



CLASS 4 TAKING TRICKS WITH TRUMP



OBJECTIVES

- Count Winners and Losers in a Suit Contract
- Plan Line of Play in a Suit Contract
- Learn Techniques for Trumping Losers

REVIEW

What is a 'sure' winner? _____

What is a 'probable' winner? _____

What is timing? _____

What is transportation? _____

How do you create winners? _____

COUNTING WINNERS REVIEW


When counting winners in a non-trump suit, never count more winners than...

What is the probability of winning a trick with a finesse? _____

Should you count it as a winner? _____

COUNTING WINNERS & LOSERS IN A TRUMP HAND

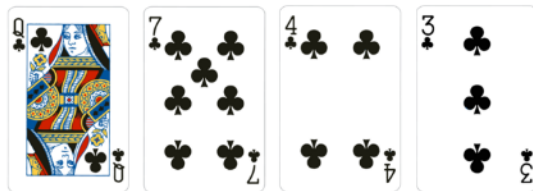
- Think of the # of tricks you can afford to lose and still make your contract.
- Count your winners.
- But also count your probable losers – use the percentages.
- When playing a trump hand never count more losers than the number of cards in the shortest hand.

 **You can never have more losers than the hand with the fewest number of cards in that suit.**

COUNTING LOSERS IN A TRUMP HAND



If you held these cards and were in a club (♣) contract. What losers do you see?



Opponents' cards likely split _____

So after _____ rounds of clubs have been played the Opponents most likely will not hold any more clubs.

If you held these cards and were in a heart (♥) contract. How many possible losers do you see?

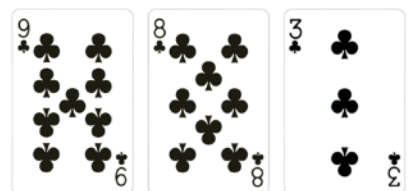


Now, imagine your hand without the ♣J...

How many clubs do Opponents' hold? _____

Most likely split? _____

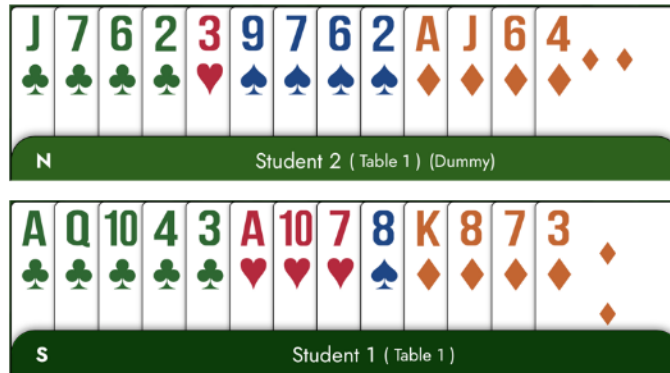
How many losers do you have? _____



COUNTING WINNERS & LOSERS IN A TRUMP HAND

Look at this hand and let's count the winners and losers, one suit at a time.

The contract is clubs (♣), **SOUTH** is Declarer and **WEST** leads the ♠A.



Suit	Winners	Losers
♠		
♥		
♦		
♣		

LET'S TRY COUNTING WINNERS & LOSERS

DIRECTIONS

- Review the 3 pairs of hands on page 30.
- All of the hands are trump hands and the suit contract is indicated.
- Work together to count the winners and losers in each hand, remember the percentages.
- Count one suit at a time.
- If time allows, start discussing your line of play.



LET'S TRY COUNTING WINNERS & LOSERS IN TRUMP

Hand A: Contract is Clubs (♣), South is Declarer and West leads ♠A.

J	7	6	2	3	9	7	6	2	A	J	6	4
♣	♣	♣	♣	♥	♠	♠	♠	♠	♦	♦	♦	♦
N Robot (Dummy)												

A	Q	10	4	3	A	10	7	8	K	8	7	3
♣	♣	♣	♣	♣	♥	♥	♥	♠	♦	♦	♦	♦
S A1 Student (Table 1)												

Suit	Winners	Losers
♠		
♥		
♦		
♣		

Hand B: Contract is Diamonds (♦), South is Declarer and West leads ♥J.

K	Q	9	Q	6	2	A	J	7	4	2	8	4
♠	♠	♠	♥	♥	♥	♣	♣	♣	♣	♣	♦	♦
N Robot (Dummy)												

5	4	8	5	4	K	6	K	Q	J	10	7	2
♠	♠	♥	♥	♥	♣	♣	♦	♦	♦	♦	♦	♦
S Student 1 (Table 1)												

Suit	Winners	Losers
♠		
♥		
♦		
♣		

Hand C: Contract is Spades (♠), South is Declarer and West leads ♦3.

