



Adventures in Bridge

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Applying Pressure to the Opponents as Declarer Notes

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Using Your Trump Suit

- Run all of your long trump suit.
 - When you do not need to give up the lead again to develop tricks and have only one “unknown” card that is not a winner.
- Run all the trump but one.
 - When you need to give up the lead (develop a winner) do not cash all of your trump.
- What if your final loser is on a finesse? Should we cash all our trump first or save one? Risk of losing a trick you are entitled to, but reward of getting more information from the opponents.

Tools as Declarer

- Counting
 - Counting the important suits.
 - Counting all the suits.
 - Counting one of the opponent’s hands.
- Hold-Up Plays
 - Cutting communication between the opponents.
- Endplay
 - Force the opponents to come to you, instead of leading into them.
- **Threat Cards**
 - These are the most important cards that you never think of - threat cards have the potential of becoming winners.
- Squeeze
 - Rectify the Count. Put the opponents under pressure. Legitimate extra winners.
 - Transportation. Suit that attacks both players.



Tactical vs. Technical Declarer Play

- Pseudo-Squeeze
 - Force the opponents to make mistakes.
 - Give the opponents choices (sometimes even false choices).
- Run Long Suits Early
 - Force the opponents to make discards.
- Hide Honor Cards from the Opponents
 - Do not give the opponents information that can help them make a decision.
- Not Always Playing a Suit Perfectly
 - Play the entire hand, not one suit at a time.

Thinking Like the Opponents

- Card Reading – understanding what they hold when they discard.
 - Empathize with the Opponents – put yourself in the opponents' position.
 - Idle 5th Discards – The opponents often select their first discard from a 5-card suit.