

BEGINNING THE PLAY



The best leads against a Suit Contract

- (1) Your partner's suit - *lead higher card with only two*
- (2) Top of a sequence
- (3) The unbid suit - *a low card shows a high card*
- (4) 7, 8 or 9 cards usually show 'top of nothing' - *not an invite to return the suit*
- (5) Listen to the bidding and 'lead through strength'
- (6) If a major contract, lead the other major
- (7) Singleton

Declarer play in a **NT** Contract:

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| (1) Count your sure tricks | (5) Develop your long suit |
| (2) Analyze the bidding | (6) Look for promotion possibilities |
| (3) Take your time to think
and plan your play | (7) Look for possible finesse(s) |
| (4) Watch the transportation | (8) Squeezes; watch the discards |
| | (9) End plays; in the last four cards |

Declarer play in a Suit Contract:

- (1) Decide if it's best to remove trump or not
- (2) If you have a fit of 9+ trump, 90% of the time take out trump. If you have a fit of only 8, check to see if you have a long suit elsewhere; if you do, take out trump. If you don't have a long suit elsewhere, then use your trump for ruffing
- (3) If you have a singleton, your opponents probably also have a singleton
- (4) Plus all nine possibilities mentioned in a **NT** contract