

BEGINNERS' LESSONS

Welcome

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Prepared by Douglas Russell for Auckland Bridge Club



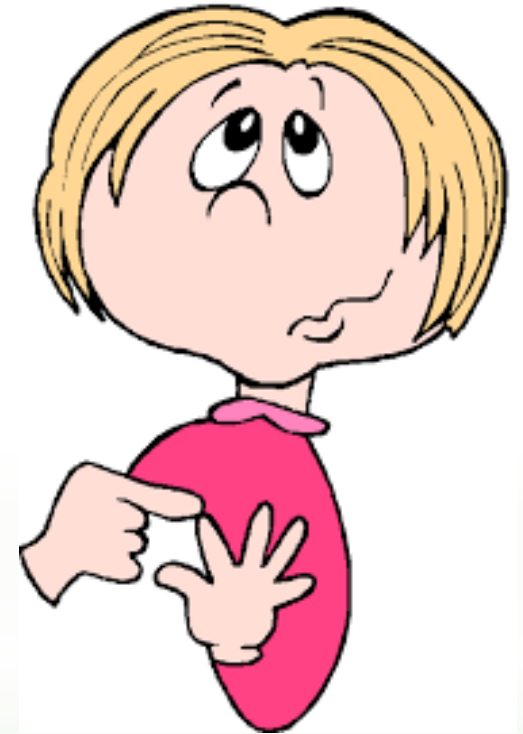
Lesson 3A

Declarer Play in Suit Contracts



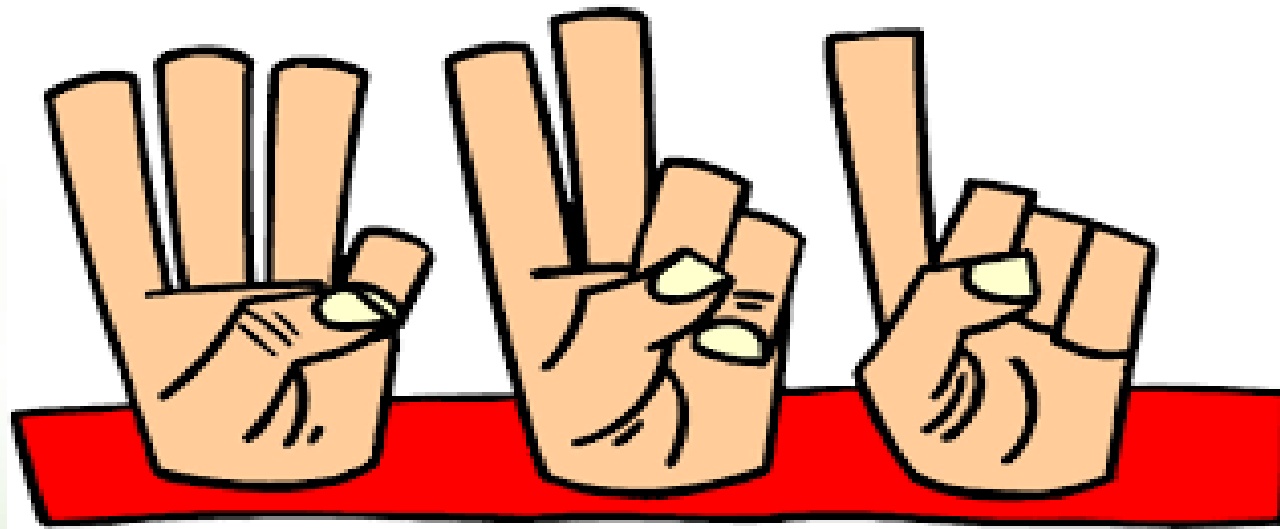
MAKE A PLAN

- Count your losers
- Work out how you can avoid losing those tricks
- There are different techniques you can use



