

Play of the Hand – NoTrump Contracts

June 7, 2022

Etobicoke Bridge Centre

Comment [S1]: Did 2 hr course
June 22
Got through all up to Card
Combinations

General Guidelines

- Before you play from dummy at trick one, make a plan
- Count your “quick” (immediate) winners
- Determine what suits offer possibilities for additional tricks via promotion, finessing or length, and how. Count these as tricks for “development”
- Usually play a long suit to develop tricks
- Avoid playing short, high-card-only suits (consider AKx opposite xxx). Save them for stoppers and communication. If you cash them you are setting up opponent’s winners in those suits.
 - Once you cash the AK, opponents have at least 2 new winners in this suit
 - Instead plan to cash them as needed or later in the hand.
- Also consider “entries” to execute your plan
- Is the suit led a significant threat to your contract?
 - Analyzing the opening lead
 - Is it 4th best of a long suit? (usually). Top of a sequence? Short suit?
 - lead of a 2 vs NT shows 4 of them
 - high card shows top of a sequence, ie Q from QJTxx
- Consider the bidding by opponents
 - Overcaller has 5 card suit, did partner raise?
 - How are the HC pts that you do not have divided?
- Skip to next page for your first hand

Lets play a sample hand to show how to plan a NT hand

Board 1

East Deals ♠ A J 9 4
 N-S Vul ♥ 7 5 3
 ♦ Q J 10 5
 ♣ J 9

| | | |
|-------------|---|-----------|
| ♠ 8 6 | <div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W E S </div> | ♠ K Q 7 3 |
| ♥ K Q J 8 6 | | ♥ 10 4 |
| ♦ 9 7 3 | | ♦ A K 8 4 |
| ♣ A 8 5 | | ♣ K 6 2 |

♠ 10 5 2
 ♥ A 9 2
 ♦ 6 2
 ♣ Q 10 7 4 3

Comment [a2]:
 /Declarer Play/NoTrump Hands Hand 1
 Develop Hts; Also show how holdup increases chances
 Any dir, E plays 3N

Auction: N E S W
 — P —
 P — P —

Final Contract: 3N by E

Opening Lead: 4C

Lead info: C4 _____

| Suit | Quick Tricks | Develop Tricks | Total | How to develop? or concerns |
|---------------|--------------|----------------|-------|-----------------------------|
| S | | | | |
| H | | | | |
| D | | | | |
| C | | | | |
| Totals | | | | |

Answer to above chart on next page

- Analyze the opening lead
 - C4 led, we have the 2, so leader has 4 or 5 clubs, hence his partner has 3 or 2 clubs. If clubs are 4-3, contract guaranteed (they can take only 2 clubs, and 2 other Aces). So, worry only about clubs being 5-2 (see holdup pgh below)
- What suit will we develop first – hearts
- Do we have entries to do so?
 - Assume opponents will play well, meaning duck till the 2nd round of hearts
 - Hence we need an outside entry to get back to the now-good hearts; only possible entry is the CA. Thus we must preserve this card, hence win the first trick with the CK
- Any further development needed? Yes, we also need one spade trick. Lets summarize our plan
 - Win the opening lead in our hand
 - Play hearts.
 - Opponents win 2nd round and play another club, which we win in dummy.
 - Run our heart winners.

- Then play a spade, hoping N has this card (assuming clubs are 5-2) Can we do anything to increase our chances? Yes, hold up on their long suit. By doing so, and if clubs are 5-2, we exhaust N or their clubs. Now as long as S does not have both AH and AS, we are cold.
- Answer for Planning Hand #1 (above)

| Suit | Quick Tricks | Develop Tricks | Total | How ? or concerns |
|--------|--------------|----------------|-------|---|
| S | 0 | 1 | 1 | Lead (ideally toward) K, setting up Q |
| H | 0 | 4 | 4 | Lead T (HighCard short side), continue to knock out A |
| D | 2 | 0 | 2 | |
| C | 2 | 0 | 2 | Threat suit |
| Totals | 4 | 5 | 9 | |

○

Board 2

South Deals

None Vul

| | | | |
|------------|---|-------------|--|
| ♠ 6 4 2 | | | |
| ♥ K J 3 | | | |
| ♦ A K Q J | | | |
| ♣ 10 9 5 | | | |
| ♠ 10 5 | N | ♠ K Q J 7 3 | |
| ♥ 9 7 5 2 | W | ♥ Q 10 8 | |
| ♦ 10 6 4 2 | E | ♦ 9 7 | |
| ♣ K 6 4 | S | ♣ Q 3 2 | |
| | | ♠ A 9 8 | |
| | | ♥ A 6 4 | |
| | | ♦ 8 5 3 | |
| | | ♣ A J 8 7 | |

