



**Excerpts From:
One No Trump Declarer Play
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Kootenay Jewel Bridge Club

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<http://watsongallery.ca/bridge/Workshops/1NT-DP-WTW.pdf>

Example 1: 1NT with Rebid Problems (North Plays)

North Dealer Both Vulnerable

♠J4 ♥AKQ10 ♦AJ1093 ♣73
 ♠7532 ♥963 ♦62 ♣A854  E ♠A6 ♥52 ♦KQ7 ♣KQJ1096
 ♠KQ1098 ♥J874 ♦854 ♣2

W	N	E	S	
	1♦	2♣	Dbl	Negative Double=Takeout for unbid suits
P	2♥	P	P	
3♣	All Pass			

Anticipate possible auctions.

What would you rebid if partner responds to 1♦ with 1♠?

1NT rebid would show 12-14 and 2 or 3 spades. Stoppers not important unless opponents bid. Shape and point range are important.

2♦ would show six+ diamonds and 11 to 15 points.

2♥ would show 17+ and the existing shape.

3♦ would show 16-17 points and a six card suit.

Compare with:

W	N	E	S	
	1NT	2♣	2♥	Transfers are on after 2♣ or Dbl
P	2♠	P	P	
3♣	P	P	3♥	All Pass

The rebid problem is handled nicely with a 1NT opening.

Example 3: A Lousy 15 Revisited (North Plays)

South Dealer East West Vulnerable

♠A74 ♥42 ♦AQ54 ♣AJ43

♠10985 ♥K6 ♦J10 ♣K10987  ♠Q6 ♥J10987 ♦K987 ♣Q6
♠KJ32 ♥AQ53 ♦632 ♣52

What Declarer does:

1. Count tricks:

Sure tricks = 6: 2 ♠'s, 2 ♥'s because of the lead, 1 ♦ and 1 ♣.

Possible tricks = 3 or unlikely 4 or very unlikely 5:

♠'s: J♠ and possible 3-3 break in spades

♥'s: nothing more in hearts

♦'s: Q♦ and possibly the fourth diamond after losing the lead, and

♣'s: possibly the J♣ which is unlikely.

2. Make a Plan

- Timing
- Transportation

3. Recognise a Danger Hand:

Possibly East with long hearts.

Possibly West because of clubs or diamonds. Which suit he switches to if he gets in the lead will drive your future choices.

4. Recognise Good Suits: None

No 8 or longer total fits

Poor Intermediates

5. Recognise Risky suits: hearts and clubs

moderate risk because they are six cards.

Leave suits alone that opponents are likely to attack for you.

Clubs could only have one stopper

Hearts always has two stoppers-Do you see how?

Diamonds could come down to only one stopper but a ninth trick is needed.

6. Suits to Develop:

♠'s:

Timing: Take spade finesse when West is out of hearts or to protect Qx of hearts.

♦'s:

Plan A: I would finesse the queen♦ then duck a diamond. Cash the ace to see if they are 3-3. The ace must be played on the third round so the opponent with 4 cannot cash out.

Plan B: Lose a diamond- completely duck then take diamond finesse.

Plan C: Perhaps you can do a safety play in diamonds by cashing the ace first and leading up to the queen. Then duck.

Plan D: Cash the ace first and then duck and then lead up to the queen. This works if King is doubleton.

The Play:

Duck the opening lead once and then take the ace. Take the spade finesse into West to protect the Qx of hearts. With the King of hearts located, attack diamonds before spades. Use Plan A. Avoid clubs and if they are attacked duck completely. Hopefully giving a player with Qx or Kx blocking problems.

Defense:

Only switch the defensive suit when you are out of partner's led suit. Concentrate on hearts until out. A poor defender does not continue partner's suit without a really good and rare reason.

West could play the King♥ on the first trick to unblock. Blocking partner's suit is a cardinal sin. However, here it is best to wait for the queen.

A defender keeps tracks of entries and exit cards.

The Result:

Four spades, two hearts, two diamonds and 1 club.

This results in game here but it is a lucky game.

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Example 23: Stayman, 8+ Points (South Plays, but North will actually make the contract)

South Dealer Both Vulnerable

♠A432 ♥987 ♦K84 ♣Q32
♠J97 ♥32 ♦QJ109 ♣J654  ♠86 ♥AQ106 ♦A765 ♣987
♠KQ105 ♥KJ54 ♦32 ♣AK10

W	N	E	S
			1NT
P	2♣	P	2♥
P	2NT	P	4♠
All Pass			

The following bidding is if four-suited transfers are being used.

