

§11. Practice deals.

In this final section there are ten deals with various themes.

Firstly, let's list some points that this series of lessons has thrown up.

You need to understand:

- about counting your points and how that dictates who is declarer and who is dummy.
- the scoring method, and that declarer has to study the dummy before making two critical decisions, which are: *strain* (NT, ♠, ♥, ♦, ♣) and *level* (game or Part-score).
- That each nomination sets *targets* for both declarer and for the defenders.

There are points of technique in card-play that are important. You need to understand about:

- knocking out the opponents' high cards to set up your own suits.
- to play the honours from the short suit first when playing off winning tricks in your own suit.
- to keep count of suits to see how they break and to know if small cards are winners by virtue of the fact that they are the only remaining cards in that suit.
- that, in general, a defender should lead his longest suit against No-trumps. With a broken suit lead the fourth highest card; with a suit headed by a three-card run lead the top card.