



# Adventures in Bridge

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## 2NT Play Notes

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### Tricks

- Immediate Winners – “Quick Tricks”
- Potential Winners
  - Promotion
  - Length
  - Finesse
- Choices of lines of Play
- Combine Your Chances

### Common 2NT Considerations

- Is this a normal contract
  - Did we miss a safer alternative?
  - Can the opponents make anything?
- Consider different lines of play
  - Risk of each line of play
    - Number of tricks we will make if the plan works
    - Number of tricks we will go down if they plan fails
- Should we try to make overtricks?

### Making a Plan

- Focus more on building length
  - Often plenty of time to develop tricks
- Do the opponents have a 5-card suit?
  - Tempos – Stoppers?
- Force them to come to us.
- 1 or 3 line of Play – play on a 5-card suit?
- Develop Spot Cards
- Conceal information from the opponents.

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