Card Play With Trumps

1. Reasons for Having Trumps

   Extra Control
   Extra Tricks by Ruffing
   Establish Long Suits without Loss
   Entries
   Elimination Plays

2. Problems in Card Play

   Tricks
   Entries
   Control (Losers)
   First determine your PROBLEM (the difficult bit)
   Then apply the SOLUTION (the easy bit)

3. Ways to develop Tricks

   Top Tricks (Winners)
   High Card Promotion (Force Out Opponents' winners)
   Long Suit Promotion (When opponents have run out of the suit)
   Ruffing (Without reducing trump length)
   Finesse

4. Stage 1 – Count tricks

   Estimate Probable Tricks in each suit
   Assume Normal Breaks but ignore finesses
   Start By Counting trump tricks
   Assess additional possible tricks
   Check on Losers

5. Determine Play Plan Type

   Type A   Draw Trumps and Establish Tricks
   Type B   Ruff Losers with Shorter or Equal trumps
   Type C   Establish a Long Suit by Ruffing
   Type D   Cross Ruff

6. Should you Draw trumps? Yes, unless:

   Trumps needed for ruffing
   Trumps needed for control
   Trumps needed for entries

7. Control (Losers)

   You need a control for each trick you must lose to establish your own tricks
   Discard losers on winners in other suits
   Hold Up Play
   Avoidance Play (Keeping the danger hand out)
   Finesse

4SF may be played as Game Forcing

8. Trump Control. When your trumps are weak or short, possible remedies are:

Don't Draw Trumps
Don't Ruff
Don't Overruff
Let the defenders Ruff

9. Entries

To establish and access a side suit (1 entry for each loser)
To take finesses
To take ruffs

10. Summary

* Count your Tricks
* Determine the Play Plan Type
* Decide whether to draw trumps
* Check Losers/Controls
* Check Trump Control
* Check Entries