

# Notrump Play

## Lesson Content

Various techniques used in notrump play

## Main Points to Emphasise

After dummy is tabled, STOP and make a plan

- Count winners
- Decide where your extra tricks are coming from – which suit to establish?
- DO NOT play out all your aces and kings first
- Let opponents have their sure tricks early
- Don't play multiple suits – let the opponents open them up
- Recognise which is the danger suit

## Lesson Progression

### Count winners

Give an example of a hand to demonstrate

Form a plan and decide where to find extra tricks (which is often the longest combined suit)

### Promoting honours

Lose aces and kings in order to promote lesser cards

♠ AK2	♠ 865
♥ QJ2	♥ AK8
♦ 762	♦ AKQ
♣ 9765	♣ 8432

The only suit to establish is the clubs.

Play boards 1, 3, 4 and 8

Supper Time

### Finesses

Get the students to visualise where the missing honour is. *It needs to be with the person who plays second.*

You always need to play towards the honours. Give examples on the board.

Play boards 2 and 5

**Hold-up play** - when declarer has a danger suit.

Discuss the reason for holding up, which is to cut communications between the defenders.

Play boards 6 and 7