

THE DEVELOPMENT OF TRICKS

There are numerous ways of developing tricks that would otherwise not be there as quick winners. These methods include but are not limited to the following:

A. THE PROMOTION OF HIGH CARDS: Giving up of one's high card(s), especially when a sequence of high cards is present, is one of the most certain methods of developing additional tricks. One must consider the losing of such a promotional trick to the opponents as early as is possible in the play of the cards before controls are expended in other outside suits.

B. THE DEVELOPMENT OF TRICKS THROUGH LENGTH: One can statistically conclude (in all but the most unusual circumstance) that the division of missing cards within any suit amongst the opponents is as follows:

(1) If there are an *even* number of cards outstanding in a suit (2, 4, 6) - then the cards tend to be unevenly divided. For example, if there are six cards held by the opposition, they would probably be divided 4-2 rather than 3-3

(2) If there are an *odd* number of cards outstanding in a suit (3, 5, 7) - then the cards tend to be divided as evenly as possible. For example, if there are five cards held by the opposition, they would likely be divided 3-2 rather than 4-1.

C. DUCKING: The conceding of a trick to the opponents, a trick which you otherwise could have won, is called ducking. To do so can be very useful when trying to establish a long suit.

When you have a limited number of winners in the dummy, it is oft times necessary to take your losses early in a suit so that you have enough cards left in declarer's hand to enable you to get to the winners you worked so hard to establish.

In conclusion, developing long suits, in order to promote winning tricks, works in no trump and in trump contracts. In a No Trump contract, you are attempting to develop extra winners. In suit contracts, however, you are trying to eliminate extra losers. Often all that is required is a normal division of the missing cards and the ability of declarer to play the cards in the proper sequence in order to take advantage of the distribution of the missing cards held by the opponents.

D. THE FINESSE: The attempt to gain power for lower ranking cards by taking advantage of a presumed favorable position of higher ranking cards held by the opponents. The process is based upon the idea of leading toward the card(s) you hope will take a trick. It will be successful 50% of the time. Extra tricks can be developed by combining the finesse with the development of long suits. Just how many tricks capable of being taken is dependent upon the location of the high cards and the division of the missing cards of the suit between the opponents.

E. A COMBINATION OF TWO OR MORE OF THE ABOVE: