

Ways to Win Tricks

	Declarer	Dummy
1. Cash high winners. You have 2 winners.	Axx	Kxx
2. Develop high card winners by force. Force out the ace. Then you will have 3 winners.	KJxx	Q10xx
3. Develop long suit winners.	Kxx	AQxx
A. Cash the K, A, Q. If the opponents' cards split 3-3, then the remaining small card in dummy will be good.		
B. You have 9 cards in the suit; the opponents have 4. If their cards split 2-2, you can give up one trick, then cash the ace (dropping their remaining high cards, and then cash your 4 remaining winners. You get 5 tricks; they get 1. If their cards split 3-1 instead of 2-2, you would give up 2 tricks to win 4.	xxx	Axxxxx
4. Finesse. (Develop tricks by playing for your key cards and those of the opponents to be favorably located.)		
A. Lead to the queen (hoping that the king is "onside").	xx	AQ
B. Lead to the king (hoping that the ace is onside.	xx	Kx
C. Lead to the jack; later lead to the king.	xxx	KJx
D. Lead to the jack.	AKxx	Jx
5. In a trump contract, use trumps to "ruff" out losers.		
6. Plan your play when you first see dummy. In NT contracts, count your potential winners. In a suit contract, count your losers and consider if there are ways to eliminate them. The sequence of your plays makes a difference. "Transportation" (entries to your hand and dummy) is important.		