

### Topic 3: Playing Suit Contracts

#### Suite Bidding:

**Game Points:** 25

**Open:** 12+ HCP and 5 card Major or 4 card Diamonds or 2 + Clubs.

**Respond:** 6 - 9 HCP

- a) Bid **2 of partner's suit**, showing a fit in the suit, *includes distribution points*
- b) showing 4 of a suit, still at the **1 level**
- c) **1NT** showing the point count but no fit in the suit, or 4 of any other suit at the 1 level

**10+ (HCP)**

- a) Bid a new suit at the 2 level. *You should have 5xH over a 1S bid.* Partner **MUST** answer you, even if it is 2NT saying I have no more to offer. It gives you another chance to speak about your hand, maybe you have 19 Points!!

**10-12 (HCP + distribution) with fit**

- a) **Bid 3 of bid suit:** showing a fit in the bid suit and inviting partner to check their total points and bid to game if possible

**12+ (HCP + distribution) with fit**

- a) **Bid 4 of bid suit:** showing a fit in the bid suit and enough points to get to game (25 points)

**18+ (HCP + distribution)**

- a) **You could be looking at Slam. We will cover this in Topic 4.** At this stage bid at the 4 level.

**Opener:**

- a) **After partner bids 2 of your suit**, consider very carefully before you go any further, partner has a max of 9 points for you! If you bid at the 3 level you are saying only go to 4 level if you have 9 points - otherwise Pass. You may have committed yourself to getting an extra trick that may be your undoing!  
*If you hold 19+ total points you may want to bid at the 4 level:  
(6 + 19) gives 25 for game*
- b) **Partner has bid at the 2 level and changed suit.** You **MUST** bid.
  - i) You can repeat your suit showing more than 5 in the suit
  - ii) **< 15 HCP** bid 2NT saying you have no more points, but allowing for partner to bid again if required (they may have 19 points and potential for Slam!!)
  - iii) with **15 + HCP** you can change suit, possibly looking for a NT game (10 + 15) HCP = 25

## Suit Contract Play:

### Identify and Discard Losers

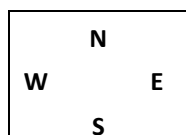
#### **\*\*Count Your Losers in a Suit Contract\*\***

- As Dummy places cards begin to assess your combined hand.
- Look at the hand with the longer trump holding – usually the Declarer. *How many losers do you have?*
- how can you avoid losing too many tricks?
- How can you move from Dummy to your hand and back as needed? **Don't guess**, take time to review and **plan your play**. *This will become quicker with practice!*
- In a suit - lead from your short holding to the longer holding to avoid trapping yourself in the *wrong* hand.
- Win your lead as soon as possible.
- Draw Trumps as soon as possible.

### Discarding Losers:

- These hands have bid to 4♠, 4♥ and 3♦. Count your Losers and find a place you may be able to Discard a Loser.

S: J 8 6 4  
H: K 9 2  
D: K 8 5 2  
C: A K 7

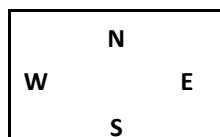


S: K Q T 9 3  
H: A 7 5  
D: A T 6  
C: Q 4

Losers:

♠ ♥ ♦ ♣

S: J 9 6 3  
H: Q 9 7 4  
D: 8 5 2  
C: K 7



S: 5  
H: A K Q J T 8 3  
D: A 9 6  
C: A T 4

Losers:

♠ ♥ ♦ ♣

S: A Q 6 3  
H: Q 7 6 4  
D: T 5  
C: T 9 5



S: 8 7  
H: K 3  
D: K Q J 9 6 4 2  
C: J 2

Losers:

♠ ♥ ♦ ♣

2 You are in 4♠. South is Declarer, the lead is Q♣ from West

How are you going to safely Discard a Loser so you don't go down? What is your Plan?

