

Declarer Play in Suit Contracts

Lesson Content

- Counting losers and making a plan
- How to count losers
- Play Techniques
 - Quick discard before drawing trumps
 - Managing the trump suit (3 choices)
 1. Draw trumps
 2. Ruff in dummy
 3. Don't deliberately ruff in the hand with long trumps

Main Points to Emphasise

- After dummy is tabled, STOP, count your losers and make a plan.
- It is most important to count how many trumps are missing.
- Suit play is different from notrump play. Instead of counting winners at the outset, you need to count losers.
- Count losers from the viewpoint of the hand with the longest trumps (usually declarer's hand).
- Make a plan to reduce the number of losers in order to make your contract.
- Work out whether to draw trumps immediately or use dummy's trumps for ruffing losers.

Lesson Progression

Teach how to count losers – give further examples.

Discuss options for getting rid of losers:

- promote honours
- ruffing losers in dummy

Play boards 1 & 2

Discuss further options for getting rid of losers:

- set up a long suit to discard a loser
- take a finesse
- take a quick discard

Work out whether it is safe to draw trumps immediately using examples.

Break for Supper

Play remaining hands