Play Lesson 1: Making A Plan

P ause to Consider

L ook at Winners & Losers

A nalyze Techniques

N ow Form A Plan

Consider:

- 1) Objective
- 2) Winners in NT / Losers in Trump
- 3) NT: Promote High Cards, Develop long suits, Finesse
- 4) TRUMP: All Above + Discard Losers, Ruff Losers (Short Hand)
- 5) Plan

Exercise	One	- Ih	e Ob	ective

In a contr	ract of 3NT, the objecti	ive is to take nine tric	ks. In a contract
of 24, the o	bjective is to lose no n	nore than five tricks.	Look at the fol-
lowing contr	acts and decide the obj	jective, counting win	ners in notrump
and losers in	a trump contract.		

1) 3 👫

2) 6NT 3) 4 A

4) 1NT

5) 2 \(\psi \)

Exercise Two — Counting Winners

Count the number of sure winners in each suit - the tricks that can be taken without giving up the lead.

DUMMY: 1) A K Q 2) A J 3) Q J 7 5 4) A 8 3 2

5) K Q

DECLARER: 42 KQ AK432 K95

4.2

Exercise Three — Counting Losers

Count the number of losers that declarer has in each suit — the tricks that could be lost to the opponents. Are the losers quick or slow?

DUMMY: 1) K Q J 4 2) J 10 9 8 3) 9 8 6 2

4) A 5

5) K 6 4

DECLARER: 98 5432 A5

9862

85

Losers:

Quick/Slow:

DUMMY: 6) Q 4 2

7) K 7 6 8) 7 4 3 2 DECLARER: 983 J1093 AKJ

9) KQ5 10) AJ10 742

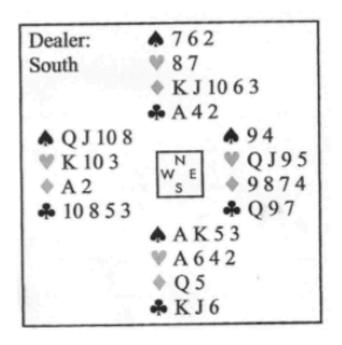
Losers:

Quick/Slow: _____

842

Hand #8 (3-3): South(D)

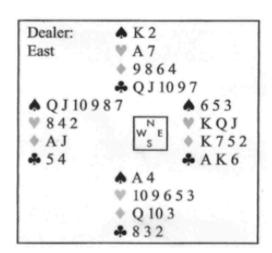
Bidding: 1NT-P-2NT-P-3NT-P-P-P



Count Winners, Set up ♦'s with an entry

Hand #7 (3-2): East(D)

Bidding: 1NT-P-2♥-P-2♠-P-4♠-P-P-P

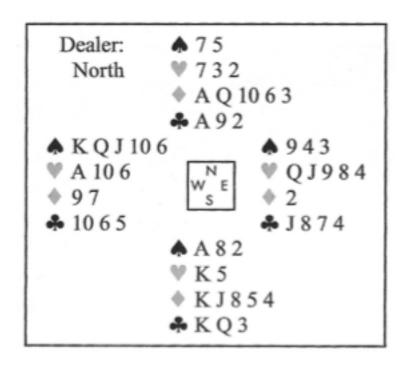


Count Losers

Play Hand #1 (1-1):

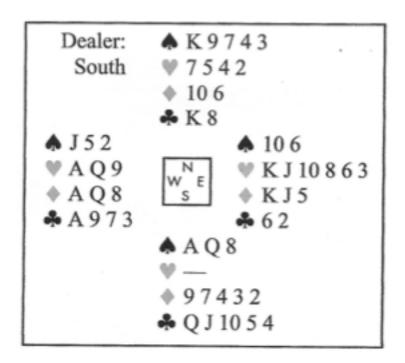
North (D)

P-P-1N-P-3N-P-P-P



Play Hand #2 (1-3): South (D)

P-1N-P-2♦-P-2♥-P-3♥-P-4♥-P-P-P



Play Hand #3 (1-4): West (D)