**Lead: Q♣**

S: A Q 6  
H: Q 9 6 5  
D: Q 9  
C: 8 7 4 3

S: T 8 7 4 2  
H: 2  
D: K 8 3  
C: Q J T 6

S: J 9 3  
H: A  
D: A J 7 5 4 2  
C: K 5 2

**S: K 5**  
**H: K J T 8 7 4 3**  
**D: T 6**  
**C: A 9**

**Losers:**

**S      H      D      C**

**Plan:**

3 Complete a Plan for this Contract. You are South, playing 6♣ with a J♠ lead:

**Lead: J ♠**

S: A 7 5  
H: K Q 4  
D: Q 8 5 4  
C: J 6 5

S: J T 9 2  
H: 9 6 5 2  
D: J 9 6 4  
C: 4

W N  
S E

S: Q 6 4  
H: A T 8 3  
D: K T 7 2  
C: 8 3

S: K 8 3  
H: J 7  
D: A  
C: A K Q T 9 7 2

**Lose**rs:

**S      H      D      C**

**Plan:**

## Opening Leads:

A quick note here, next week will be more involved with Defense against a Suit Contract. Remember you are racing against the Declarer running out of your suit and being able to play a trump.

- a singleton
- top of a 2 or 3 card honour sequence
- Do Not** lead away from an Ace or a King, why? – see below and more later!
- top card of a suit bid by your partner
- top of a set of Spot cards (ie not honours) – top of nothing, you don't want a return
- the contract suit, *but not a singleton trump*, this may upset a holding like Qxx in partner's hand (allows you to keep your honours and support for better things!)

**Always return your partners lead unless it was a high Spot card - unless there are signs that it was a singleton.** Even if the Ace or K is sitting in Dummy. It may help to set up your partners cards, or partner may have led a singleton!

## Defense Play:

- Lead from West, how does your trick count fare in these 2 options:

D: A 9 2		
D: K T 7 5		D: J 8 4
D: Q 6 3		

C: Q 6		
C: K J 7 5		C: T 4 3
C: A 9 8 2		

- Select a lead from the following:

a)	S: K 7 5 4 2	<table><tr><td></td><td>N</td><td></td></tr><tr><td>W</td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>		N		W	E		S		Bidding:			
			N											
	W		E											
			S											
	H: 7 6 2		N	E	S	W								
D: 7			1NT	/										
C: J T 9 2	2C	/	2H											

b)	S: K J 8 5	<table><tr><td></td><td>N</td><td></td></tr><tr><td>W</td><td></td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>		N		W		E		S		<b>Bidding:</b>			
			N												
	W			E											
			S												
H: 7 2	N	E	S	W											
D: Q 7 2			1H	/											
C: K T 8 3			3H	/	4H	/									

c)

S: K 7 5 4 2

H: 7 6 2

D: 7

C: J T 9 2

N

W E

S

Bidding:

N	E	S	W
		1S	/
3S	/	4S	/

## Returning the Lead – Give Partner a *Suit Preference* Signal:

In 2. a) above you suspect partner's lead is a singleton and you won it with ♦ A. What do you return, a ♦ of course, but which one? A card that gives partner a Signal would be useful, so that partner knows what Suit to play after the trick is won with a trump.

Trumps are ♥, you will play a ♦ : so how can you show whether you want partner play a ♠ or a ♣ ? Leading a **high “spot”** (ie non honour), say ♦ 8, will indicate you want the **higher ranking** of the other two suits in this case a ♠. Leading a *low spot*, say ♦ 3, will indicate you want the *lower ranking* of the two suits, this would be a ♣ . Partner may be holding the ♠ A, so win another trick, then lead back a ♦ and you now have 4 tricks and the 4♥ contract is down!!!

## Assess the Bidding to Select a Lead:

S: A 4		<b>Bidding:</b>
H: T 7 2	N	N    E    S    W
D: J T 3	W    E	1D   /   1H   /
C: 9 7 5 4 3	S	3D   /   3H   /
		4H

Analyse the Bidding, what are you told by the jump to 3 in the second round of bidding? How will this influence your lead? Maybe time for an **aggressive fast grab**, hoping partner may have some assistance with the ♠ suit.

## Defending Suit Contracts in the Third Seat:

Third seat means you are playing after Dummy and have a slight advantage about how the cards lie and what partner's lead meant. Can you signal partner about your like or otherwise of their lead?

## Signal to Encourage:

Play a **high spot** if partner played a winning card and you want to **encourage** partner to continue that suit, or **low spot** to **discourage** that suit.

	S: K 7 6 4		
	H: A 2		
Lead: A ♦	D: T 6 3		
	C: K Q 8 4		
		S: 8	<b>Bidding:</b>
		H: Q 9 7 5 3	N    E    S    W
		D: Q 9 5	1C       1S    /
		C: J T 6 2	2S   /   4S

What do you expect from partner's lead? How does it compete with Dummy's holding? Does it look good for your holding? How will you play to **encourage** more diamonds?

