



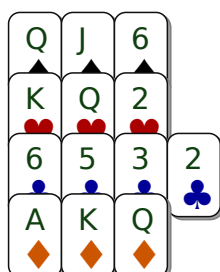
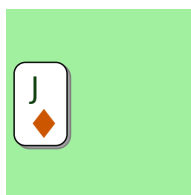
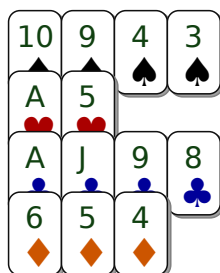
The game plan

You are the declarer of a NT contract

The LHO just lead Do not touch a card at the dummy until you have :

- Counted your direct tricks : those that you can make upfront without letting the opponents back in hand, but also your 'potential ones' (ie very likely unless you get an unusual distribution)
- Calculated the number of tricks missing
- Identified the suits that could provide the missing tricks
- verified whether or not you can afford to let the opponents get back in hand
- Determine the order in which you will attempt the maneuvers
- Checked the communications to ensure you can actually play it that way

S	W	N	E
1 NT	Pass	2 ♣	Pass
2 ♦	Pass	3 NT	Pass
Pass	Pass		



Quiz 74511

Here you have 7 leading tricks that can be made upfront. You need 2 other tricks to make 9

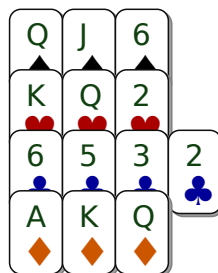
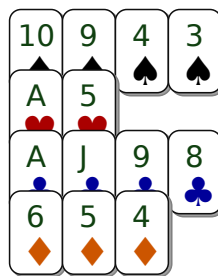


The game plan

2nd Step : after you have counted your winners, identify the suits that could provide the missing tricks

In our example you can only find the missing tricks in ♣ or ♠. Which suit will you choose ?

S	W	N	E
1 NT	Pass	2 ♣	Pass
2 ♦	Pass	3 NT	Pass
Pass	Pass		



Problem Q74512 The P will provide 2 sure tricks. whereas the 2 additional tricks in ♣ are highly hypothetical!



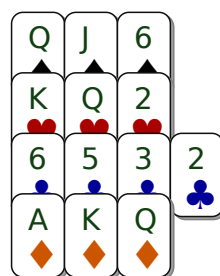
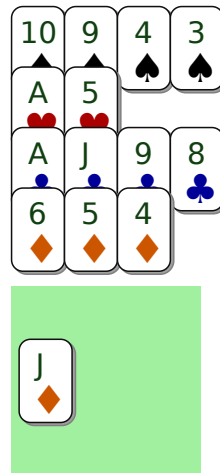
The game plan

3rd Step : Communication and risks if the opps get back in hand.

You have to let the opps back in hand at least twice ; You are not afraid of any counter attack and the lead was very helpful !

How many tricks can you get from the dummy? ?

S	W	N	E
1 NT	Pass	2 ♣	Pass
2 ♦	Pass	3 NT	Pass
Pass	Pass		



Problem 74514 You have 3 entries to dummy : 1 in ♣ 1 in ♥ and 1 in ♠ VYour game plan seems valid; You can now call the 4 from the dummy ...