

Draw Trumps

Draw Trumps as soon as you can
Unless you can ruff from the 'short' hand

STOP Drawing trumps

When you have taken all of the Oppositions'
OR
They have one left higher than any of yours

Planning



Strength

TOP winners

Weakness

Tricks short

Oppportunity

Ruffs from the short hand
Work Suits
Finesse

Threat

Blocking
Danger hand

Don't Block

♥ A Q 5 4 2

W N
S E

♥ K 6

Make sure that you take tricks
in the right sequence.
Usually, in the short hand first.

Work Suits

Any suit where you jointly hold
7 or more cards is an

Opportunity

But Draw Trumps and
lose your losers early on

You don't have to play your Ace

When the opposition try to lose their losers,
they want you to play your Ace.
Hold it up!

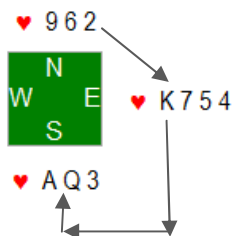
How might Opponent's cards break?

Odd breaks close to even

Even breaks close to Odd

Finesses

Making a sandwich to trap their honour
between yours.



Try to sandwich the K♥
between the A and Q♥

Play LOW from North
TO
HIGH in South.

Danger Hand

The hand with winning cards.
A 4th from an honour lead must have a
long suit with an honour!

Cardiff Bridge Tutors

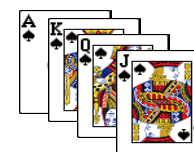
Minibridge Crib Sheet

Rank of suits

NT	No Trumps	
♠	Spades	Majors
♥	Hearts	
♦	Diamonds	Minors
♣	Clubs	

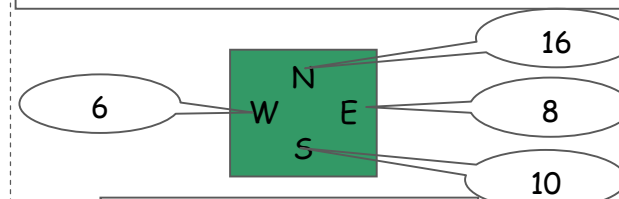


Value of Honour cards



Ace	4
King	3
Queen	2
Jack	1

Announcing points - Dealer goes first



Points must total 40

Side with most points is Declaring side

Person with most points is *Declarer*
Partner is *Dummy*

Equal points - Re deal

Choosing Trumps or No Trumps

Magic 8 between you?

♠ J 10 4 2		♠ AK 8 6 3
♥ 9 8 2	W N E	♥ A J 5
♦ A J 10	S	♦ K 9 6
♣ K J 2		♣ 10 8

With 9 ♠ East-West will play choose ♠ as trumps

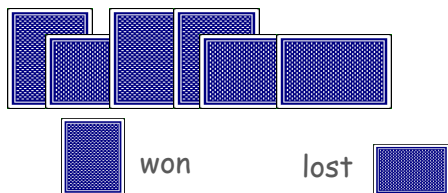
With Magic 8 in a Minor Or No Magic 8 choose No Trumps

♠ A J 8		♠ K Q 2
♥ 10 9	W N E	♥ Q J 7 3
♦ K 9 6 5	S	♦ A J
♣ A 6 5 4		♣ J 10 3 2

How many Tricks?

Combined points	No of Tricks
21-22	7
23-24	8
25-26	9
27-28	10
29-32	11
33-36	12
37+	13

Keeping track of Tricks



Scoring For tricks over 6



30 points per trick



20 points per trick

NT

40 points for 1st trick
30 for the rest

Bonuses

50 for a part score

300 for game score

How many tricks for game?



10 Tricks



11 Tricks

NT

9 Tricks

If we don't make our contract?

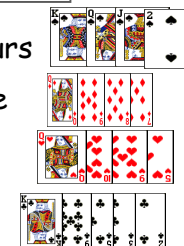
50 points per trick short
to the **Opposition**

Leads

After Dummy is on the table,
the player on Declarer's **LEFT**
leads a card.

Lead vs. No Trump contracts.

1. Top of a sequence of honours
2. Top of an interior sequence
3. Top of a near sequence
4. 4th from an Honour
5. MUD
6. Doubleton or Singleton



Lead vs. Suit contracts.

1. Top of a sequence of honours
2. Singleton
3. Top of a Doubleton
4. MUD

Basic Strategies

Second plays LOW

Third person tries to win.
(Third man does what he can!)

Return the suit that Partner led

Don't cash your Top tricks until
you have lost your losers.

Lead though strength towards
weakness.