

A Checklist of how to approach playing Suit Contracts

Deciding WHEN to draw trumps, and WHEN NOT to draw trumps.

Count Your Winners

Count ESTIMATED trump winners, plus immediate side suit winners (if there is an obvious suit to establish, count them, BUT work out how to do it)

AND Count Your Losers

Usually count your losers from the long trump hands point of view (usually your hand).

If Dummy has a singleton, and you have the Ace and two others, the two little cards in your hand are potentially losers. Count them. Don't assume that you will be able to trump them.

Not enough Winners – Don't Draw trumps yet!

Establishing Extra Tricks

By Strength

By Length

By Ruffing

Via a finesse

Too Many Losers – Don't Draw trumps yet!

"Immediate Losers" vs protected losers

Discarding losers immediately

Discarding losers later

Ruffing losers in the short hand

Finesses to avoid losers

Sometimes losers become winners (eg AKQ2)

Enough Winners & Not Too Many Losers

Use the same techniques listed above to look for extra tricks.

If you start with 10 and end with 10 in 4♥ it might be bad, others might find 11.

Then Draw Trumps

Other Traps to Look out for

Preventing Ruffs

Opps lead a singleton, draw trumps quickly

Safe & Danger Hand

Working out Suit Combinations

Working out the opponents' cards to know which way to play a certain finesse. Count their shape, points, listen to the bidding, etc.