



## Lesson 36 Teacher's Notes

### More Declarer Play

#### Aims

- To revise what we have learned already about card play
- To introduce some new techniques: ruffing and leading towards unsupported honours

#### Content

- 1 Remind the class that good Bidding is very important – but not enough if it is followed by Bad Play.
- 2 Revise how to make a Plan in a trump contract
  - 1) Count the Losers  
If there are too many look for ways of reducing them to the right number
  - 2) Draw trump if either: *you can do so without losing the lead*  
or: *you can afford to lose the lead because your losers in the side suits are not Immediate*
  - 3) If you have too many immediate losers take essential discards first – but *draw trump as soon as possible*
  - 4) *Do not draw more trump than necessary*: you need trump to keep control of the side suits
  - 5) Establish Tricks in the Work Suit – continue as if you were playing in no-trump
- 3 **Look at ways of making extra tricks from the trump suit**  
The class has been taught to draw trump – but there are many hands where there are other things we must do first.  
You can sometimes increase your number of tricks by taking ruffs in the hand with fewer trump.  
We call the hand with fewer trump the *short hand*.  
It is usually dummy, but not always – after a transfer sequence the *short hand* may become declarer (When both hands have 4 trump you can increase your trump tricks by ruffing twice in one of them)  
When the shorter trump hand (dummy) has a *shortage* (void, singleton or doubleton) – you may *take some ruffs before drawing trump*  
**Take ruffs in the short hand:** ruffs in the long hand will not increase our total number of tricks  
When you have enough trump to take ruffs **after** drawing trump – draw trump first.  
It is when the short hand has only two or three trump that ruffs must be taken before drawing trump  
Taking ruffs before drawing trump means opponents may be able to *overruff*.  
**Ruff with as high a card as you can afford**
- 4 Revise the concept of the Work Suit: the suit where we plan to develop extra tricks.  
In a no-trump contract we play the Work Suit first  
This advice applies to trump contracts also: after drawing trump we start to play the Work Suit.  
When it is established we can discard losers on it.
- 5 Introduce the idea of leading *towards* unsupported honours.  
If you lead the honour either opponent can win: if you lead towards an honour it will be *well-placed* 50% of the time.  
It is just like *finessing* – if you lead towards 2 honours and one scores return to the other hand to lead *towards* the remaining honour.