

## Counting losers.

- 1) Choose the hand with most trumps in { or better trumps } as the one that you will count losers from
- 2) Check to see if the losers in your main hand are "covered" by those in the other hand. { "covered" means that the other hand has a winning Hon opposite your loser e.g A2 -----43 is 1 loser A2 ----- K43 is no losers ; the K covers the 2 }
- 3) If the number of losers exceeds the number you can afford to lose---> then to make your contract you will have to use the skills of :  
  
discarding { a loser } or finessing {a loser} or trumping {a loser }
- 4) you will draw trumps at some point -- if you are in immediate danger of going down when the opponents take the lead { ie your immediate losers exceed the number you can afford to lose } you must not risk losing the lead ...so if your trump suit is precarious ,requiring finesses and the like, then it might be better to deal with the losers *before* drawing trumps. There is one other thing to take into account -*if* you have very few trumps in the dummy { 2 or 3 } *and* you intend to use any of those trumps to trump with , *then* again you must postpone the drawing of trumps.  
If however the trumps can be drawn safely first then that should be done before discarding/finessing/ruffing.

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examples: spade lead

1)		
(declarer)	(dummy)	
432	AKQ	
AQJ43	1098	
K2	A543	
AQ2	543	

{1} declarer's hand is main hand

{2} *the 4,3,2 of spades are covered by the A,K,Q so **NO losers in spades***  
*the AQJ of hearts are not covered by dummies holding so **1 loser in Hearts***  
*the K2 of diamonds are covered by dummies Ace so **NO losers in Diamonds***  
*the AQ2 of clubs are not covered by dummies 543 so **2 losers in Clubs***

{3} in 4Hrts declarer can afford 3 losers - as there are 3 losers the declarer need not finesse/discard/ruff. The contract will make regardless.

{4} as the losers were only 3 in total then then drawing trumps *even if we lose the lead* is no problem. We draw trumps.

