

CRUMBS OF WISDOM

1. With a long minor look for 3NT

The opps have opened 3Ds weak, pard doubles

You hold

♠ 5 4

♥ 7 6

♦ A Q J

♣ A J 10 9 8 7

- First thoughts with a long minor should be, can I play in 3NT?
- Only 9 tricks instead of 11 for game in clubs
- Pard has the spades and hearts covered plus has clubs.
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2. With 4 ever with 5 never

If you have a 4 – 4 fit in trumps you will need to finesse. Five 5 cards missing, hope they break 3-2

If you have a 5 – 4 fit in trumps you should play for the drop, usually. Four cards missing, hope they break 2-2

3. Stop, think and have some kind of plan before you play the first trick

Do you need to save an entry to your hand to get back to your winners

Are you going to block the suit then find you can't get back to your winners

Do you need to get some ruffs in first

4. With a double fit play in the 4-4 fit

Use the 5-4 or 5-3 fit for discards

5. Count

Is there a long suit on the table in NT that declarer needs to get to.

Think about not playing the ace straight away. Dec opened 1N, there's 6 good diamonds on the table and you have 3 to the ace. Dec must have at least 2 max 3. Wait and see how many pard has before playing your winner.

6. Cash out

Where there's a long solid suit in dummy, when you get in, cash your winners! Decs losers are all going to be thrown away on that suit so get in while you can

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7. Rule of 15

It's gone pass, pass, pass round to you. Count your points then add the no. of spades you have. If it's less than 15 pass. The hand below equals 14.

♠ 9 7
♥ A K 7 4 3 2
♦ 4 3
♣ K Q 8

The danger is that you bid 1H, the opps bid 1S then after 2H they out bid you again for a spade part score

And finally.....our mantra

8. If you know between you, you have points for game make sure you're in game somewhere

Pard opens and you have opening strength
Pard's rebid shows a strong hand and you have 9 or 10
Pard opens 2N and you have 12 plus points

Just do something!!!

And ps, enjoy