



CLASS 3 COUNTING WINNERS & PLANNING LINE OF PLAY



OBJECTIVES

- Count Winners in a Notrump Hand (or non-trump suit)
- Plan Your Line of Play in a Notrump Hand

REVIEW

What is a finesse? _____

North: ♦AQ742
South: ♦KJ5

Which side should you play your honor from first? _____

Your partnership has 8 hearts, so your opponents hold _____

What is the most likely split? _____

What if the opponents held 4 hearts? _____

In opponents' hands odd #'s most often break _____


In opponent's hands even #'s generally break _____

COUNTING WINNERS IN A NON-TRUMP SUIT

After the opening lead is made and **DUMMY** is revealed, as **DECLARER**, look at the cards between both hands and count the ‘SURE’ and mathematically ‘PROBABLE’ winners (odds 60%+) in each suit.

Sure Winners

- Aces
- Ace/King combinations
- Honor Combinations

 **When counting winners in Notrump (or in a non-trump suit), never count more winners than the hand with the longest number of cards!**



What is the greatest number of winners you should count, with these cards between your two hands?

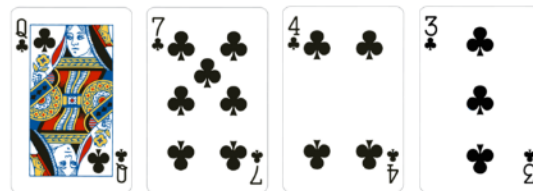


What should you do first to ensure taking your 4 winners?


Probable Winners – count probable tricks based on the percentages (60% probability or greater).



If you hold these cards between your two hand, how are the opponents’ cards most likely split?

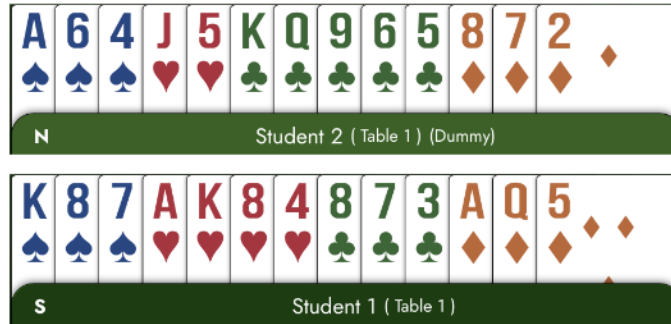


So what does that tell you?

 **Don’t count possible tricks as winners – if you need a successful finesse to win a trick don’t count it!**

COUNTING WINNERS IN A NOTRUMP HAND

Let's count the **SURE** and **PROBABLE** winners in this hand, one suit at a time. The contract is Notrump (NT) and **WEST** made an opening lead of ♠Q.



Suit	Winners
♠	
♥	
♦	
♣	

LET'S TRY COUNTING WINNERS

DIRECTIONS

- Review the 6 pairs of hands on pages 22-23.
- All of the hands are Notrump hands.
- Note the opening lead for each hand.
- Work together to count the winners in each hand, remember the percentages.
- Count one suit at a time.
- If time allows look at the hands and discuss opportunities to finesse and/or establish long suits. Think about how you might play the hand.



LET'S TRY COUNTING WINNERS IN NOTRUMP

Hand #1: North is Declarer, Contract is 3NT, and East leads ♠Q

A	6	4	J	5	K	Q	9	6	5	8	7	2
♠	♠	♠	♥	♥	♣	♣	♣	♣	♣	♦	♦	♦
S Student 1 (Table 1) (Dummy)												

K	8	7	A	K	8	4	8	7	3	A	Q	5
♠	♠	♠	♥	♥	♥	♥	♣	♣	♣	♦	♦	♦
N Student 2 (Table 1)												

Suit	Winners
♠	
♥	
♦	
♣	

Hand #2: East is Declarer, Contract is 2NT, and South leads ♥J

Q	J	6	5	7	4	3	A	5	4	10	6	2
♠	♠	♠	♠	♥	♥	♥	♣	♣	♣	♦	♦	♦
W Student 2 (Table 1) (Dummy)												

K	10	2	A	Q	10	9	8	2	A	K	Q	4
♠	♠	♠	♥	♥	♣	♣	♣	♣	♦	♦	♦	♦
E Student 1 (Table 1)												

Suit	Winners
♠	
♥	
♦	
♣	

Hand #3: South is Declarer, Contract is 1NT, and West leads ♥3

J	9	3	10	6	6	5	3	K	10	9	8	7
♠	♠	♠	♥	♥	♣	♣	♣	♦	♦	♦	♦	♦
N Student 2 (Table 1) (Dummy)												

