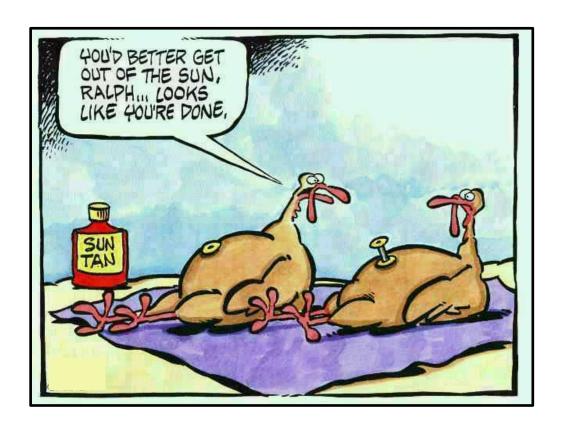
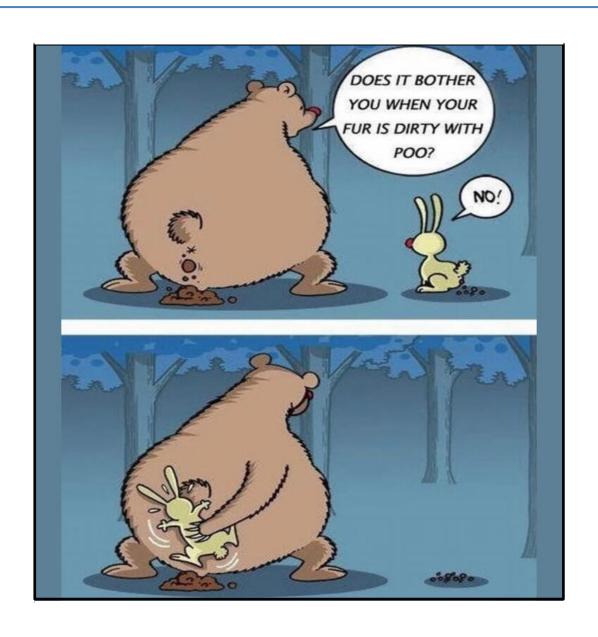
# Playing and Defending No Trump





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## The Funniest Cartoon of 2022



A bridge player was polishing a lamp and... poof! Out popped a genie.

"I will grant you one Time for a wish," the genie said.

Joke The young man unfolded a map. "Let all of these countries live in peace and harmony."

> "You've got to be kidding! I'm only a genie," he replied.

The young man thought for a while. "OK, then make me a great bridge player."



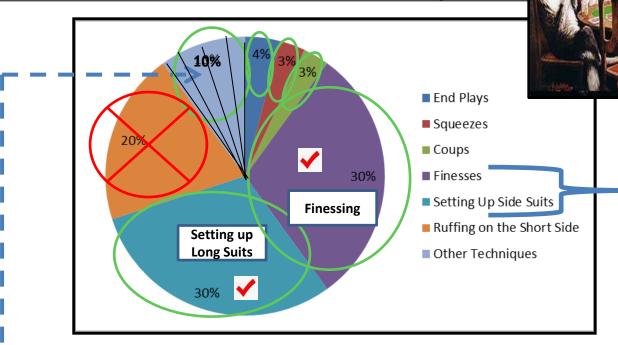






Hmm... " pondered the genie. "Let me see that map again."

# Techniques Used in No Trump



75% of all No Trump techniques

### **Other Techniques include:**

- Safety Plays
- Unblocking Plays

- Discovery Plays
- Hold Up Plays

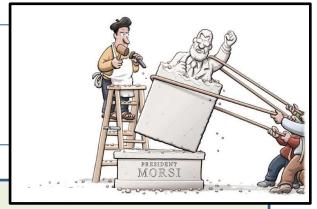
# Coups



In bridge, a coup is a generic name for various techniques in play, denoting a specific pattern in the lie and play of cards; it is a special play maneuver by declarer or defender.

Due to bridge's rich history, many coups are named after English and French barons, counts or duchesses throughout history.

# Some Kinds of Coups



#### There are many coups which the opponents can do little to prevent:

Bath Coup: The original coup, is where a player holding the Ace, Jack and small card(s) plays small against the lead of a King-Queen sequence, so as to get two tricks (if the suit is continued) or gain tempo.

Belladonna Coup: The declarer's act of playing the low card from Kx toward Jxx in a suit contract, in order to tangle defender's communications for trumping, ensuring either a trick in the suit or a third-round ruff.

<u>Crocodile Coup</u>: The crocodile coup is a technique used by the defense. It is executed by second hand, following suit with a higher card than apparently necessary, to keep fourth hand from winning and thereby being endplayed.

<u>Deschapelles Coup</u>: The sacrifice of a card that could be an eventual winner (such as an offside King) to establish an entry into partner's hand.

# Playing In No Trump

#### North

- **★** A82
- **♥** AQ987
- **♦** 53
- ♣ A87

Very few hands will have its immediate losers and immediate winners add up to 13.

**Contract: 3NT** 

Opening Lead: Q4

#### **South**

- **★K**97
- **♥** K4
- **♦** K8764
- **♣** KQ6

- 1) Count your immediate winners.
- 2) Plan how you can take more by:
- Setting up long suits
- Finessing
- 3) Count your plan's potential losers.
- 4) Plan your transportation between both hands.

