

No Trump Declarer Play - Acol Trainer

Brief illustrated user guide

This trainer helps a learner practise planning a No Trump contract before playing from dummy. It deals an Acol 1NT, 2NT or 3NT contract, shows South as declarer, gives West the opening lead, and then walks the player through lead-reading, sure-winner counting and developing extra tricks.

Use it to	Practise counting, planning and play in No Trump contracts.
You control	South and dummy (North). Click highlighted cards during play.
The program controls	The deal, auction, West opening lead, planning hints and simple defensive play.

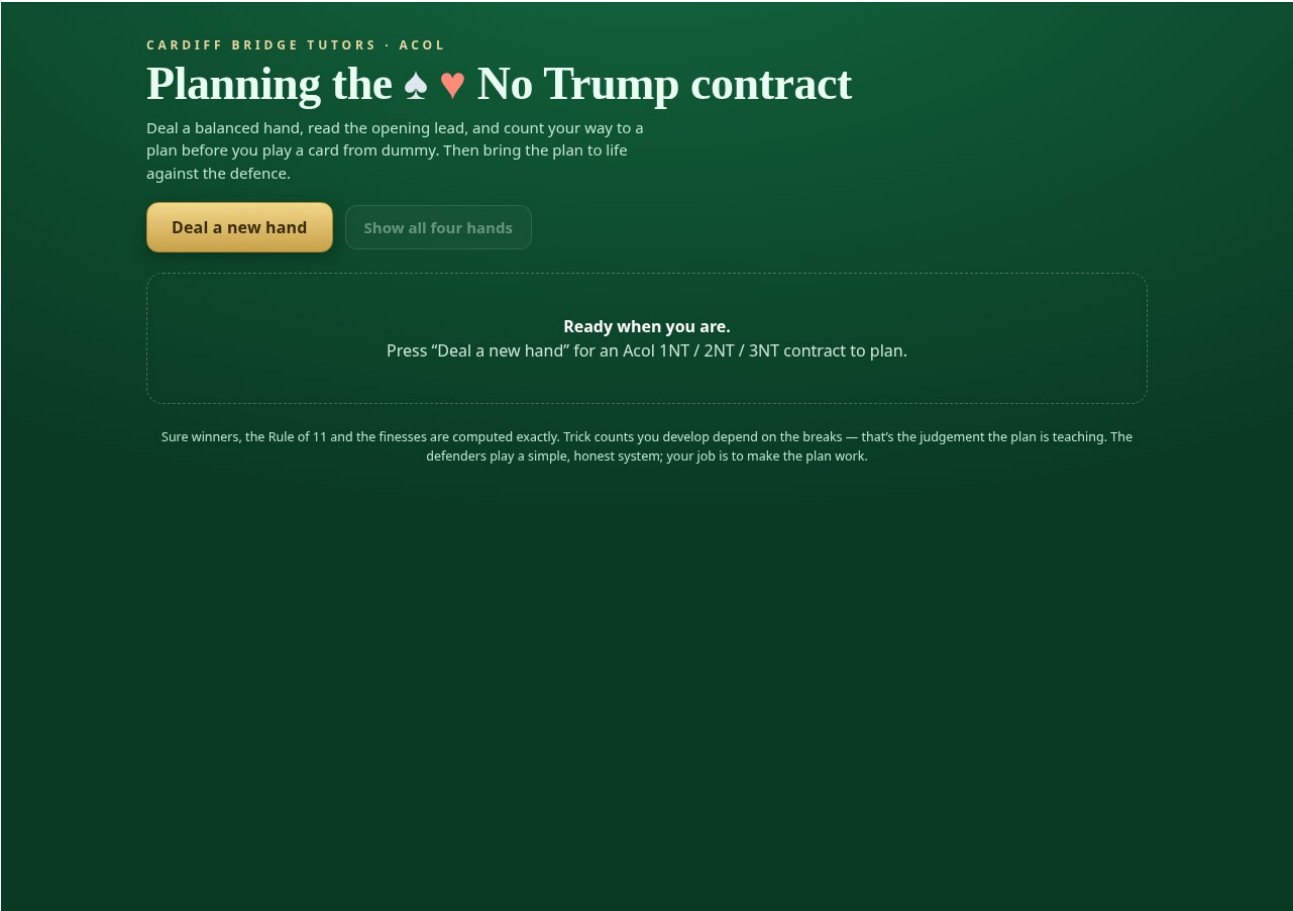


Figure 1. Opening screen: start by dealing a new hand.

