

BEGINNERS' LESSONS

Welcome



Tip

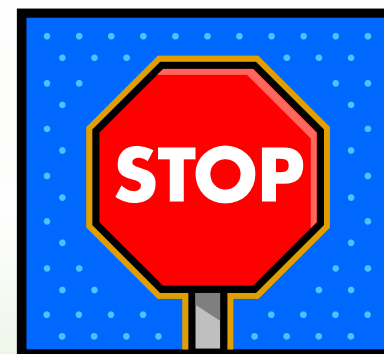
Play of the Hand

Trump Contracts – Drawing Trumps



Play of the Hand – Trump Contracts

- Count how many trumps the opponents have
- Draw trumps first
- Remember to count how many trumps are left out
- STOP drawing trumps when:
 - Only the highest trump is left OR
 - Your Opponents trumps have run out



A♠ J♠ 6♠ 2♠ A♥ 8♥ 6♥ 5♥ A♣ 10♣ 9♦ 6♦ 5♦
 N  wasgij

Q♠ 10♠ 8♠ 7♠ 5♠ 3♠
 2♥
 K♣ Q♣ 4♣
 10♦ 8♦ 3♦
 W  wasgij

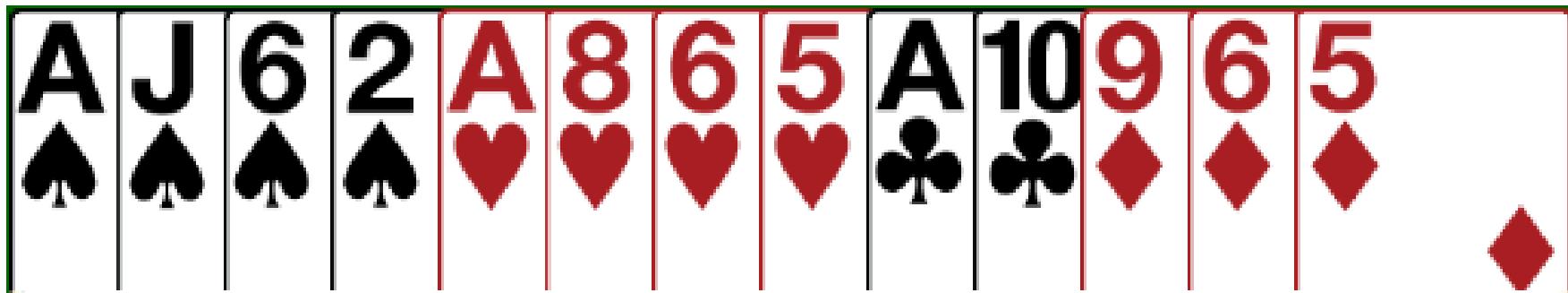
West	North	East	South
			1♥
Pass	4♥	Pass	Pass
Pass			

