



Adventures in Bridge

Leaders in Bridge Entertainment and Education

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NT Play -- 6NT Play Notes

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Tricks

- Develop Tricks
 - Promotion
 - Length
 - Finesse
 - Drop vs. Deep Finesse
- Does it look like we have 12 tricks?
 - Do we need to be an optimist?
 - Should we be a pessimist?
- Guesses?
 - Collect information
 - Did the opponents bid?
 - What did the Opening lead tell us?
 - Stall in making a guess until late in the hand.
 - Give the opponents opportunities to make mistakes.
 - Watch the opponents discards carefully.

Common 6NT Considerations

- Do we have all the Aces?
- How many Kings are missing?
- How many 4+card suit do we have with potential winners?
- Can we easily get to 11 winners?
 - Is a Squeeze or Pseudo-Squeeze possible?
- Can we combine our chances?
- Is this a race – 12 tricks before 2 tricks?
- End Play

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