Quick start: one hand from start to finish

- 1 Deal a new hand. Press Deal a new hand. The trainer selects an Acol No Trump contract and shows the auction, required tricks and combined points.
- 2 Study South first. You are South. Before dummy appears, look at the contract ribbon and your hand. The opponents remain hidden.
- 3 Reveal dummy through the opening lead. Press Make the opening lead & see dummy. West leads and dummy appears. Do not rush to play a card.
- 4 Use the planning panel. Open the three planning steps: read the lead, count sure winners, then fill the gap to the contract target.
- 5 Play it out. Press Play it out. You play both South and North by clicking highlighted legal cards. The defenders play automatically.

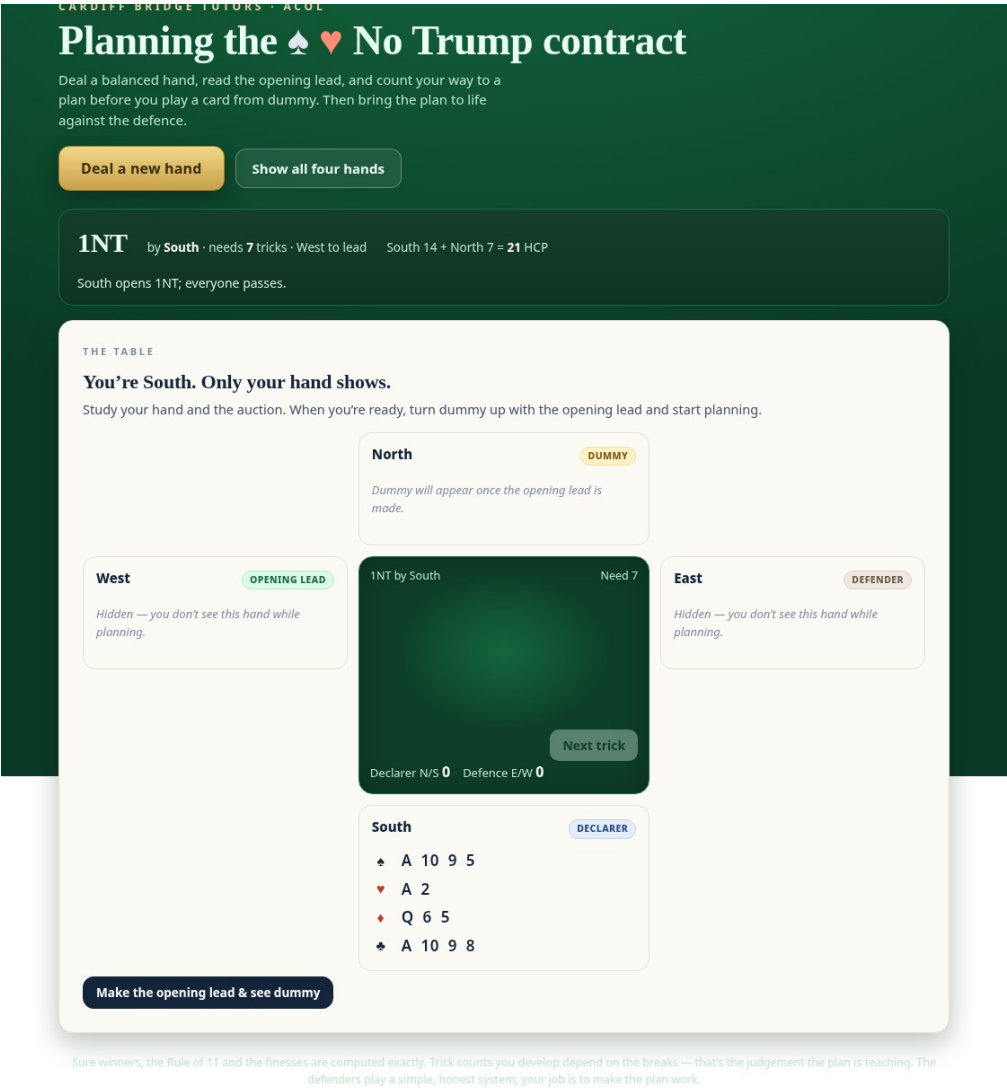


Figure 2. After dealing: the contract ribbon, hidden defenders, South hand and the button to reveal the opening lead/dummy.