K♠ 4♠
 10♥ 9♥ 3♥
 J♣ 8♣ 6♣ 5♣ 3♣ 2♣
 A♦ 7♦
 E  wasgij

9♠ K♥ Q♥ J♥ 7♥ 4♥ 9♣ 7♣ K♦ Q♦ J♦ 4♦ 2♦
 S  wasgij



1. Contract = 4♥, Lead = ♣K

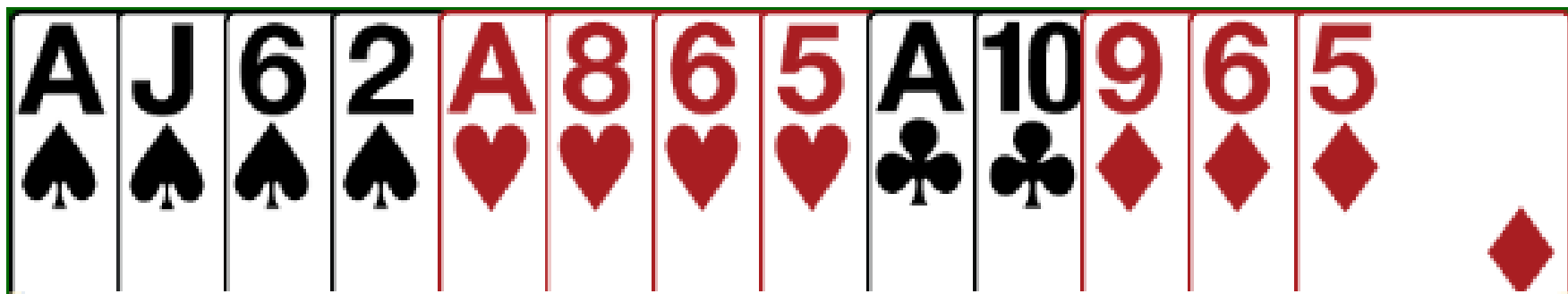


We have only 1 club loser and 1 diamond loser –
our contract is guaranteed

If you can guarantee your contract, draw trumps



Contract = 4♥, Lead = ♣K

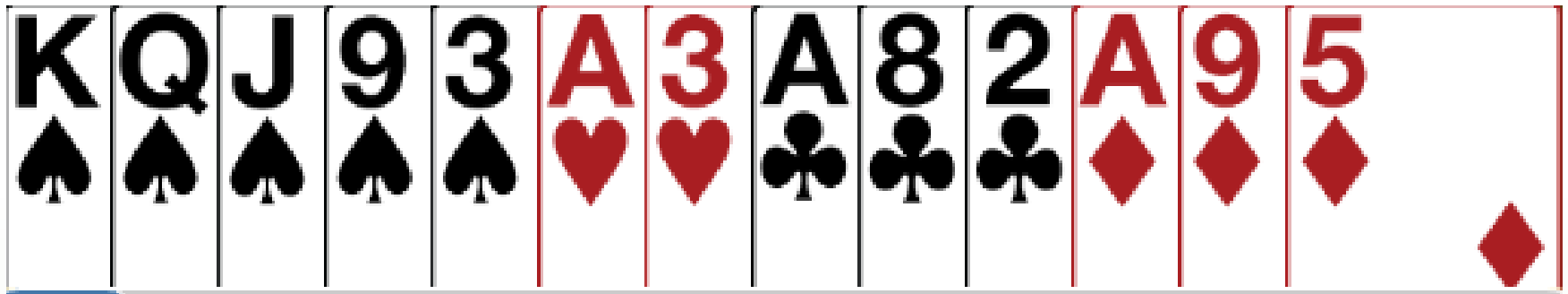
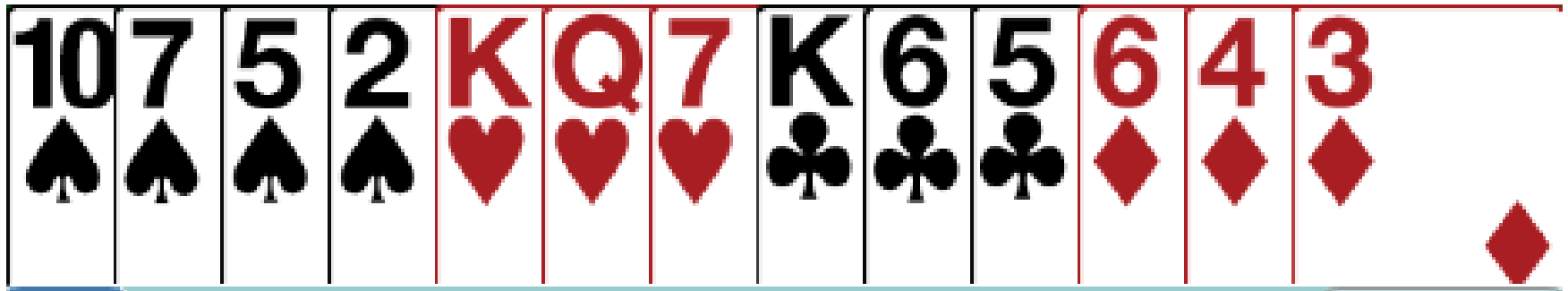


Draw trumps until there are none left. Make sure you count them.

If you can guarantee your contract, draw trumps



2. Contract = 4♠, Lead = ♣Q

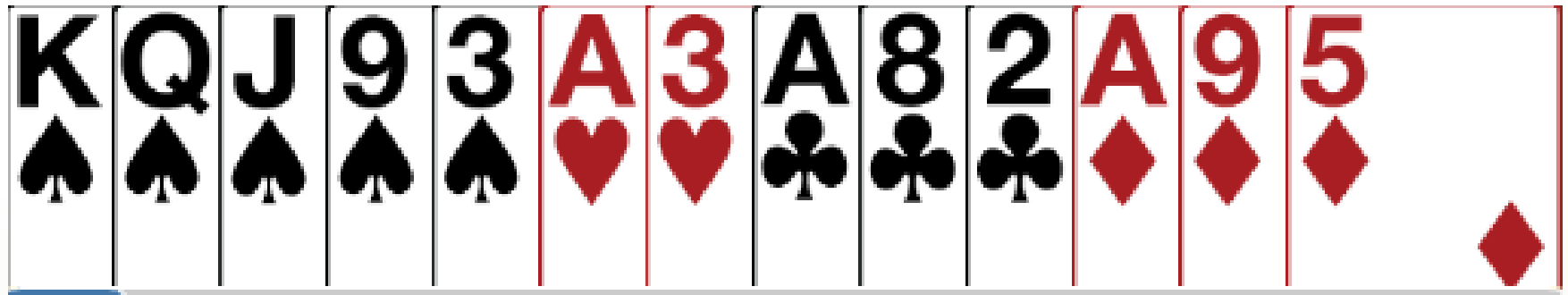
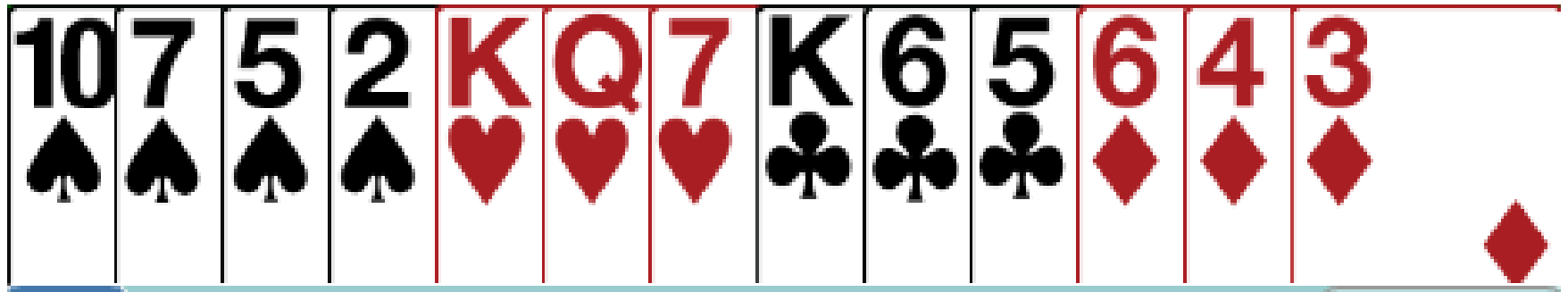


