

# Declarer play

Aim of declarer:

**MAKE YOUR CONTRACT**

**PLAN THE PLAY**

**TRY TO FIND EASIEST WAY POSSIBLE**

Count your winners. If that adds up to correct amount of tricks, TAKE THEM!

Planning the play in NT

- Forcing defender to take his high cards (you have a suit KQJT98 – 654, you give up A and you have 5 tricks)
- Making extra tricks with small cards in long suit (example 3)

Planning the play in suit contract

- Discarding losers on long side suit (if you have long side suit in one hand then take down the trumps and cash your side suit winners)
- Discarding losers on side suit honors (example 4)
- Ruffing losers (example 2)

**If you don't have sure tricks then we need to take a small risk and go for FINESSE (example 1, example 5)**

