



# Adventures in Bridge

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## NT Play -- 3NT Play Notes

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### Tricks

- Develop Tricks
  - Promotion
  - Length
  - Finesse
- Point Based Hand
  - Safety
  - Develop Tricks Slowly
- Trick Based Hand
  - Danger
  - Race – 9 Tricks for us before 5 tricks for them.

### Common 3NT Considerations

- Length of Opponent's Suit Led
- 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?

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## Techniques in the Play

- Opponents Suit
  - Hold Up Play
  - Capture Honors
    - Promotion
    - Create Tenaces!
- Do the opponents have a 5-card suit?
  - Tempos – Stoppers?
- Force them to come to us, instead of us going to them.
- 1 or 3 line of Play – play on a 5-card suit?
- Develop Spot Cards
- Give Opponents Problems
  - Conceal information from the opponents.
  - Get the opponents to lead a suit for you.
  - Get the opponents to make discarding mistakes (pseudo-squeezes)
  - Squeezes