## **Playing Suit Contracts**

- Many aspects of playing suit contracts are identical to playing in No Trumps
- For example, we can generate any extra tricks needed by establishing suits or by taking finesses
- However, the possibility of winning tricks by trumping creates extra chances
- For example, we can win extra tricks by trumping our losers
- In general, if you can see your way to making your contract it is best to draw trumps before embarking on other suits to avoid the defenders ruffing (trumping) your winners
- Sometimes, however, you may have to defer playing on trumps until after you have taken some other actions
- Examples include ruffing losers in the hand with the shorter trumps (usually the Dummy) or discarding losers in one hand on winners in the other hand