You have 4 losers ... one spade, one club and two diamonds

If you can guarantee your contract, draw trumps



Contract = 4♠, Lead = ♣Q

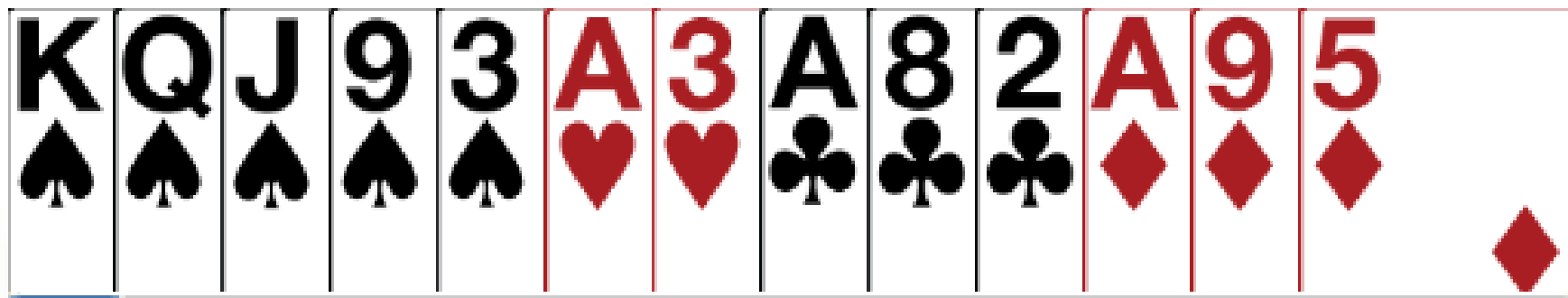
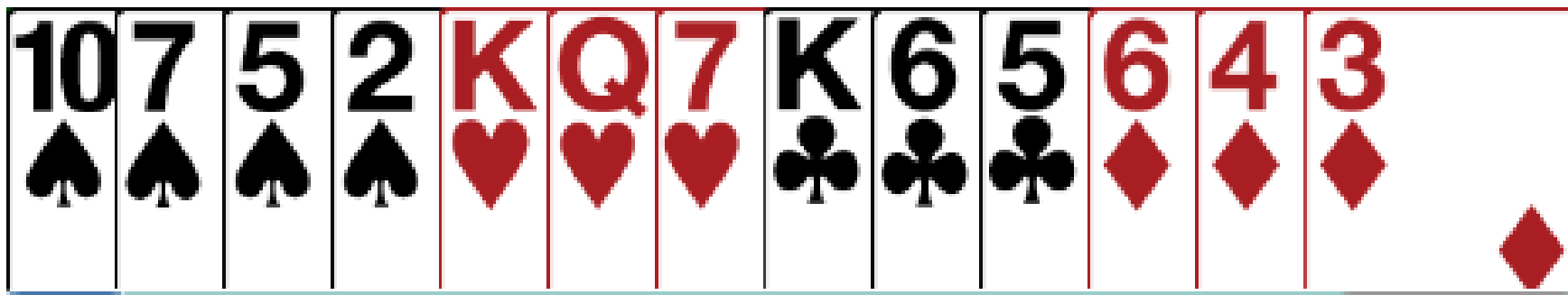


You can get rid of a loser by discarding it on the
♥Q ... BUT you must draw trumps first

If you can guarantee your contract, draw trumps



Contract = 4♠, Lead = ♣Q



Draw out the trumps until they are all gone (you will lose to the ♠A at some stage)

If you can guarantee your contract, draw trumps



BEGINNERS' LESSONS

Please contact me if you have any questions

NZB♣**ridge**

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