



LESSON 3 – TEACHER NOTES

DECLARER PLAY IN SUIT CONTRACTS

This lesson is planned with students bidding using the crib sheets for lessons 1-3. As in the previous 2 lessons, remind students to refer to their copies of crib sheets **Assess Your Hand Lessons 1-3** and **When You Are Responder**.

Also, issue a new crib sheet on **Lead Effectiveness Against a Suit Contract**.

Hands are to be played using these 3 crib sheets.

PLAYING IN A SUIT CONTRACT

In lesson 1 there was some play in a suit contract but the students will need to be reminded that in a suit contract, **trump cards overtake** cards in a plain suit. Everyone must still follow suit with the led suit, but if a player no longer has that suit he may **choose** to play a trump card. If they play a trump card they are **ruffing**.

SCORING

Last week the basic scoring in NT was covered so the idea that you need to take the first 6 tricks and start to score on the 7th has already been explained.

DECLARER ASSESSES HIS HAND

In a suit contract declarer starts by counting **Losers**. This will need quite a lot of practice. Students seem to find this difficult. We count losers because your Top Tricks are no longer sure tricks in a suit contract – they may be ruffed!! Are there too few winners?

IDENTIFY A WORK SUIT

As in NT you can establish extra tricks by virtue of the length of the suit or by the power of high cards. In a suit contract you also have the possibility of ruffing.

DRAW TRUMPS

This is the first priority for Declarer in a trumps contract. Count the trump suit. Explain counting the suit downwards to zero – (the defenders have no more trumps left), rather than upwards to 13.

WHEN TO DELAY DRAWING TRUMPS

If it is not safe to draw trumps you need to delay. For example if ruffs of losers are needed in the short hand, if discards of losers are needed before the lead is lost. Stop drawing trumps if defenders' remaining trump is a master.

LOOK FOR RUFFS IN THE SHORT HAND

By the short hand we mean the hand in which you have the fewer trumps.

HOW TO WORK OUT HOW MANY RUFFS ARE NEEDED?

Count winners outside the trump suit. All others must come from the trumps either by cashing out the suit or by ruffing.

SUGGESTED LEADS AGAINST A TRUMP CONTRACT

There are 3 standard lead suggested as for NT. That is "top of touching honours", "low for like" and "high for hate" leads. The suggestion is that the details should be brushed over for the moment. Students will be given a crib sheet and will slowly lead these leads.

The main differences between leading against a suit and in NT are

- 1 Lead top of TWO touching honours (not THREE as for NT)
- 2 Add the possibility of a singleton lead.

Hand 1

- 1 First **asses** your hands by counting how many **losers**.

2 **Make a plan** before you play any card

3 **Draw trumps**

4 **Count** the trump suit

Hand 2

1 Draw trumps even if the trumps suit is very weak.

Hand 3

1 **Is it safe to draw trumps?**

2 Count **winners** as well as losers.

3 Identify a **work suit**

Hand 4

1 **Look for ruffs in the short hand**

Hand 5 – Contract is dictated because the bidding would be too difficult.

1 **Establish your work suit by ruffing**

Hand 6 – Contract is dictated because the bidding would be too difficult.

1 Sometimes it is **not safe to draw trumps straight away**. Here you need a ruff in the short hand (East) and you need to take it before drawing trumps.

2 Look for **ruffs in the short hand** (the hand in which you have fewer trumps).

Hand 7

1 Sometimes it is **not safe to draw trumps straight away**. The count of losers gives you the warning.

2 Beware – you don't have first round control of the trumps.

3 **Discard losers** on high cards before drawing trumps

Hand 8 – Contract is dictated because the bidding would be too difficult.

1 You don't want to play on a minor suit if you can help it – so many tricks needed for a game.

2 We have a new idea for a lead in a suit contract – a **singleton lead**. Defenders are hoping for a ruff before trumps are drawn.

3 Declarer - **ruff in the short hand** before you draw trump