The diamond finesse to score the K♦ will work 50% of the time, but, when you hold 7 total cards in the ♥ suit, they will break 3-3 or 4-2 for you 84% of the time.

# Playing in No Trump

In No Trump, besides finessing and the rare complex plays, there is really one question Declarer should be considering:

### Does either hand have a long suit to set up?

Secondary considerations might include:

- a. If I have more than one long suit, which one will produce more tricks before the opponents run their tricks?
- b. How can I best set that suit up? And is it safer to let one opponent in than the other one?
- c. How do I get back to that long suit?



# Leads Against No Trump



## Passive or Aggressive Lead?

Passive (rare) - lead out of my hand safely.

AJ82 KQ3 732 AJ3

<u>Aggressive</u> (set up our winners before Declarer can set up his).

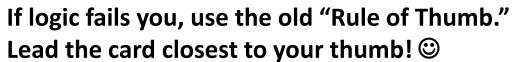
### Other considerations:

- ☐ Did partner bid a suit? Is it right to lead it? (Usually.)
- What suit is partner likely to have?
- ☐ Which of us has the entries?

# Leading Against No Trump

Defending No Trump is usually a race. You need to knock out Declarer's stopper(s) in your suits before he knocks out your stopper(s) in his suits.

But if your partner went out of his way to bid a suit, you'd better lead that suit. Otherwise, it'll be a long and quiet ride home.

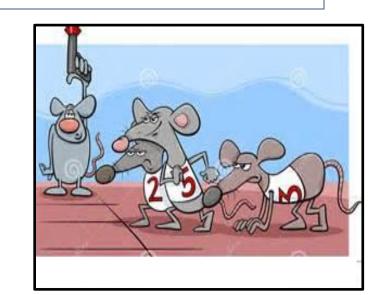


Lead 4<sup>th</sup> from your longest and strongest!



**♦**A106 **♥**754 **♦**K2 **♣**Q7642

**♦**K10**6**2) **♥**75 **♦**K62 **♣**K1062 **•** 





I wonder why they are more likely to have minor suits than majors?

# The Race Is On

## **Leading Top of a Sequence:**

**♣QJ**107 **♥**53 **♦**A76 **♣**7532

## **Leading Top of a Broken Sequence:**

**♦**A6 **♥**72 **•**QJ983 **♣**8764



## **Leading From an Interior Sequence:**

**♦**62 **♥**A542 **♦**Q2 **♣**KJ**10**62

**♦**A2 **♥**Q1**095**4 **♦**72 **♣**8764

This also applies in the middle of a hand and against a suit.

But when you are led into, play the bottom of touching honors:

**Dummy** 

**v**752

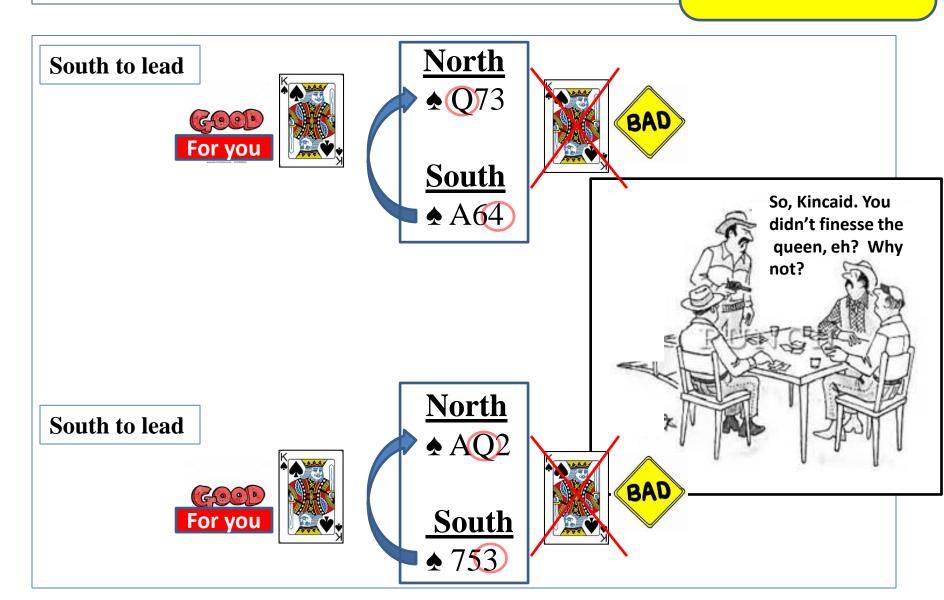
**You** 

Lead: 3♥

**♥**KQJ4

## The Finesse

The finesse is a way to make <u>more</u> tricks, in a suit or a NT contract.



In other words, screwing up the defenders' transportation.

# The Hold-Up Play



**Contract: 3NT** 

**Opening Lead:** K

#### North

- **★**32)
- **Y** A1094
- **♦** QJ3
- ♣ AJ87

Hold up with your A♠ until the 3<sup>rd</sup> round, in case LHO started with 5 of them. Then RHO will be out.

**South** 



- **♥**(**K**)/3
- ♦ A1094
- **♣** KQ6

You have 8 top tricks, so, which finesse do you take?

The ♦ finesse loses to West, so running your J♥ through West is correct. If it loses, East will be in.

# **PLAYTIME**