A	8	7	6	A	9	6	5	4	3	K	9	3
♠	♠	♠	♠	♥	♥	♥	♥	♥	♥	♣	♣	♣
N Robot (Dummy)												

K	J	9	2	10	A	Q	J	10	8	A	4	2
♠	♠	♠	♠	♥	♣	♣	♣	♣	♣	♦	♦	♦
S A1 Student (Table 1)												

Suit	Winners	Losers
♠		
♥		
♦		
♣		

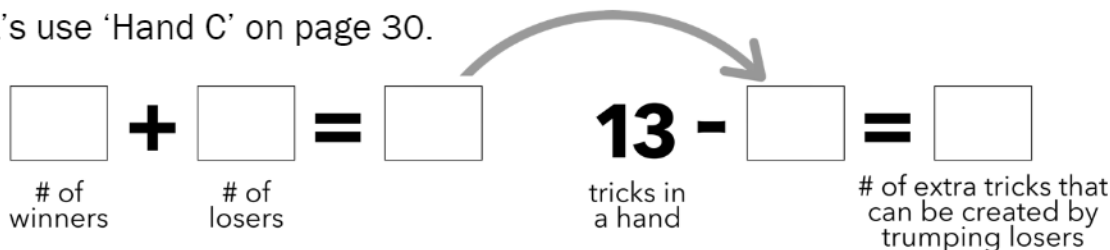
RELATIONSHIP BETWEEN WINNERS & LOSERS

In a trump contract, add together the number of winners and losers you hold in each suit. Subtract that total from 13.

- **If the # is 0** (or negative*) → you cannot create extra tricks by trumping.
- **If it's a positive #** → that is the number of tricks you can create by trumping losers.

** A negative # usually suggests you hold a secondary long suit which may be a source of tricks.*

Let's use 'Hand C' on page 30.



LINE OF PLAY IN A SUIT CONTRACT

There are 2 extra considerations (beyond timing, transportation and creating winners) when making a **LINE OF PLAY** in a suit contract.

- **Pulling Trumps** – Leading trump cards until your Opponents no longer have any trumps in their hands.
- **Trumping Losers** – Deciding if you should delay pulling trump until some losers have been eliminated.

Do I need to pull trumps before I win tricks in my non-trump suits?

Do I have losing cards I need to trump, before I pull trumps?

PULLING TRUMPS



If you held these cards and were in a club (♣) contract...

When should you take these tricks?



LINE OF PLAY IN A SUIT CONTRACT

DECIDING WHEN TO PULL TRUMP

If you held these cards and were in a club (♣) contract...

Should you pull trumps before playing hearts?



TRUMPING LOSERS

When you have counted your tricks in a trump contract and subtract your total winners and losers from 13, if you discover you can create extra tricks by trumping; here are two of the most common methods for trumping losers:

- **Trumping in Hand with Shortest Trumps** - Using the trump cards in the hand the has the fewest trumps to trump losers in your other hand.
- **Trumping with a 4/4 Fit** - When you have an equal number of trumps in both hands, using the trumps in one hand to trump losers in the other.

TRUMPING IN HAND WITH SHORTEST TRUMPS

Play Demo Using 'Hand A' (p.30)

LET'S PLAN HOW TO TAKE MORE TRICKS

DIRECTIONS

- Work with your partner using the pair of hands designated for your partnership on page 33 (e.g., **NORTH/SOUTH** or **EAST/WEST**).
- Count your winners and losers. Determine how many extra tricks you can make by trumping in the shortest hand.
- If time allows, discuss your line of play with your partner.



LET'S PLAN HOW TO TAKE MORE TRICKS

Hand #1 – North / South (Declarer)
Contract 4♠, East leads ♦5



Hand #2 – East (Declarer) / West
Contract 4♠, South leads ♥5



LET'S PLAY

DIRECTIONS

- Remember to use trumps in the hand with the fewest number to **RUFF** (trump losers) and create extra tricks.
- Hand #1 – **SOUTH** is Declarer, Contract is 4♠, **WEST** leads ♦5.
- Play until time is called.
- Hand #2 – **EAST** is Declarer, Contract is 4♠, **SOUTH** leads ♥5.
- Play until time is called.



TRUMPING IN A HAND WITH A 4/4 FIT

Play Demo Using 'Hand C' (p.30)

LET'S PLAN HOW TO TAKE MORE TRICKS

DIRECTIONS



- Work with your partner using the pair of hands designated for your partnership (e.g., **NORTH/SOUTH** or **EAST/WEST**).
- Count your winners and losers. Determine how many extra tricks you can make by trumping.
- Decide which hand to trump twice with, identify losers you need to trump.
- If time allows, discuss your line of play with your partner.

Hand #3 – North (Declarer) / South
Contract 4♠, East leads ♦5



Hand #4 – East / West (Declarer)
Contract 4♥, North leads ♣K



LET'S PLAY

DIRECTIONS

- Remember which hand you are planning to **RUFF** (trump losers) with to create extra tricks.
- Board #3 – **NORTH** is Declarer, Contract is 4♥, **EAST** leads ♣K.
- Play until time is called. →
- Board #4 – **WEST** is Declarer, Contract is 4♠, **NORTH** leads ♦5.
- Play until time is called.