K	7	6	K	Q	7	A	10	7	4	A	J	2
♠	♠	♠	♥	♥	♥	♣	♣	♣	♣	♦	♦	♦
S Student 1 (Table 1)												

Suit	Winners
♠	
♥	
♦	
♣	

LET'S TRY COUNTING WINNERS IN NOTRUMP

Hand #4: West is Declarer, Contract is 1NT, and North leads ♠2

Q	8	10	9	5	A	4	3	A	Q	9	3	2
♠	♠	♥	♥	♥	♣	♣	♣	♦	♦	♦	♦	♦
E Student 1 (Table 1) (Dummy)												

K	10	3	A	8	3	K	7	6	2	7	6	4
♠	♠	♠	♥	♥	♥	♣	♣	♣	♣	♦	♦	♦
W Student 2 (Table 1)												

Suit	Winners
♠	
♥	
♦	
♣	

Hand #5: South is Declarer, Contract is 2NT, and West leads ♦J

A	K	10	2	10	4	9	6	5	3	A	9	5
♠	♠	♠	♠	♥	♥	♣	♣	♣	♣	♦	♦	♦
N Student 2 (Table 1) (Dummy)												

J	5	3	A	Q	5	3	K	J	7	2	Q	7
♠	♠	♠	♥	♥	♥	♥	♣	♣	♣	♣	♦	♦
S Student 1 (Table 1)												

Suit	Winners
♠	
♥	
♦	
♣	

Hand #6: South is Declarer, Contract is 3NT and West leads ♥6

K	2	A	9	5	4	K	Q	9	5	Q	7	3
♠	♠	♥	♥	♥	♥	♣	♣	♣	♣	♦	♦	♦
N Student 2 (Table 1) (Dummy)												

Q	10	8	K	J	J	4	2	A	J	8	6	2
♠	♠	♠	♥	♥	♣	♣	♣	♦	♦	♦	♦	♦
S Student 1 (Table 1)												

Suit	Winners
♠	
♥	
♦	
♣	

LINE OF PLAY IN NOTRUMP

As **DECLARER**, before you play, take a few minutes to determine where you can win the tricks you need; and then plan how to play the hand to take them. This is your **LINE OF PLAY** and involves several considerations:

- **Timing** – The decision about which suits to play first and which ones to play later in the hand.
- **Transportation** – The method by which Declarer intends to move between Dummy and their hand. Often it is critical to lead towards certain high cards and to lead suits at the right time (**Timing**) to maximize your ability to take tricks.
- **Creating Winners** – In some hands it is necessary to lose a trick to the Opponents to set up the ability to take additional needed tricks.

Which suits/cards should I play first?

If I have a choice, in which hand should I win a trick?

Do I need to lose a trick first, in order to create the tricks I need?

When to Play Each Suit (**Timing**) | Hand #6 (Page 23)



How to Move Between Hands (**Transportation**) | Hand #3 (Page 22)



Deciding When to Lose a Trick (**Creating Winners**) | Hand #2 (Page 22)



THINGS TO THINK ABOUT EVERY TIME YOU PLAY

- The Percentages – how will the opponents’ cards will most likely split?
- Counting Winners – the number of tricks you have and the number you need to make your contract, do you need to create extra tricks to make your contract?
- Timing & Transportation – when should you take your winners, how will you move back and forth between your two hands?
- The possibility of safely creating more tricks – do you need to lose a trick to set up extra tricks, when should you do that?

LET’S PLAN A LINE OF PLAY



DIRECTIONS

- Work independently using the pair of hands designated for your seat (e.g., **NORTH**) on either page 25 or 26.
- Count your winners (these hands are repeated from earlier – see page reference to verify your count).
- Make a line of play (see things to think about above).
- If time allows, discuss your line of play with your partner.

Hand #1 – North (Declarer) page 22
Contract 3NT, East leads ♠Q



Hand #3 – South (Declarer) page 22
Contract 1NT, West leads ♥3



LET'S PLAN A LINE OF PLAY

Hand #2 – East (Declarer) page 22
 Contract 2NT, South leads ♥J



Hand #4 – West (Declarer) page 23
 Contract 1NT, North leads ♠2



LET'S PLAY

You each now have a line of play for the hands you are about to play. Close your books and try playing the hands.

When time is called, switch to the next hand (even if not finished) so everyone has a chance to try executing their line of play.

DIRECTIONS

Take turns playing the 4 hands, each round is 7 minutes.

- **NORTH** is Declarer for Hand #1, **EAST** leads ♠Q.
- **EAST** is Declarer for Hand #2, **SOUTH** leads ♥J.
- **SOUTH** is Declarer for Hand #3, **WEST** leads ♥3.
- **WEST** is Declarer for Hand, **NORTH** leads ♠2.

