

Making Tricks in No Trump:

Promotion: Knocking out higher cards than you own to make your lower cards winners.

For example: KQJ10 needs the opponents' ace to be played before any tricks can be made from this combination.

Finessing: Winning a trick with a lower card when a higher card is still outstanding.

For example: AQ opposite 54. If you lead with the 5 and insert the Q, and it wins, you have just executed a successful finesse!

Tenace: A surround position. In the previous example the AQ combination would be the tenace position.

Length: If you own the majority of the cards in a suit, it is possible to make tricks even with the lowest of cards in the suit if you are the only one left with the suit.

For example: AKQ54 vs 876. If you play the A followed by the K and then the Q, two-thirds of the time the five cards that the opponents originally held will have divided three/two and they will now both be void in this suit. Your 5 and 4 will both take length tricks.

Vocabulary:

Sure Tricks: Tricks you can take anytime you want.

Potential Tricks: Cards that may develop into tricks.

Distribution: How the cards in each suit fall in the four hands around the table, as well as how the four suits around the table divide. More commonly referred to as the shape of the hand, or shape of the suit.

Some of the most common ways 13 cards divide 4 ways are:

4-4-3-2..... 5-3-3-2.....6-3-2-2.....4-3-3-3.....5-4-2-2

Transportation: The process of moving back and forth between partners' hands.: The declarer's hand and the dummy's hand or the two defenders' hands.

What's the Process?

On each and every hand, try to approach the play and the defense the same way. Try using the 4-step process outlined in the box below. Don't be afraid to spend some time before playing to that first trick. Both you and the defenders are supposed to use this time to think through the hand. All good players do.

1. Gather information:

- ✓ When the dummy comes down say the shape and count the number of HCP.
- ✓ Analyze the opening lead.
- ✓ Think about what you know from the information at hand: The points each player said they had and the meaning of the opening lead.

2. Count your sure tricks.

3. If you don't have enough tricks to reach your goal look for opportunities to develop other tricks using your newly found skills of promoting, finessing, or developing tricks through length.

4. Once you gain the lead, start by working on your potential tricks rather than taking your sure tricks. It is important to do this work while you still have high cards guarding your suits that will enable you to regain the lead if you should have to lose to win!