

Take More Tricks as Declarer

All course materials designed by World Champion & Master Teacher Donna Compton.

8 Week Course ~ Classes may be taken on an individual basis. Material presentation and real time play of lesson hands.

Live class, video and handout included with lesson. Replay lesson hands on Shark Bridge following live class.

Lesson 1 Declarer's Thought Process

Join Donna for Declarer's Thought Process. Donna shares the secrets of Trick One Thought and avoiding the Squirrel. You will take away step-by-step analysis of the Dummy play in all types of contracts.

Lesson 2 Long Suit Development

Join Donna for Long Suit Developments. Donna shares how to create tricks through the Long Suit Development and Trick Promotion Techniques. Donna also shares the Transportation Techniques of High Card from the Short Side and Ducking to keep transportation open between Declarer's Hand and Dummy.

Lesson 3 Keys to Finesses

Join Donna for Keyes to Finesses. The key to a successful Finesse Technique is leading from the right hand which often means paying attention to Entries. Donna explores the Simple Finesse, Repeat Finesse, Leading the Honor vs Leading up to the Honor and Leading to the Lower Finesse. Not all Finesses work, entry management goes a long way to success.

Lesson 4 Trumping and Discarding

Join Donna for Trumping and Discarding. Suit contracts require Declarer to think in losers instead of winners ~ specifically in the Master Hand ~ and then eliminate the losers. Donna examines two new play techniques ~ Trumping and Discarding ~ and shows you how to implement them into your overall plan.

Lesson 5 All About Entries

Join Donna for All About Entries. Transportation between Declarer's Hand and Dummy is the most common reason a contract fails. Donna shares with you the thought process to keep the communication between the two hands and increase your trick count in any contract.

Lesson 6 Rule of 7 & Danger Hand

Join Donna for Rule of 7 & Danger Hand. Defender leads Declarer's weakest suit and Declarer needs to develop a suit by losing a trick. The Hold-Up Play is the technique...The Rule of 7 is introduced which helps Declarer know how long to hold up. Donna shows you how to identify the Dangerous Opponent and then how to avoid them.

Lesson 7 Two Exceptions to Pulling Trump

Join Donna for Two Exceptions to Pulling Trump. To draw trump or not to draw trump is asked and answered in this class. Whether or not to pull trump is based on how many fast and slow losers are in Declarer's Master Hand. Side-suit establishment and trumping are added to Declarer's Technique Box.

Lesson 8 Which Technique is Best?

Join Donna for Which Technique is Best. Working Suits often have multiple Techniques. Donna gives you the thought process to determine which technique to use and in which order to apply. This is a great "wrap-up" class for the Take More Tricks as Declarer Course.