT by S

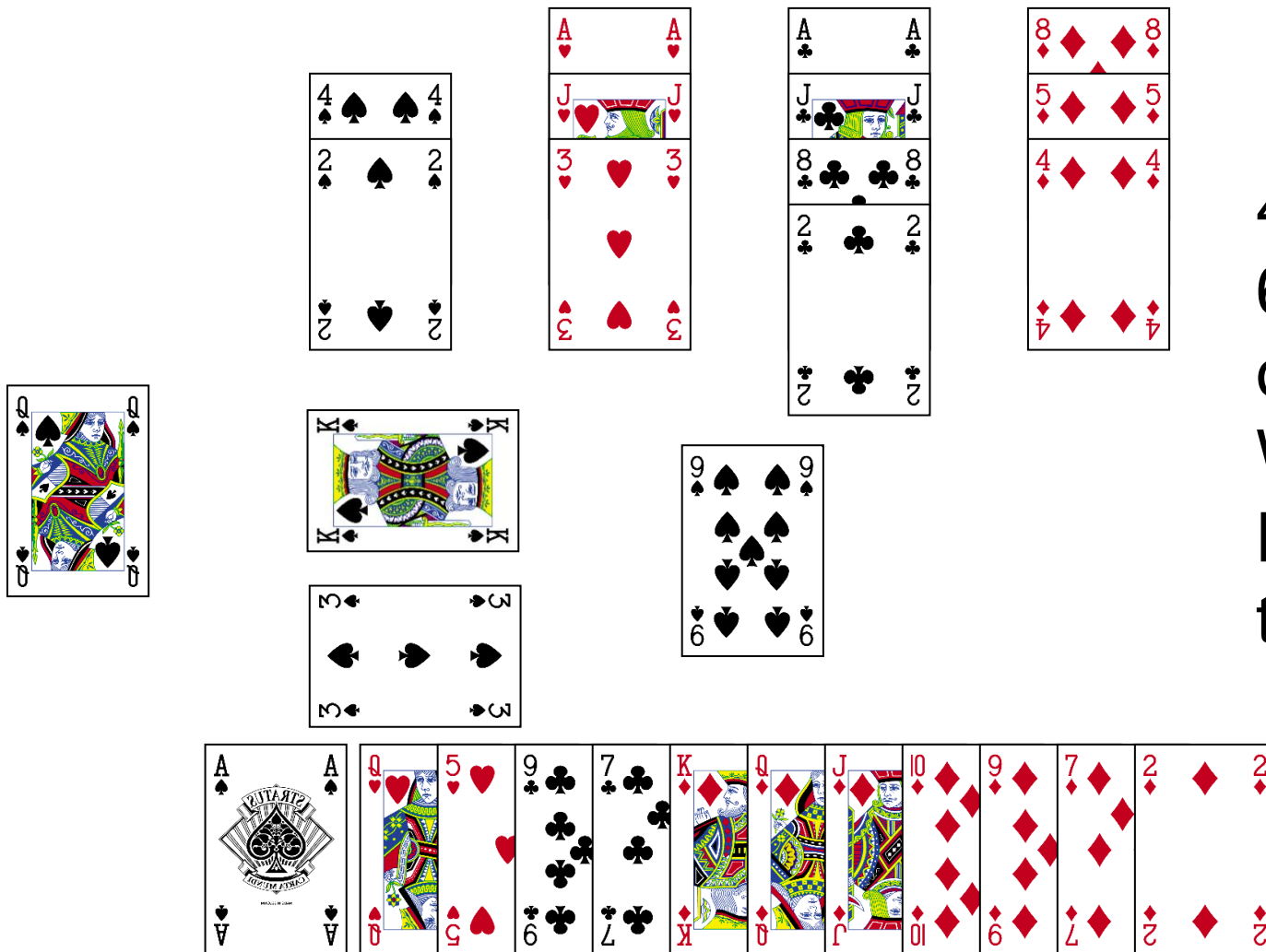
4 Top Tricks.

6 extra ♦ tricks once ♦ A forced out.

What can possibly go wrong?



# Entry Management



3NT by S

4 Top Tricks.

6 extra ♦ tricks once ♦ A forced out.

What can possibly go wrong?  
Need to preserve ♠A as entry to ♦ if they break badly.

# Count and Plan

- **A**nalyse the opening lead. What does it tell you – can it help at Trick 1?
- Think about the **B**idding. What does it tell you about distribution of cards and points?
- **C**ount your Top Tricks. How many Extra Tricks are needed?
  - Which suits will offer best chance of making those extra tricks?
  - Plan to play those suits first, keeping your winners in the other suits.
- What **D**angers do you need to try to avoid?
- What **E**ntries will you need to keep in Each hand? Ensure you do not block suits.