Reading the table screen

Contract ribbon. The green ribbon gives the contract, declarer, tricks needed, opening-lead side, point count and auction. Use this as the first checkpoint before planning.

Seat panels. South is declarer; North is dummy; West is the opening leader; East and West are defenders. While planning, East and West stay hidden unless you choose Show all four hands.

Centre table. Cards played to the current trick appear on the felt. The score line tracks declarer tricks versus defensive tricks.

Reveal controls. Show all four hands is useful for teaching or reviewing, but avoid using it during a realistic planning attempt.

CARDIFF BRIDGE TUTORS · ACOL

Planning the ♠♥ No Trump contract

Deal a balanced hand, read the opening lead, and count your way to a plan before you play a card from dummy. Then bring the plan to life against the defence.

Deal a new hand

Show all four hands

1NT

by South · needs 7 tricks · West to lead

South 14 + North 7 = 21 HCP

South opens 1NT; everyone passes.

THE TABLE

You're South. Only your hand shows.

Study your hand and the auction. When you're ready, turn dummy up with the opening lead and start planning.

North

DUMMY

Dummy will appear once the opening lead is made.

West

OPENING LEAD

Hidden — you don't see this hand while planning.

1NT by South

Need 7

Declarer N/S 0 Defence E/W 0

Next trick

East

DEFENDER

Hidden — you don't see this hand while planning.

South

DECLARER

♠ A 10 9 5

♥ A 2

♦ Q 6 5

♣ A 10 9 8

Make the opening lead & see dummy

Sure winners, the Rule of 11 and the finesses are computed exactly. Trick counts you develop depend on the breaks — that's the judgement the plan is teaching. The defenders play a simple, honest system; your job is to make the plan work.

Figure 3. Main table layout before dummy is down.

No Trump Declarer Play - Acol Trainer: Brief illustrated user guide

Page 3

The planning panel

Once West has led and dummy is visible, the trainer opens a structured planning exercise. Work from top to bottom before clicking Play it out.

Read the opening lead

Use the lead card and, when applicable, the Rule of 11 to judge what West and East may hold.

Count sure winners

Count only tricks you can take immediately without giving up the lead. Do not count finesses or length tricks yet.

Find and fill the gap

Subtract sure winners from tricks needed. The guide suggests where to develop the missing tricks: long suits, finesses or promotion.

Tip: The winners gauge on the right shows the sure tricks already available and the number still to be developed.

