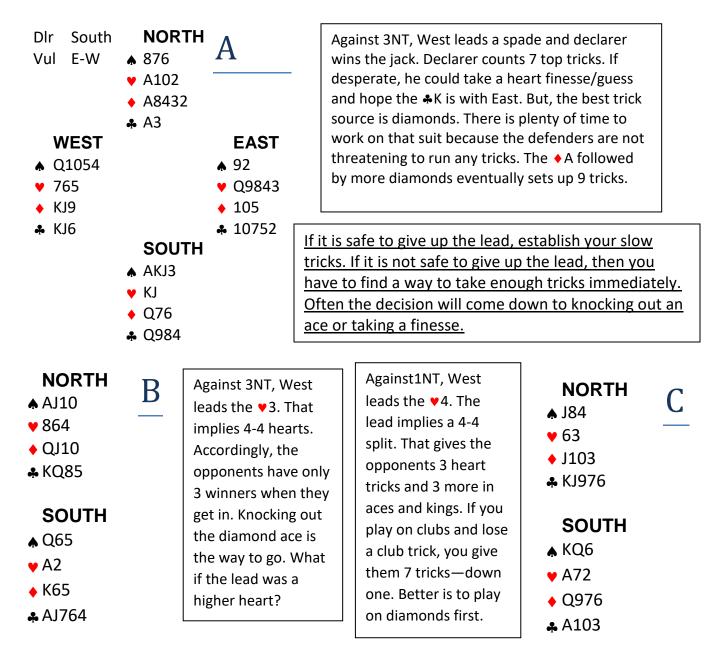
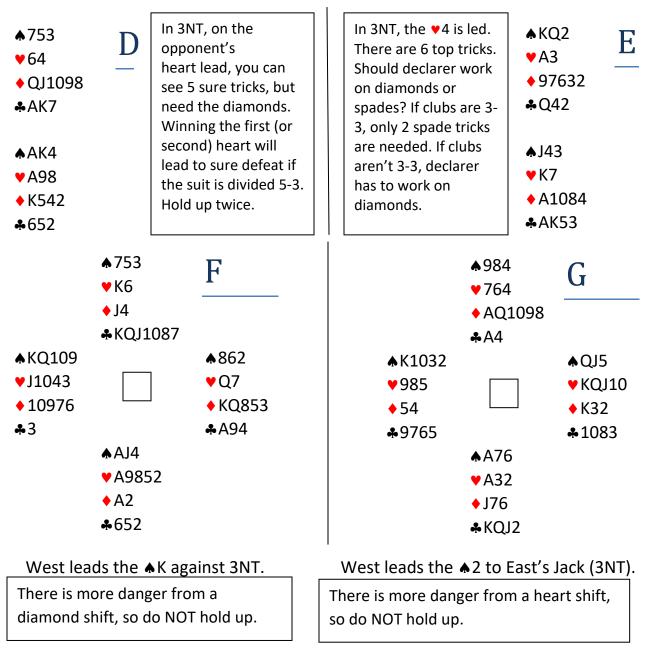
Notrump Play

Notrump is a "race against time." While in a suit contract you count your losers, <u>in notrump</u> <u>you should count your winners</u>. There are fast tricks (can be taken at any time) and slow tricks (which can be developed by knocking out the opponent's cards). In addition, you have to know how many winners the opponents have. If there is no threat of the opponents taking too many tricks, you can leisurely work on your best suit.



Notrump Play (continued)

At Notrump, there is a "Rule of 7," but I prefer the rule of thinking. Rule of 7: Subtract the number of cards you have in the suit led from seven and hold up that number of times. For example, with Axx opposite xx, hold up twice (7-5). With Axx opposite xxx, hold up only one time (7-6). The idea is to exhaust one opponent of the suit led, so that if he gets in, he won't be able to play the dangerous suit. Some logic is required:



Notrump Play – <u>www.larryco.com</u> – Larry Cohen