COUNTING LOSERS

- Check each suit for losing tricks



COUNTING LOSERS



0

Losers



COUNTING LOSERS



1

Loser



COUNTING LOSERS



0

Losers



COUNTING LOSERS



2

Losers



CONTRACT = 4♠ ... lead ♦J



TOTAL LOSERS = 0♠, 1♥, 0♦, 2♣ = 3 in total

With only 3 losers, draw trumps



CONTRACT = 4♠ ... lead ♦J



If the ♦ suit does not break 3-3, we ruff a ♦

With only 3 losers, draw trumps



QUICK DISCARDS

- Look for ways to discard losers
- Check each suit for immediate winners to discard possible losers



CONTRACT = 4♠ ... lead ♣K



TOTAL LOSERS = 1♠, 0♥, 1♦, 2♣ = 4 in total

How do we avoid losing 4 tricks?



CONTRACT = 4♠ ... lead ♣K



You must eliminate one of the losing ♣'s

DO NOT draw trumps immediately



CONTRACT = 4♠ ... lead ♣K



Discard a losing ♣ by playing 3 rounds of ♥'s

Be careful not to BLOCK the ♥ suit



MANAGING TRUMPS

- Drawing trumps
- Ruffing in dummy
- Do not ruff in the long hand, since this does not make any extra tricks





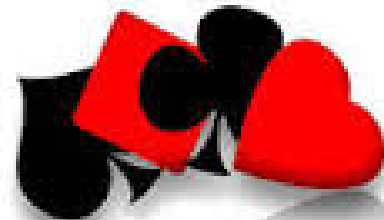
DRAWING TRUMPS



- Count how many trumps you are **MISSING** at the outset
- It is **USUALLY** correct to draw trumps first
- **STOP** drawing trumps when your opponents have none left **OR**
- when the only trump remaining is the highest one



RUFFING IN DUMMY



- Use the power of the trumps in dummy (the short hand of trumps) to ruff losers.
- You may need to do this before playing out trumps when drawing trumps will rid dummy of the necessary trump suit



DO NOT RUFF IN THE LONG HAND



- Trumps in the long hand are natural winners
- Only ruff in the long hand when it will help set up tricks in dummy

**The LONG hand is the hand with the most trumps
This is usually DECLARER's hand**



CONTINUATION OF PLAY AFTER DRAWING TRUMPS

- Promote honours (lose a trick to gain additional tricks)
- Play towards honours
- Finessing
- Developing a long side-suit



CONTRACT = 6 ♠ ... lead ♣Q



SPADES = 1 loser

Count your LOSERS



CONTRACT = 6 ♠ ... lead ♣Q



HEARTS = 0 losers (if you ruff the ♥2 and ♥3)

Count your LOSERS



CONTRACT = 6 ♠ ... lead ♣Q



DIAMONDS = 0 losers

Count your LOSERS



CONTRACT = 6♠ ... lead ♣Q



CLUBS = 0 losers

Count your LOSERS



CONTRACT = 6 ♠ ... lead ♣Q



It is best to win the ♣ lead in dummy

**RUFF YOUR HEART LOSERS BEFORE
DRAWING TRUMPS**



Lesson 5 - Summary

- ***Draw trumps*** first (usually)
- Remember to ***count how many trumps are left out***
- ***STOP*** drawing trumps when:
 - Only the highest trump is left OR
 - Your Opponents trumps have run out
- If dummy has a shortage in a side suit you may be able to ***score extra tricks by ruffing with dummy's trumps***



Hand 1: North to make 12 tricks in ♠, East leads K♥

Hand 2: West to make 11 tricks in ♠, North leads Q♦

Hand 3: South to make 10 tricks in ♥, West leads J♣

Hand 4: East to make 11 tricks in ♥, South leads Q♣

Hand 5: West to make 11 tricks in ♥, North leads 5♦

Hand 6: North to make 11 tricks in ♠, East leads 4♥

Hand 7: East to make 12 tricks in ♠, South leads 3♥

Hand 8: South to make 10 tricks in ♥, West leads 10♣



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