W	N	E	S
			1NT
P	2♣	P	2♥
P	2♠	P	4♠
All Pass			

Notes:

- 2♠ after 2♥ not 2♦ shows 8-9 and four spades.
- West has a natural lead of the Q♦. If North plays the hand, North's king is safe from immediate attack.
- 2♠ after Stayman 2♦ shows five ♠'s and four ♥'s with 8-9 HCP's. Do not confuse the two.

Example 29: 5-4 in the majors, Stayman, 8-9 Points (North Plays)

South Dealer Both Vulnerable

♠QJ98 ♥QJ1098 ♦K10 ♣103

♠10652 ♥A432 ♦975 ♣74  ♠A4 ♥5 ♦A86432 ♣Q965

♠K73 ♥K76 ♦QJ ♣AKJ82

If playing scrambling Stayman:

W	N	E	S
			1NT
P	2♣	P	2♦
P	2NT	P	3♣
P	3♥	P	4♥

All Pass

A better alternative:

W	N	E	S
			1NT
P	2♣	P	2♦
P	2♥	P	4♥

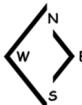
All Pass

Bidding Notes:

- South accepts the invitation by showing a club suit and perhaps an unstopped suit elsewhere.
- North can now rebid his 5 card major and outh puts him in 4.

Example 33: Transfers with a Five-card Major, 8-9 Points (South Plays)

East Dealer North South Vulnerable

♠A4 ♥J10987 ♦8765 ♣K3
♠J732 ♥43 ♦AKQ10 ♣J65  ♠865 ♥AQ5 ♦432 ♣8742
♠KQ109 ♥K62 ♦J9 ♣AQ109

W	N	E	S
		P	1NT
P	2♦	P	2♥
P	2NT	P	3♥
P	4♥	All Pass	

Bidding Note:

- Once North knows they have a Golden fit (8 card fit or better), he can count distribution and place the contract in game.

Example 47: 5-5 or better in a major and a minor, 10+ Points (North Plays)
(Board 34)

East Dealer North South Vulnerable

♠Q ♥QJ1098 ♦A9 ♣QJ743
♠K10965 ♥A76 ♦Q632 ♣8  ♠A842 ♥543 ♦10874 ♣109
♠J73 ♥K2 ♦KJ5 ♣AK652

W	N	E	S
		P	1NT
P	2♦	P	2♥
P	3♣	P	4♥ All Pass

Bidding Notes:

- South makes the best decision of playing in a 5-2 fit because North is showing shortness in spades.

Example 5: Needing The Lead (South Plays, North has problems if he plays)

South Dealer North South Vulnerable

♠A42 ♥542 ♦K32 ♣7653

♠J765 ♥AQ63 ♦54 ♣AQ2  ♠83 ♥10987 ♦J76 ♣10984

♠KQ109 ♥KJ ♦ AQ1098 ♣KJ

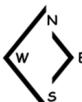
W N E S
2N
P 3NT All Pass

This is an auction without Stayman so a major suit should be led. One should not lead from AQxx against 3NT. East may lead a spade against 3NT because he has no entries. However, if East leads a heart, they can take four hearts and four clubs. Either a heart or club lead becomes obvious looking at the dummy. South should open 2NT to protect his doubleton King-Jacks. He will get a spade lead and make nine tricks, four spades and five clubs. If West makes an unlikely lead of a diamond, the contract will be set.

Example 8: 1NT Rebid (North Plays)

North Dealer None Vulnerable

♠KQ10 ♥KJ5 ♦1054 ♣AJ109

♠8 ♥AQ432 ♦A98 ♣K875  ♠AJ976 ♥1096 ♦32 ♣642
♠5432 ♥87 ♦KQJ76 ♣Q3

W	N	E	S
	1♣	P	1♠
P	1NT	All Pass	

Bidding Notes:

- East must pass, but had he held Kx in clubs as well, he would have a perfect 1♠ overcall.
- South has one bid with 6-9 HCP's, so he skips a four or five card diamond suit to bid 1♠. With six diamonds he would bid diamonds first and rebid the six card minor. The spade bid from South will likely stop East from leading spades.
- West should be practical and not overcall a weak (poor intermediates) five-card suit at the two-level. One-level would be fine.
- North rebids 1NT showing 12-14 and five or less clubs and no singletons or voids.

