

Card play techniques

No Trumps

- 1) A top trick count must be taken at the start of the hand - the certain {"top"} tricks are the only ones that can be relied upon. Certain tricks are Aces ; Aces and Kings in the same suit ; Aces and Kings and Queens in the same suit. No other Honours can be considered as certain "top tricks".

{declarer}	{dummy}	3NT K Hrts led
KQJ10	543	There are six top tricks here (only).
A43	65	
J109	AK76	
976	AKQ2	

- 2) Wait when weak in No Trumps- when declarer or dummy's only honour in the led suit is an Ace , declarer should consider *waiting* until the last moment before playing that Ace.

{declarer}	{dummy}	3NT K Hrts led
AKJ10	543	Declarer should delay winning with their Ace.
A43	65	
J109	AQ7	
976	AKJ83	

- 3) Establishing tricks from a *topless suit*.

A suit that is strong but is lacking one or more of the top honours can produce tricks once the top honours have been forced out.

{declarer}	{dummy}	3NT K Hrts led
KQJ10	543	Playing the "topless" spade suit
A43	65	will eventually produce three tricks
J109	AK76	for the declarer.
Q76	AK32	

- 4) A long suit { usually held in the dummy} can become *established* and produce extra tricks by playing the suit , albeit that a trick has to be lost along the way.

{declarer}	{dummy}	3NT Q Hrts led
A876	543	Declarer can play the Ace , then King
AK4	76	of clubs. Then play a low club allowing
J109	AK7	the opponents to win that trick.
976	AK853	The remaining clubs will be winners.