

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

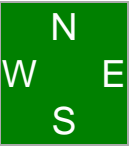
Board 1
 East Deals
 N-S Vul

♠ A J 9 4
 ♥ 7 5 3
 ♦ Q J 10 5
 ♣ J 9

♠ 8 6
 ♥ K Q J 8 6
 ♦ 9 7 3
 ♣ A 8 5

♠ K Q 7 3
 ♥ 10 4
 ♦ A K 8 4
 ♣ K 6 2

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



Auction: N E S W
 P — 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 ♠ 6 4 2
 South Deals ♥ K J 3
 None Vul ♦ A K Q J
 ♣ 10 9 5

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

♠ A 9 8
 ♥ A 6 4
 ♦ 8 5 3
 ♣ A J 8 7



Auction: 1C P 1D 1S
 1N P 3N AP

Final Contract: 3N by S

Opening Lead: TS

Lead info: TS _____

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

Hand Play Comments:

SOLUTIONS TO ABOVE HAND ON NEXT PAGE

Solution to Board 2

Board 2	♠ 6 4 2										
South Deals	♥ K J 3										
None Vul	♦ A K Q J										
	♣ 10 9 5										
♠ 10 5	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ K Q J 7 3
	N										
W		E									
	S										
♥ 9 7 5 2		♥ Q 10 8									
♦ 10 6 4 2		♦ 9 7									
♣ K 6 4		♣ Q 3 2									
	♠ A 9 8										
	♥ A 6 4										
	♦ 8 5 3										
	♣ A J 8 7										

Auction: 1C P 1D 1S
 1N P 3N AP

Final Contract: 3N by S Opening Lead: 10S

Lead Info: _Since E overcalled spades, W has clear lead of top of 2 spades = ST. This puts 5 spades incl. the KQJ in the East hand_

Suit	Quick Tricks	Develop Tricks	Total	How to develop? or concerns
S	1	0	1	Threat suit, they will cash 4 winners if they get in. Duck twice (actually once is enough as W can only have 2).
H	2	1	3	Finesse into KJ possible
D	4	0	4	
C	1	1-3	2-4	Double finesse: lead the T and let it run, losing to K. But assuming you ducked a round of spades, W will have no spades left to play to partner's good spades. Win the return and lead the C9, again let it ride, winning the trick. Low club and remaining 2 clubs are winners
Totals	8		10	Today with club play, you win 10 tricks, keeping E from getting all his spades

Board 3

North Deals

N-S Vul

♠ A 4
♥ K Q 10 7
♦ A J 3
♣ J 10 6 4

♠ K 8 5 2
♥ A 8 4
♦ 10 9 5 2
♣ 8 7

♠ Q J 10 7 3
♥ 9 5 2
♦ 7 6
♣ K 5 3

♠ 9 6
♥ J 6 3
♦ K Q 8 4
♣ A Q 9 2



Auction: 1N P 3N AP

Lead info: SQ_____

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 by repeatedly finessing
- Do we have entries to do so? Yes, lots
- Any further development needed? No.
- Lets summarize our plan; Win AS, take club finesse, starting with the J, then the Ten, hoping K is with East = 9 tricks

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

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

- You have two stoppers, ie AQ, and only need to give up lead once
- 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
- Win the trick, ie with AJx, because you can keep the dangerous opponent off the lead by, say, finessing into the safe hand
- 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

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

APPENDIX

Card Combinations - ANSWERS

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

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