



Adventures in Bridge

Leaders in Bridge Entertainment and Education

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Play Suit Contracts with Me – Games and Slams

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Tricks – Losers

- Immediate Losers – Quick Tricks for Opponents
- Potential Losers
 - Top 3-card in each suit
 - Finesses
 - Length
- Plan for getting rid of loser!
- Pros and Cons of Trick Development Methods
 - Promotion
 - Pro – Certain to produce tricks
 - Con – Must give up lead
 - Length
 - Pro – May not have to give up lead
 - Con – May or may not produce tricks
 - Finesse
 - Pro – May or may not produce trick
 - Con – May or may not give up lead
 - Other Methods
 - Discards
 - Ruffing Losers
 - Ruffing Finesses

Counting

- Opponent's HCP
 - LHO & RHO Amount
- Counting Suits
 - Opponent's Longest Suit
 - Suit's Bid by Opponents
- Placing Honors
- Making Use of this Information

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Trump Suits

- Card Combinations
 - Frozen Suits
 - Drop vs. Finesse
- Drawing Trumps
 - Do so immediately
 - Use trump for something
- Getting the most out of Trump Suit
 - Transportation
 - Managing Your Spot Cards
- Ruff in Short Side
- Dummy Reversal
- Partially Draw Trump
- Delay Drawing Trump
- Cross Ruff
- Trump Coupe

Side Suits

- Trick 1 Plays
 - Ducking
 - Positional plays
 - Creating Problems for the Defenders
- Establish
 - Promotion
 - Length
 - Finesse
 - Ruff-out
- End-Plays
- Removal-Plays
- Try to Guess Late, *NOT* Early in the Play!