## Hold an A to Kill a King in Dummy:

After viewing Dummy you will hold your Ace to kill the K in Dummy. Playing the A will give Declarer an extra trick!

Lead: Q♦	S: K Q J 4	<div><div>N</div><div>W<div>E</div>S</div></div>	S: A T 8 2	<div>Bidding:</div> <table><tr><td>N</td><td>E</td><td>S</td><td>W</td></tr><tr><td></td><td></td><td>1H</td><td>/</td></tr><tr><td>3H</td><td></td><td>4H</td><td></td></tr></table>	N	E	S	W			1H	/	3H		4H	
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H: K 7 5 3	H: 8 4															
D: 8 4	D: A 9 2															
C: J 5 3	C: K T 8 4															

When thinking about defence you need to say what is my best shot, if partner holds a certain card. You know ♠ A is a winner but hold it to kill the K. If partner holds an honour in ♣ you look good to take 2 tricks...give it a try. After winning ♦ A, play a low ♣ to see what partner has. With success (♣Q), partner will lead back another low ♣, telling you **declarer** holds the ♣A. The ♣10 now becomes a valuable card to force declarer to play ♣A, leaving your K a winner to play after you take ♠A.

## Play to Win the last Trump in Dummy:

If Declarer has played to remove trumps and left you with the winning trump against a lower trump in Dummy. Two things to be aware of:

- Declarer does not want to lose two trumps to remove the last outstanding trump, especially when...
- Declarer wants to use that trump to get access into Dummy's winning cards
- Declarer will try to get you to trump in against another suit.
- If you can win the lead using another card you should play your winning trump and thus remove Declarer's only access to Dummy

S: 6		S: 9
H: J 8 5		H: K 3
D: Q J		D: T 5 3
C: 7		C: J 2

	N	
W		E
	S	

S played ♦A, K and does not hold any more ♦'s, but wants to use ♠6 to get to ♦Q, J.

- Declarer is playing ♣s, hoping to lose the last ♣ to the defence, maybe to a void hand who will use their last trump.
- Too bad, W did not have any ♣s or the remaining trump and E wins the ♣J then plays ♠9, winning that and removing S's access to Dummy. *Nasty play by E but very satisfying!!!*

## Continuing with Discarding a Loser to make your Suit Contract:

Earlier we established a Suit by ruffing. Now we will consider playing a long Suit to make a spot card a winner.

1. *Sometimes your partner is very optimistic, how do you plan?*

<b>Lead: ♣Q</b>	<b>S: 7 6 3</b> <b>H: A 7</b> <b>D: T 8 7 6 4 2</b> <b>C: K 8</b>	<b>Bidding:</b> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;">N</th> <th style="text-align: left;">E</th> <th style="text-align: left;">S</th> <th style="text-align: left;">W</th> </tr> <tr> <td></td> <td></td> <td>2C</td> <td>/</td> </tr> <tr> <td>2D</td> <td>/</td> <td>2H</td> <td>/</td> </tr> <tr> <td>3D</td> <td>/</td> <td>3H</td> <td>/</td> </tr> <tr> <td>6H</td> <td></td> <td></td> <td></td> </tr> </table>	N	E	S	W			2C	/	2D	/	2H	/	3D	/	3H	/	6H			
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S	H	D	C																			
<b>Plan:</b> Win in hand																						

2. *Same partner, still full of enthusiasm! Next Plan:*

<b>Lead: ♦K</b>	<b>S: A J 2</b> <b>H: A T 8</b> <b>D: A 9 8 4 3</b> <b>C: 9 3</b>	<b>Bidding:</b> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;">N</th> <th style="text-align: left;">E</th> <th style="text-align: left;">S</th> <th style="text-align: left;">W</th> </tr> <tr> <td></td> <td></td> <td>3S</td> <td>/</td> </tr> <tr> <td>4S</td> <td>/</td> <td></td> <td></td> </tr> </table>	N	E	S	W			3S	/	4S	/		
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S	H	D	C											
<b>Plan:</b>														

3. We talked about taking Finesses during our NT lessons. Don't forget to apply this technique in Suit Contracts play.