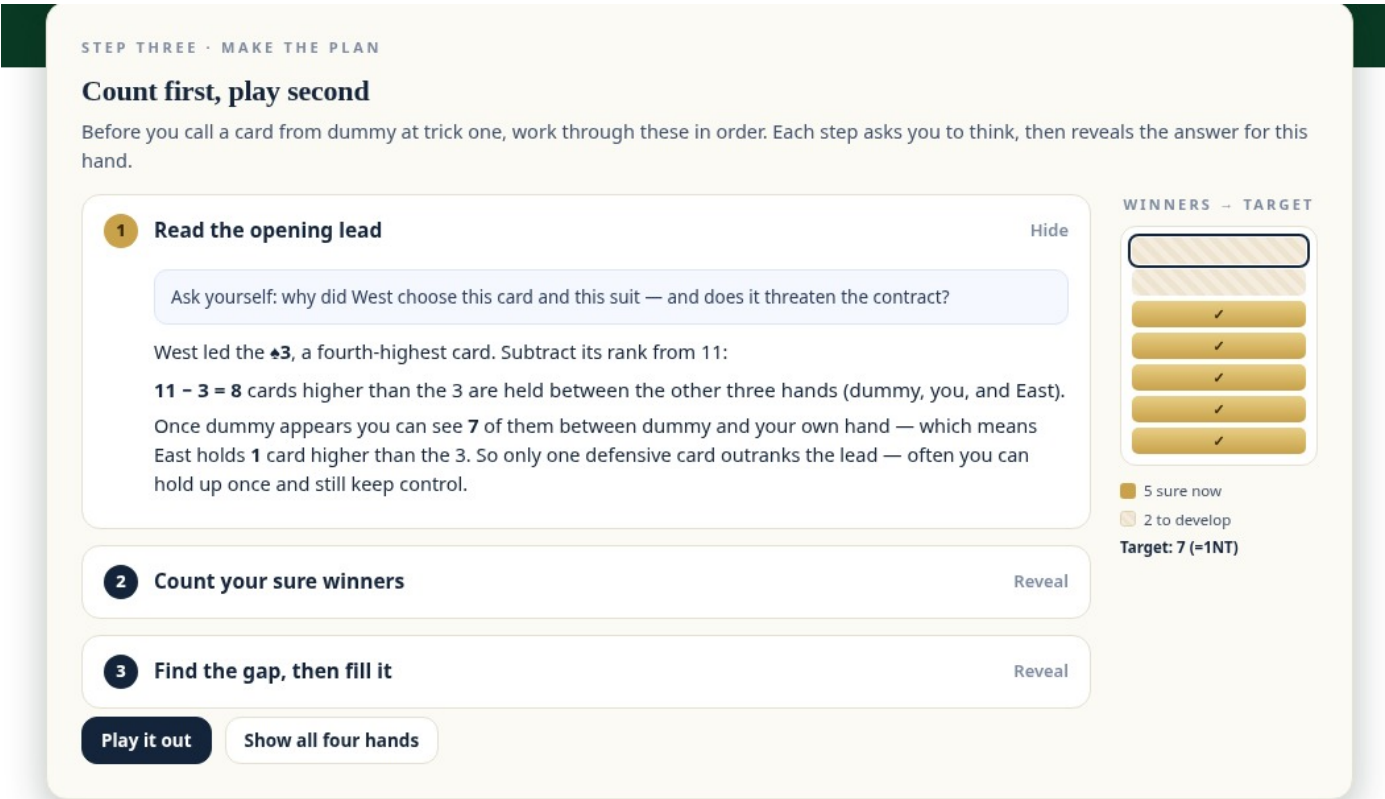


Figure 4. Planning steps and winners gauge.

Playing the contract

In play mode, all four hands are visible for teaching. The highlighted hand shows whose turn it is. Legal cards are highlighted; click one to play it. If dummy is on lead or following suit, you still choose the card from dummy.

Defenders play automatically. East and West follow a simple, honest defensive style. This lets the learner focus on declarer planning and trick management rather than defence.

After each trick. The winner and running score are shown. Press Next trick when it is enabled. Continue until all 13 tricks have been played.

Review the result. Compare the final trick count with the contract target. If the contract fails, replay mentally: Was the hold-up missed? Was an entry used too early? Were sure winners cashed before developing the long suit?

1NT

by South · needs 7 tricks · West to lead

South 14 + North 7 = 21 HCP

South opens 1NT; everyone passes.

STEP FOUR · PLAY

Bring the plan to life

You play both South and dummy (North). The defenders play a simple system on their own. Follow your plan; count your tricks as they come in.

North

DUMMY

♠ K 8 4

♥ 10 8 6 3

♦ A 10 9 4

♣ 5 4

West

OPENING LEAD

♠ Q 7 6 2

♥ Q 9

♦ K J 7 3

♣ 6 3

1NT by South

Need 7

♠ 3

North (dummy) to play — your move (click a highlighted card).

Next trick

Declarer N/S 0

Defence E/W 0

South

DECLARER

♠ A 10 9 5

♥ A 2

♦ Q 6 5

♣ A 10 9 8

East

DEFENDER

♠ J

♥ K J 7 5 4

♦ 8 2

♣ K Q J 7 2

Figure 5. Play mode: click highlighted legal cards, then advance to the next trick.