

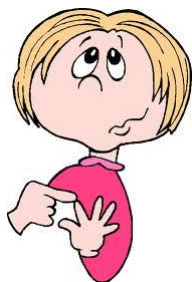
## When the Opening Lead is Faced

*Guidelines for the player who is about to become dummy.*

- Lay out the cards neatly in suits.
- Ensure all cards are clearly visible.
- **Do not** talk about the bidding.
- **Do not** use the Bridgemate until all the cards are down.

## When Dummy Goes Down for a NT Contract

### Count before you Leap



- Thank partner.
- **Count** everything.
- **L**: What can you learn from the lead?
- **E**: What are your entries to dummy?
- **A**: What can you learn from the auction?
- **P**: Make a plan.



### Checklist for declarer

- Count the sure tricks.
- How many more tricks are needed?
- Where will the extra tricks come from?
- How many times will you need to lose the lead?
- What is the danger suit?
- What is the plan?

## Sure Tricks

Declarer	Dummy	Sure Tricks	Order of Play
♠ A J	♠ K Q	2	Any
♠ A Q 8	♠ K 2	3	K-8 first
♠ Q J 8 5	♠ A K 7	4	A-5, then K-8
♠ A K Q 4	♠ J 8	4	J-4 first
♠ K Q 7	♠ A J 3 2	4	K-2 then Q-3

## Develop Tricks from Honour Sequences

Declarer	Dummy	Expected Tricks	Lose the Lead How Many Times	Order of Play
♠ 4 3 2	♠ K Q J	2	Once	Any
♠ Q J T	♠ 7 6 5	1	Twice	Any
♠ J 8	♠ K Q T 2	3	Once	J-2, then K-8
♠ T 6 2	♠ Q J 9 3	2	Twice	T-3, then Q-2
♠ Q 7	♠ J T 9 2	2	Twice	Q-2 then J-7

## Distribution Probabilities

With Six Cards Missing			With Five Cards Missing		
Distribution	Odds	Percent	Distribution	Odds	Percent
3-3	1 in 3	36	3-2	2 in 3	68
4-2	1 in 2	48	4-1	1 in 4	28
5-1	1 in 7	15	5-0	1 in 25	4
6-0	1 in 100	1			

## Develop Tricks from Long Suits

Declarer	Dummy	Possible Tricks	Lose the Lead	Chance of Success	Order of Play	Notes
♠ A Q 3 2	♠ K 5 4	2	None	1 in 3	K-2, A-4, Q-5	
♠ A Q 4 3 2	♠ K 6 5	5 4	None Once	2 in 3 1 in 4	K-2, A-5, Q-6	It is almost certain (96%) to make <b>at least</b> four tricks.
♠ A 6 4 2	♠ K 7 5 3	3	Once	2 in 3	Start with 3-2. On regaining the lead, A-5 and K-4.	Lose one trick <b>early</b> to keep control.
♠ A 7 6 3 2	♠ 9 8 5	3 2	Twice Three times	2 in 3 1 in 4	Start with 5-2. On regaining the lead, A-8 and 9-2. On regaining the lead again, play the 7 and 6.	It is almost certain (96%) to make <b>at least</b> two tricks.