Example 11: 18-19 Points (South Plays)

West Dealer Both Vulnerable

♠7643 ♥8732 ♦8 ♣AKJ10

♠A2 ♥1096 ♦107632 ♣642

♠KQ105 ♥KJ5 ♦AKQ ♣953

	W	N	E	S
P	P	P	P	1♣
P	1♥	P	P	2NT
P	3♣	P	P	3♠
P	4♠	All Pass		

Bidding Notes:

Better Minor Opening:

Without a five-card major, one opens the longer minor. If the minors are three-three, one always opens 1♣ even if diamonds are AKQ. An opening bid of 1♣ is not lead directive.

North's hand would be a minimum response with AJ10x. Responding with 5 points is rare, but fortunately North has AKJ10 of clubs. Honours work the best in longer suits and when they complement each other.

Check Back Stayman:

3♦ is check back Stayman (CBS) and shows a game forcing hand opposite partner's 18-19 points. It asks for the following in order of importance.

- Four cards in an unbid major (shown first) or
- Three cards in the bid major.

The Lead:

5 of diamonds

The play:

Declarer plays the K♦ from his own hand.

The declarer will pitch two clubs on the diamonds and then use clubs and a ruff as three entries.

One entry to play to the 10♦ and two entries to develop hearts.

Declarer will lose one heart and one spade.

Defense:

If declarer plays spades from North, West should duck.

East will pop up with the ace♥ to prevent his queen finesse. Declarer will have to go back to dummy to finesse the queen and he may not or cannot do that.

Example 14: 22-24 (South Plays)

East Dealer None Vulnerable

♠1043 ♥Q762 ♦J1076 ♣J3

♠Q82 ♥1085 ♦9543 ♣642  ♠765 ♥A43 ♦A82 ♣K875
♠AKJ9 ♥KJ9 ♦KQ ♣AQ109

Bidding:

	W	N	E	S
P			P	2♣
P		2♦	P	2NT
P		3♣	P	3♠
P		3NT	All Pass	

The Play:

There is no point doing the club finesse because declarer needs Kxx or Kx onside. The odds are that the king is Kxxx wherever it is. Declarer needs to work on diamonds and hearts. The 9♠ is a possible entry to dummy. Declarer plays the jack of spades which loses to the queen. Now the 9♠ goes to the ten in dummy.

Defense:

Do not cover the Jack of clubs. The king can outlast the finesse.

Example 18: Always Transfer to a Major (South Plays)

East Dealer None Vulnerable

♠J4 ♥109876 ♦8765 ♣K3

♠A732 ♥3 ♦AKQ ♣J6542 

♠865 ♥AQ542 ♦432 ♣87

♠KQ109 ♥KJ ♦J109 ♣AQ109

W N E S
P 1NT
P 2♦ P 2♥
All Pass

Leads Not to Make Against a Suit Contract on the opening lead only:

- singleton trump
- Ace from ace empty
- little from an ace

West will cash three diamonds and then lead a club, not a good lead but the best of the bad leads.

Declarer Tips:

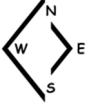
- Use Jack♦ as an entry to dummy to take a heart finesse. Either heart honour works.
- If the ace ducks the spade then pitch a spade on a club. It will be ruffed but this is good because now spades have no losers and the long defensive trump hand is ruffing.
- Otherwise, keep the king of clubs as an entry to draw trump.
- 2♥ will be down one and one notrump will make, but one always transfers to a five card major and pass with 0-7 points.

Defensive Tips:

- The heart finesse works for declarer so rise with the ace in case declarer has three and will finesse the Queen.
- The defense will attack dummy's entry. This is a common thing to do especially when there isn't any other obvious good lead.

Example 20: Transfer to a Minor, MST (South Plays)

East Dealer None Vulnerable

♠5432 ♥87 ♦QJ10765 ♣3
♠A76 ♥A1096 ♦K2 ♣J642  ♠J8 ♥Q432 ♦A43 ♣K875
♠KQ109 ♥KJ5 ♦98 ♣AQ109

Bidding:

W	N	E	S
		P	1NT
P	2♠	P	3♣
P	3♦	All Pass	

Declarer Tips:

Draw trump because there are no short hand ruffs.

Work on uneven side suits first.

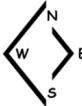
Defensive Tips:

The defender holding the ace♦ will duck and allow West to win the king. He will likely exit a trump.

The defense will try to let the declarer open up the side suits. Both defenders will exit trump when they win their trump honours.

