

Play of the hands in suit contracts

This class will focus on the correct way to play suit contracts. It should help attendees pick up extra matchpoints by making overtricks, or making contracts, where others are going down. Sample hands will be provided to illustrate proper play technique. Students will be able to decide what approach should be taken and how they would play the hand. Then I will show my recommended line and rationale. The class will be interactive and should be fun. Each hand will contain a lesson but not have exotic plays that rarely come up such as a criss-cross squeeze.

Objective: When playing a suit contract students will be better able to make a plan that will increase their matchpoint results.

The following areas will be covered:

- 1) Strong suit in dummy
- 2) Trumping losers in dummy
- 3) Cross-ruff
- 4) Establishing long suit in dummy
- 5) Dummy Reversal
- 6) Keeping trump control
- 7) Stripping side suits
- 8) Avoidance play
- 9) "dog that didn't bark"
- 10) Loser on loser

Class Notes

The notes on the hands are very cryptic. If anyone wants more explanation on a hand I will be glad to go over it one on one, Owen

Before you play to first trick:

1) Know what opponents are playing

a) Standard or upside down signals

b) 4th best or other leads

c) Lead agreements such as A from AK, low from 3 small

2) Review bidding

a) points and distribution

b) Remember the “dog that didn’t bark”

3) Plan your strategy

a) Evaluate contract

1) Are you in a good contract that will be hard for others to reach?

2) Did you get a very favorable lead e.g. A led from behind your K XX/

3) If 1 is true forget mp play safe to make your contract

4) If 2 is true play the rest of the hand the way it will normally be played

b) Review opening lead

c) Determine which approach(s) you will employ

No need to rethink unless something unexpected happens.

Notes for Hand 1

General approach: Strong suit in dummy

Simple hand – What can go wrong?

When drawing trumps must start with Q

Only way to pick up J 10 xx

Notes for Hand 2

General approach: Trump losers in dummy/trump control

1) Duck A H

2) Cash only 1 high spade

Notes for Hand 3

General approach: Set up long suit in dummy

Favorable lead – Good contract

Lead changed to trump to illustrate ducking play. As Bob correctly pointed out duck does not work w C lead. Thanks Bob glad to know people were paying attention.

1) Win trump lead

2) Draw trumps

3) Duck H

3-3 heart break 36% 4-2 48%

Notes for Hand 4

General approach: Cross-ruff control

- 1) Cash A and K clubs first
- 2) Duck Heart

Notes for Hand 5

General approach: Dummy Reversal

- 1) Win first trick w A D
- 2) On trump shift play K and win with A
- 3) Trump hearts high

Notes for Hand 6

General approach: Strip 2 chances entries

- 1) Win trump lead with ace
- 2) Ruff 2 D
- 3) Play A C, K C then low club

Notes for Hand 7

General approach: Set up long suit in dummy

- 1) Win A D
- 2) Play H to ace
- 3) Ruff low heart with 6
- 4) Cash A K of trumps Save 3 of trumps
- 5) If trumps 2-2 and H 4-2 Ruff H
- 6) Go to dummy w 4 of trumps

Notes for Hand 8

General approach: Set up winners

- 1) Win A C
- 2) Play 10H We know hearts are probably 4-3 since no ruff
- 3) Ruff 2 C

Notes for Hand 9

General approach: Strip

- 1) Play A K of trump
- 2) Ruff a D
- 3) Play AC, KC, then low club

Notes for Hand 12

General approach: Avoidance

- 1) Duck H
- 2) Pitch D on H ace
- 3) Ruff D high