Final Contract: 3N by E


Opening Lead: 4C

Lead info: C4 _____

| Suit | Quick Tricks | Develop Tricks | Total | How to develop? or concerns |
|--------|--------------|----------------|-------|-----------------------------|
| S | | | | |
| H | | | | |
| D | | | | |
| C | | | | |
| Totals | | | | |

Hand Play Comments:

Board 3 ♠ A 4
 North Deals ♥ K Q 10 7
 N-S Vul ♦ A J 3
 ♣ J 10 6 4

| | | |
|------------|---|--------------|
| ♠ K 8 5 2 |  | ♠ Q J 10 7 3 |
| ♥ A 8 4 | | ♥ 9 5 2 |
| ♦ 10 9 5 2 | | ♦ 7 6 |
| ♣ 8 7 | | ♣ K 5 3 |

♠ 9 6
 ♥ J 6 3
 ♦ K Q 8 4
 ♣ A Q 9 2

Comment [a3]:
 No Trump Hands.pbn Hand 3

N plays 3NT
 Cannot lose lead so must hope clubs
 produces 4 tricks to make 9

Lead info: _____

| Suit | Quick Tricks | Develop Tricks | Total | How to develop? or concerns |
|---------------|--------------|----------------|-------|-----------------------------|
| S | | | | |
| H | | | | |
| D | | | | |
| C | | | | |
| Totals | | | | |

- Analyze the opening lead
 - Leader has QJT etc or QJ9xx. We have only Ax so can only hold up once, not much help
- What suit will we develop first – we cannot afford to lose the lead, hence cannot play on hearts. However, if CK is onside, we can make contract
- Do we have entries to do so? Yes, lots
- Any further development needed? No.
- Lets summarize our plan; Win AS, take club finesse, hoping K is with East = 9 tricks

Board 4
 South Deals
 None Vul

♠ 6 4 2
 ♥ K J 3
 ♦ A K Q J
 ♣ 10 9 5

♠ 10 5
 ♥ 9 7 5 2
 ♦ 10 6 4 2
 ♣ K 6 4



♠ K Q J 7 3
 ♥ Q 10 8
 ♦ 9 7
 ♣ Q 3 2

♠ A 9 8
 ♥ A 6 4
 ♦ 8 5 3
 ♣ A J 8 7

Comment [S4]: No Trump Hands
 Hand 4
 Duck Spade, play on clubs into safe
 hand

Auction: N E S W
 — — — P
 — P — P
 — — — —

Final Contract: 3N by S

Opening Lead: 10S

Lead Info: _____

| Suit | Quick Tricks | Develop Tricks | Total | How to develop? or concerns |
|--------|--------------|----------------|-------|-----------------------------|
| S | | | | |
| H | | | | |
| D | | | | |
| C | | | | |
| Totals | | | | |

There are several situations when you should NOT duck the opening lead.

- o You have two stoppers, ie AQ, and only need to give up lead once
- o You have a holding that is two tricks (vs. only one) by taking the first trick
 - x led, you have Jx opposite A10x. duck in dummy, then either win the 10, or beat K/Q with A, since this gives you two tricks
- o Win the trick, ie with AJx, because you can keep the dangerous opponent off the lead by, say, finessing into the safe hand
- o If you duck, opponents can switch to another suit that will beat your contract.

Visualize the order in which you cash your tricks, with some thought given to not getting any suits blocked

- o ie, AK opposite QJxx ; cannot cash 4 tricks; need an outside entry after unblocking(playing) AK
- o Consider playing these EW suits assuming no outside entries; watch for (in-suit) blocks
 - AQJT K
 -
 - AKQ74 T986.

- o Combining your odds
 - o Any time you can increase the odds of success, it sure makes sense. Before committing to a guess in one suit, perhaps you can safely try another suit (or suits) first.

Comment [a5]:
 Declarer/No Trump Hands Hand 6
 Lead to AJx, win A, must take safety finesse of clubs into safe hand
 Dlr = any 3NT by E

Comment [MSOffice6]:
 No Trump Hands Hand 7
 Any dlr, W plays 3NT
 IF you duck hts twice, they switch to S, and get 5 tricks. Don't duck
 Hmwk Hand: No Trump Hands Hand 8
 Take first trick or club shift, down one
 Also DeclarerInClass #13: ht lead, D shift and another D kills only entry to long clubs.