Example 4: Slam Not Notrump (North Plays)

East Dealer None Vulnerable

♠A4 ♥10982 ♦QJ763 ♣K3
 ♠Q732 ♥43 ♦42 ♣J6542 
 ♠J865 ♥KQJ765 ♦K5 ♣7
 ♠K109 ♥A ♦A1098 ♣AQ1098

Bidding Notes:

- East too strong for a weak two because it makes game opposite a minimum opener such as:
 ♠A32 ♥432 ♦A2 ♣86542
 Remember that weak two's like all pre-emptive bids do not have a rebid either because they have a second suit or their hand grows in value.
- Weak two's categorically do not have a void or four-card major.
- South too strong and too distributional for 1NT. It makes slam opposite ten points with no wasted points in hearts which a weak two by East would indicate.

W	N	E	S
		P!	1♣
P	1♦	1♥	3♦
P	4♦	P	4♥
P	6♦	All Pass	

Using a splinter bid, it could go:

W	N	E	S
		P!	1♣
P	1♦	1♥	3♥
P	4NT	P	5♣
P	6♦	All Pass	

With Cuebids:

	W	N	E	S
			P!	1♣
P		1♦	1♥	3♥
P		3♠	P	4♣
P		4NT	P	5♣
P		6♦	All Pass	

One normally bids four card suits up the line but with only one bid (6-9 points), one tends to skip a diamond suit to bid a four-card major. However, a heart bid here may be misleading because it isn't even a stopper and there are no wasted heart honours. Showing the diamond suit works well.

O. Notrump Declarer Play Summary

- a. Count your winners, fast and slow.
- b. Count your losers fast and slow.
 - Do you need to duck the opening lead?
 - How many stoppers do you have?
 - Can you lose the lead?
- c. Opponent's suit length
 - Does the opponent have four or more. This will tell you how many cards the opponents can cash if they get in.
 - How many more can you lose?
- d. Opponent's Entries
 - If opponent leads his own long suit, play him for an outside entry
 - If the opponent with the long suit ducks to keep a card of the suit in partner's hand, he may not have any outside entries left.
- e. Developing Tricks
 - Leave suit(s) alone that Opponents are attacking or have to play.
 - Recognize your long suits
 - Assess quality of long suits
 - 9 or more combined cards of dummy and declarer
 - 8 then 7 then 6
 - Develop 4-3 fits
 - Develop 5-2
 - Avoid 6 total card suits or shorter
 - Leave two way guesses of shorter suits to the end.
- f. Danger Hand
 - The hand or hands that have some of the suit that can be cashed to set you.

g. Timing

- Lose fast losers first before giving opponents their slow winners.
- Take finesses into the danger while you still have stoppers.
- Take finesses into the hand with none of partner's suit left when your stoppers have been exhausted.

h. Communication or transportation

- Entries to dummies or declarer's long suit
 - keep them
- Can either use long suit to make opponents discard but first use it for transportation between dummy and declarer's hand.

P. Advanced Examples:

Example 57: The Offering (South Plays 3NT)

BM2000-2C-6

Board 36

North Dealer Both Vulnerable

♠32 ♥Q65 ♦QJ10987 ♣32
♠QJ10987 ♥87 ♦65 ♣876 
♠654 ♥AJ109 ♦432 ♣A54
♠AK ♥K432 ♦AK ♣KQJ109

The play:

- Win the opening lead with the ace. Always hide an honour from defenders if possible.
- Cash Ace and King of diamonds.
- Offer the king of hearts. If the defenders take it, you have an entry to the diamonds.
- They don't take it and the king wins.
- Play clubs.
- Declarer wins 2 ♠'s, 1 ♥, 2 ♦'s and 4 ♣'s to make 3NT.

Example 58: Check different things (South Plays 3NT)

BM2000-3A-34

Board 35

East Dealer North South Vulnerable

♠A32 ♥AK1098 ♦32 ♣765
♠76 ♥4 ♦QJ10987 ♣QJ109 
♠QJ54 ♥32 ♦AK ♣AK432

The play:

- Win the opening lead with the ace.
- Cash ace and king of clubs and if 3-2, lose a club. They split 4-1.
- So cash ace and king of hearts and see if an honour falls. It does not.
- Now play 2♠ towards the queen. It holds.
- Play a small spade back to the ace and lead another spade toward the jack.
- Declarer gets 3♠'s, 2 ♥'s, 2♦'s and 2 ♣'s to make 3NT.
- +600