

“Drop-In” Classes \$10
Thursdays at 9:30am or 4:15pm

Sep 24: Hand evaluation beyond HCPs

Oct 1: Declarer play of the hand

Oct 8: Defense, leads, carding

Oct 15: Etiquette & Procedures

Oct 22: Cue Bids

Oct 29: No class (Ventura Regional Oct 26-Nov 1)

Nov 5: Bridge thinking skills

Nov 12: TBD

Nov 19: TBD

When the lead is made and the dummy comes down:

STOP

Do **not** play a card from dummy until
you've **made a plan...**

Making a plan

- What did the bidding tell me?
- What is my contract?
- What does the opening lead suggest? Apply the rule of 11 if they lead 4th best. You can ask!
- What are my immediate winners?
- Where will the rest of my tricks come from?
- Recognizing potential problems
- What could go wrong?

This is the transition from “playing cards” to “playing the hand”

Count your winners or losers

In a **No-Trump** contract, count your **winners**

In a **suit** contract, count your **losers**

Counting the hand

- Counting HCPs. If you and dummy have, say 25, that leaves 15 for the opponents.
- Watch carefully what each opponent plays and see if you can determine where the remaining HCPs are
- Counting distribution. Did the opponents bid? What does that tell you?
- Counting suits. What's been played? What's left?
- Your 2 of a suit might be a winner!

Counting your winners in a 3NT contract

You:	♠ AK3	♥ A72	♦ KQ4	♣ 8642
Dummy:	♠ Q72	♥ K85	♦ A93	♣ QJT4

How many winners do you have? Do you need to establish an extra trick to make your contract by:

- Establishing a long suit?
- Finessing?
- Forcing out an opponent's stopper?
- Developing transportation between the 2 hands?

Counting your losers in a 4♠ contract

You: ♠AK32

♥KQ2

♦AJ4

♣432

Dummy: ♠QT54

♥A543

♦Q3

♣Q65

How many losers do you have? Do you need to eliminate a loser to make your contract by:

- Finessing?
- Establishing a long suit?
- Ruffing losers in the short trump hand?
- Discarding losers on winners?
- Using the trump suit efficiently?

Transportation

- Where do I need to be?
- How am I going to get there?

A perfectly good finesse can fail simply because you use the only entry to dummy too early

Common Declarer Mistakes

- Playing from the wrong hand
- Drawing trumps too early
- Taking a needless finesse
- Forgetting to count
- Using an entry too soon
- Cashing winners in the wrong order
- Failing to establish a long suit
- Ruffing with a natural trump trick
- Playing too quickly
- Planning only one trick ahead

No Trump Contract: How many immediate winners do you have?

You:	♠AK32	♥QJT	♦QJ2	♣K32	
Dummy:	♠654	♥K98	♦K43	♣Q654	2
You:	♠AKQJ	♥QJT	♦QJT	♣QJT	
Dummy:	♠432	♥K32	♦K32	♣6543	4
You:	♠AKQJ	♥K32	♦K32	♣T98	
Dummy:	♠432	♥A54	♦A54	♣A432	9
You:	♠KQT	♥KQT	♦KQT	♣JT98	
Dummy:	♠J987	♥J987	♦J98	♣AQ2	1

Major Suit Contract: How many immediate losers do you have?

You:	♠AQT9	♥KQT	♦J32	♣QT9	
Dummy:	♠J876	♥J98	♦A54	♣AK2	1

You:	♠T9876	♥AQJ	♦AJ2	♣JT	
Dummy:	♠AQ2	♥K32	♦T98	♣9876	2

You:	♠32	♥AKJ32	♦KJ2	♣Q32	
Dummy:	♠654	♥QT98	♦QT3	♣KT9	4

You:	♠-	♥AKQJT	♦AK32	♣QJ32	
Dummy:	♠654	♥9876	♦QJ5	♣K54	1

Declarer's Golden Rules

1. Stop and make a plan.
2. Count your winners or losers.
3. Identify where your extra tricks will come from.
4. Preserve your entries.
5. Don't draw trumps until you know why you're doing it.
6. Ruff losers in the short-trump hand.
7. Count the defenders' distribution.
8. Watch every card the defenders play.
9. Keep the dangerous defender off lead.
10. At match points, always ask: "Can I make one more trick safely?"

Ronnie's key take home message:

When the lead is made and the dummy comes down:

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Next Thursday

Defense, leads, carding