Comment [MSOffice7]: OMIT THIS ONE
 Generated by No Trump Hands H 9
 S plays 3NT, Dlr = E/S Must take tricks right order, tough
 Play at tables

Comment [a8]:
 No Trump Hands Hand 10
 Dlr = any; 1NT by S. Must unblock diamonds first, then spades.
 AC overtake; signal ht via low other
 Then; consider how you would play if lead was a heart instead. Ans-must unblock spades first
 From bridgebears.com
 o(Optional) Tough unblock problem :
<http://www.bridgebears.com/bridge-card-game/wintricks/04-quiz1.html>
 Hand 4

Comment [MSOffice9]:
 No Trump Hands Hand 11
 3NT by N, Dlr=any
 (From RP Adv DeclPlay NT Technique P1 H1)
 On Viewer

Card Combinations

Note: entries back and forth are unlimited, but play suits as efficiently as possible

Answers in the appendix

| West | East | (Max Tricks Possible) | Explain how to play |
|------------------------------|-------|-----------------------|-----------------------------------|
| <input type="radio"/> Axxx | Qxx | (3) | low towards the Q, hoping N has K |
| <input type="radio"/> KQxxx | xxx | (4) | _____ |
| <input type="radio"/> KJx | xx | (2) | _____ |
| <input type="radio"/> AQ10xx | J9x | (5) | _____ |
| <input type="radio"/> AQxxx | Jxx | (5) | _____ |
| <input type="radio"/> AJxx | K10xx | (4) | _____ |
| <input type="radio"/> AJxx | Kxxxx | (5) | _____ |
| <input type="radio"/> Axxxx | Kx | (4) | _____ |
| <input type="radio"/> AQxxx | xx | (4) | _____ |
| <input type="radio"/> AQ10x | xxx | (4) | _____ |
| <input type="radio"/> AJ10xx | xxx | (4) | _____ |
| <input type="radio"/> AJ9xx | xxx | (4) | _____ |
| <input type="radio"/> AKJ9 | xx | (4) | _____ |
| <input type="radio"/> AKJxxx | xx | (6) | _____ |
| <input type="radio"/> AKxx | Jxx | (3) | _____ |
| <input type="radio"/> KQ10x | A9xxx | (5) | _____ |
| <input type="radio"/> A109 | Qxx | (2) | _____ |
| <input type="radio"/> KQ10 | xxx | (2) | _____ |
| <input type="radio"/> Axxxx | J109 | (4) | _____ |
| <input type="radio"/> Kxxx | Q10xx | (3) | _____ |
| <input type="radio"/> Kxxx | Qxxx | (3) | _____ |

Any questions email etobicokebridge@gmail.com

APPENDIX

Card Combinations - ANSWERS

Note: entries back and forth are unlimited, but play suits as efficiently as possible

Comment [MSOffice10]: Do some of these in class; do on the board, too much time at tables, given previous two exercises.
2017: omit for one day course, many done already

| West | East | (Max Tricks Possible) | Explain how to play |
|------------|-------|-----------------------|--|
| 1. Axxx | Qxx | (3) | low towards the Q, hoping N has K |
| 2. KQxxx | xxx | (4) | low towards Q, hoping S has A; repeat |
| 3. KJx | xx | (2) | small towards honours, guess J or K |
| 4. AQ10xx | J9x | (5) | lead J, let it ride (unless covered w K) |
| 5. AQxxx | Jxx | (5) | low to Q, hoping for Kx in S |
| 6. AJxx | K10xx | (4) | guess where Q is. Cash A or K, then finesse Q |
| 7. AJxx | Kxxxx | (5) | with 9, play for drop so cash A and K |
| 8. Axxxx | Kx | (4) | K, then A, then ruff small one, hoping for 3-3 |
| 9. AQxxx | xx | (4) | low to the Q, finessing K |
| 10. AQ10x | xxx | (4) | low to Ten. Back to E, low to Q |
| 11. AJ10xx | xxx | (4) | low to T (loses to K or Q). Back to E, low to J |
| 12. AJ9xx | xxx | (4) | low to 9, hoping for K or Q and T in S hand |
| 13. AKJ9 | xx | (4) | low to 9. Back to E, low to J |
| 14. AKJxxx | xx | (6) | low to J, hoping S has Q |
| 15. AKxx | Jxx | (3) | Cash A, K, hoping Q drops |
| 16. KQ10x | A9xxx | (5) | Cash the K first. If suit is 4-0, you can finesse the Jack |
| 17. A109 | Qxx | (2) | Lead Q, let it ride, unless covered. Back to E, low to 9 |
| 18. KQ10 | xxx | (2) | low to K. If it wins, back to E, low towards Q |
| 19. Axxxx | J109 | (4) | Lead J, let it ride. Back to E, lead T, let it ride |
| 20. Kxxx | Q10xx | (3) | low to K. If wins, finesse T coming back |
| 21. Kxxx | Qxxx | (3) | low to K or Q. If wins, low from both sides, hoping for Ax |