



Lesson 15 Teacher's Notes

Card Play – Establishing the Work Suit

Aims

- To revise how to establish and cash winners
- To revise the concept of “*Equal Cards*”
- To emphasise “*High cards from the short hand first*”
- To show how to establish and cash *Length Tricks* – first hints at unblocking and ducking.
- To show how to establish a *plain* or *side suit* by ruffing
- To emphasise the importance of drawing trump when appropriate

Content

- 1 Look at examples of unblocking honours from the short hand in a single suit.
Cards in sequence are ‘equal’ cards: you can play them in any order you please
RULE: Start with the high cards from the short hand
“High Cards from the Short Hand first”
- 2 Look at examples of establishing length tricks in long suits.
Check how many tricks must be lost to establish them
Emphasise the importance of counting: how many cards did defenders hold before you played the suit?
How do they “*break*” - how are they divided between the two defenders?
Remember to notice when a defender “*shows out*” – i.e. discards instead of following suit.
- 3 Look at examples of establishing the Work Suit in a whole hand
Emphasise the importance of not cashing winners – keep them to control the defence’s long suits
“Play the Work Suit first”
- 4 Look at examples of establishing the Work Suit in a trump contract by ruffing
In a trump contract our length tricks will be ruffed by opponents unless we have ***drawn trump***.
Do not draw more trump than necessary – leave the defenders with a trump winner while you start on the Work Suit
- 5 Emphasise that bidding is NOT an exact science.
We will not always make the games and slams we bid, nor bid all the games and slams that we make!