

BRIDGE – BEGINNER’S LESSONS II – 12

Declarer Play of the Hand - The Development of Tricks - 1

There are numerous ways of developing tricks that are not initially present as quick winners. These methods include, but are not necessarily limited to, the following:

- A. THE PROMOTION OF HIGH CARDS** - Giving up of one's high card(s), especially when a sequence of high cards is present, is one of the most certain methods of developing additional tricks. One must consider losing such a promotional trick to the Opponents as early as is possible in the play of the cards before controls are expended in the other outside suits.

Exercise 1: How many times would you have to give up the lead in order to promote otherwise unavailable tricks, and how many winners would be produced in the following holdings?

DUMMY:	KQJ10	JT98	QTX	KX	JXX
DECLARER:	XXXX	XXXX	JXX	QX	T9X
	1-3	3-1	2-1	1-1	0

Notice that in the above examples, the more high cards you have in the suit, the more potential the suit has for the development of tricks - even though the Opponents have one or two higher cards. Patience is required and one must not be afraid of losing the lead to the Opponents if, in the end, tricks are eventually promoted.

Exercise 2: Assuming an outside entry in another suit in Dummy, how many tricks would you expect to develop through promotion, and which card would you play first in the following suit combinations?

DUMMY:	KJT9X	QJX	KQTX	JTX	QT98X
DECLARER:	QX	KX	JX	QX	KJ
	4-Q	2-K	3-J	1-Q	4-K

Notice that by starting with the high card from the short side when promoting winners, you lessen the chance you will become stranded wondering how to return to the promoted winners across the table.

- B. THE DEVELOPMENT OF TRICKS THROUGH LENGTH** - One can statistically conclude (in all but the most unusual of circumstances) that the division of missing cards within any suit is distributed amongst the Opponents as follows:

- (1) If there are an **even number of cards outstanding** in a suit (2, 4, 6) - then the cards tend to be **unevenly divided**. For example, if there are 6 cards held by the opposition, they would probably be divided 4-2 rather than 3-3.
- (2) If there are an **odd number of cards outstanding** in a suit (3, 5, 7) - then the cards tend to be divided **as evenly as possible**. For example, if there are 5 cards held by the opposition, they would likely be divided 3-2 rather than 4-1.

Exercise 1: If the Opponents hold the number of cards shown below, how would you likely find the cards distributed between the two Opponent's hands?

3	4	5	6	7	8	9
2-1	3-1	3-2	4-2	4-3	5-4	5-3

Exercise 2: When deciding how many tricks you can expect to develop from a long suit holding, it helps to estimate how the Opponents holding is likely to be divided. In the following examples, how many tricks would you get if the suit were to be divided as favorably as possible?

DUMMY:	AKXX	AXXX	AXXXX	KXXXXX	AKXXX
DECLARER:	XXXX	KQX	KXX	AX	XXXX
	3	3	4	5	4

Exercise 3: Giving up a trick which you otherwise could have won to the Opponents is called "**Ducking**". The ducking of a trick or tricks can be very useful when trying to establish a long suit. Assuming there are **no** outside high-card entries in the Dummy other than the ones in the suit shown, how would you play the following holdings? How would you expect the Opponent's cards to be divided, how many tricks would you expect to take, and how many times should you duck in order not to strand the established winners?

DUMMY:	AKXXX	AXXXX	AKXXXX	AXXXX	AXXX
DECLARER:	XXX	KXX	XX	XXX	KXX
	3-2, 4	3-2, 4	3-2, 5	3-2, 3	4-2, 2
	Duck Once	Duck Once	Duck Once	Duck Twice	- 0 -

When you have a limited number of winners in the Dummy, it is oft times necessary to take your losses early in a suit so that you have enough cards left in Declarer's hand to enable you to get to the winners you worked so hard to establish.

In conclusion, developing long suits, in order to promote winning tricks, works in No-Trump and in suit contracts. In a No-Trump Contract, you are attempting to develop extra winners. In Suit Contracts, however, you are trying to eliminate needed losers. Often all that is required is a normal division of the missing cards and the ability of Declarer to play the cards in the proper sequence in order to take advantage of the distribution of the missing cards held by the Opponents.