### Bridge lecture – beginner



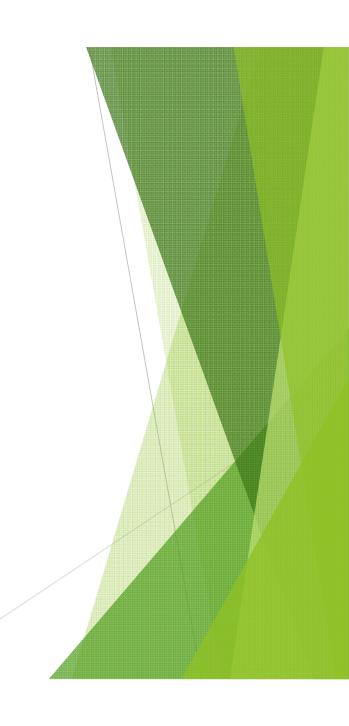
## Declarer play

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#### Aim of declarer

- ► Make your contract
- ► Plan the play
- ► Try to find easiest way possible

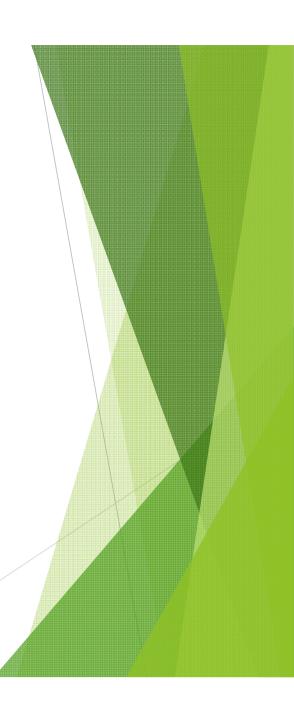


### Planing the play

- ► Think how many tricks you need
- ▶ Depending on contract plan accordingly

### Planning the play in NT

- ► Count your winners (sure tricks)
  - **Example:** 
    - AKQ2
    - ▶J1098
- ► If that adds up to correct amount of tricks TAKE THEM
- ► Think of other ways to get more tricks



### Planning the play in NT

- ► Count your winners (sure tricks)
  - **Example:** 
    - ► AKQ2
    - ▶**♦**J1098
- ► If that adds up to correct amount of tricks TAKE THEM
- ► Think of other ways to get more tricks

# Making extra tricks with small cards in long suit

- **Example:** 
  - ► **AK765**
  - ► **•** Q432
- ► How many sure tricks? → 3
- ► How many more possible tricks? → 2

## Forcing defender to take his high cards

- **Example:** 
  - ► KQJ109
  - **432**
- ► How many sure tricks? → 0
- ► How many more possible tricks? → 4

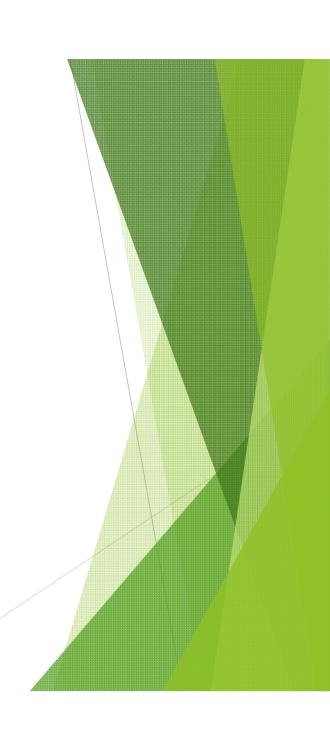
### Finesse

- Example 1:
  - AQ2
  - **543**
- ► How many sure tricks? → 1
- ► How many more possible tricks? → 1
- Example 2:
  - AQ2
  - ▶ J103
- ► How many sure tricks? → 1
- $\blacktriangleright \ \ \text{How many more possible tricks?} \to 2$



## Planning the play in suit contract

- ► Count your losers
  - **Example:** 
    - ►A32
    - **5**4
- ► Try to get rid of extra losers



## Discarding losers on long side suit

Example:

Lead: ♣K

Contract: 7♠

**♦** AKJ109

♥AQ2

♦ A32

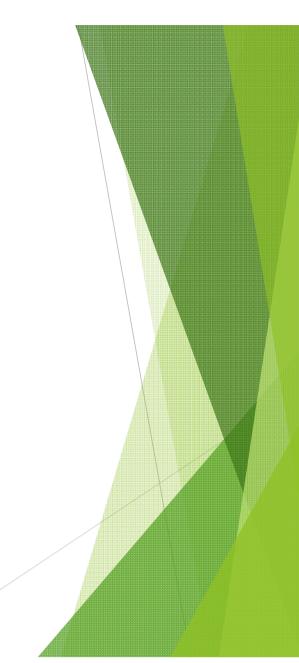
**♣** 32

**♦** Q87

**♥** KJ103

**♦** KQ54

**♣** A2



## Ruffing losers

**Example:** 

Lead: **♣**K

Contract: 7♠

AKJ1094 **♥** AQ2 **♦** A3 **♣** A3 **♦** Q8765 **♥** KJ10 **♦** K654

**♣** 2



### Finesse

- Example 1:
  - AQ2
  - **543**
- ► How many sure tricks?
- ▶ How many more possible tricks?
- Example 2:
  - AQ2
  - ▶ J103
- ► How many sure tricks?
- ► How many more possible tricks?



#### Reminder

- NT
- Count your winners
- ► Techniques for declarer:
  - ► Making small cards count
  - Developing tricks in long and strong suits
  - ► Finesse

- SUIT
- Count your losers
- ► Techniques for declarer:
  - Ruffing extra losers
  - Discarding losers on side suit winners
  - ► Finesse

