



Adventures in Bridge

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1NT Play Notes

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Tricks

- Immediate Winners – “Quick Tricks”
- Potential Winners
 - Promotion
 - Length
 - Finesse
- Pros and Cons of Trick Development Methods
 - Promotion
 - Pro – Certain to produce tricks
 - Con – Must give up lead
 - Length
 - Pro – May not have to give up lead
 - Con – May or may not produce tricks
 - Finesse
 - Pro – May or may not produce trick
 - Con – May or may not give up lead

Common 1NT Considerations

- Active vs. Passive
 - Active – Attempt to develop tricks
 - Passive – For the opponents to help us develop tricks
- Patience
 - Attempt to develop tricks slowly
 - Work on long suits if we have time
- Do the Opponents Have a fit?
 - How is it breaking – inferences from the lead
 - Law of Total Tricks
- Goal for the contract? Try to...
 - Make it?
 - Make overtricks?
 - Go down 1 trick? Down 2 tricks?
 - Avoid down 2 tricks – vulnerable?

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- Contract
 - Is this a normal contract?
 - Is this contract played from the “normal” side?
 - Did we get a good opening lead?
- What are our combined assets (HCP)?

Choices of Play

- Throw the opponents on lead
 - Early
 - Late – Get them to crash their honors
- Deception
 - Play on weak suit
 - Get Opponents to play on suit you want them to.
 - Think like the opponents
- Force the opponents to discard
 - Can you convince the opponents to discard winners?
- Conceal information from the opponents