

This first hand is another really good example of the importance of counting tricks. The contract is 3NT, meaning that there is no trump suit. This indicates that when we are out of a suit, there is no chance that we can win the trick. Therefore it is really important here to not run out of a suit the defense has more cards (in this case hearts). We will call these suits our "danger" suits.

A secondary aspect of the contract being 3NT is that we are required to take 9 tricks out of the possible 13. (Remember the number of tricks is equal to the level of the contract +6). Let's go through and count our tricks on this deal. We have one guaranteed spade trick, the Ace. We have 4 clubs tricks (can play the Ace and then a small club to the K, the Q, and the J) and 4 diamonds tricks. The 4 diamonds tricks can come from playing the $K$ and then a small diamond the the $\mathrm{A}, \mathrm{Q}$, then J .

If we count carefully, $1+4+4$ is 9 total tricks. We have enough to make our contract! So what we should do is play the $\uparrow A$, then take all your clubs and diamonds in order to make your contract. What happens on this deal if you play the $₫ Q$ on the first trick is that you put yourself in danger of not taking your 9 tricks. Particularly if East has the $\Delta K$ and West has the $\vee \mathrm{A}$, they will be able to take 5 tricks (limiting you to 8) before you can even start trying to take your 9. This can be seen in the following screenshots below where you will go down if you play the $Q Q$ at trick one.


Trick 1 , losing to the $\mathbf{~ K}$.
Trick 2, East switches to the $\vee Q$


Trick 3, losing the $\vee K$ to the $\vee \mathrm{A}$.
Trick 4, losing another heart trick. Note this is all The tricks that we can lose (13-9=4)


Trick 5: No one has hearts, so West automatically wins and now we are "down" or not making 3NT.


This second hand is important for understanding the concept of removing all the trump before cashing our side suit winners. The contract is 6 which means that we must take at least 12 tricks out of 13 (level is $6+6=12$ necessary tricks) with hearts as the trump suit, meaning if we are out of a suit we can always just play a heart and win the trick.

The first thing that we always do is count our tricks. We have 6 clubs, 2 diamonds, 1 spade and 2 hearts. This is a total of 11 . Our long heart suit will definitely provide the extra trick that we need. Therefore, the problem with this deal is not having to "find" or "develop" tricks, but instead to ensure we can take them all.

The really important concept for this hand is that we need to get rid of all the defenders' trumps. We cannot afford for them to trump one of our clubs. Notice that West only has one club. If we do not get rid of all of West's hearts, they will be able to trump the second club. This is problematic since we will no longer have enough tricks ( 5 hearts, 2 diamonds, 2 clubs, 1 spade).

The correct sequence of events is to win the opening lead, play the Ace, King, and another heart to get rid of everyone's trumps but yours. Then win whatever the defense returns and take all of your club tricks.

