

### **RULE OF 11**

If the 4th highest card in a suit is the opening lead:

take the face value of the card from 11 and that = the number of higher cards in the other 3 hands  
For example: the opening lead in a NT contract of a 2 (or a higher spot card if you can see all the lower ones in your own and Dummy's hand) suggests a 4 card suit.

### **RULE OF 20**

When you are dealer and have fewer than 12 HCP, you can make an opening bid if the number of cards in your two longest suits + all your HCP = 20

### **RULE OF 14**

You need 10+ HCP to respond with a new suit at the 2 level. However, if your total HCP added to the number of cards in your longest suit add up to 14+, you can bid the long, new suit at the 2 level.

eg ♠ 43, ♥ Q76, ♦ 52, ♣ KQJ643. 8HCP + 6 cards in clubs = 14

### **RULE OF 7**

When playing in NT and you want to know how many times you should "duck" in a suit led by opponents, add together the cards in that suit in your hand and dummy. Take the total away from 7 and that gives a guide to the number of times you should "duck"

### **LTC**

The Losing Trick Count is a tool to help decide the level of your responding bid with an unbalanced hand **once you know you have a suit fit**. Look at the top 3 cards in each suit. Any that are not A, K or Q are losers. Droppable honours are losers e.g. QJ doubleton, because these will fall under A K. The Q unsupported by another honour or the Jack is a loser - e.g. Qxx is 3 losers, QJx is only 2 losers, AQx is only 1 loser.

e.g. ♠ K973, ♥ AJ1064, ♦ A, ♣ 965 = 7 LOSERS

### **RULE OF 18**

**Only use the losing trick count once you have found a suit fit.** As responder assume opener has a hand with 7 losers and add your LTC to 7 and subtract the total from 18 = the level at which you should respond in the bid suit.

Similarly, as opener, if you open 1 Heart and, for example, Responder bids 3 hearts, you can assume **Responder** holds a hand with 8 losers on the LTC. Opener counts his losers. If this comes to 6 he can add 6 + responder's 8 = 14. 18 - 14 = 4. Opener can now bid to 4 Hearts.

Partner opens 1 spade, you hold: ♠ K1076, ♥ AK97, ♦ Q854, ♣ 5 = 7 losers

Add to partner's 7 losers = 14; 18 - 14 = 4, bid game!

### **RULE OF 1**

When the last remaining opponent's trump is a master, usually you do not draw it. If it is used to ruff one of your winners, you then have two trumps that can be used to ruff their winners.