

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 Opposites'
OR
They have one left higher than any of yours

Planning



Strength TOP winners

Weakness Tricks short

Opportunity Ruffs from the short hand
Work Suits
Finesse

Threat Blocking
Danger hand

Don't Block

♥ AQ542



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!

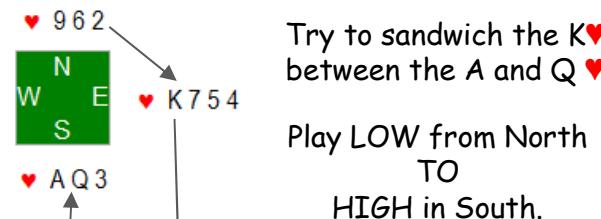
How might Opponent's cards break?

Odd breaks close to even

Even breaks close to Odd

Finesses

Making a sandwich to trap their honour
between yours.



Danger Hand

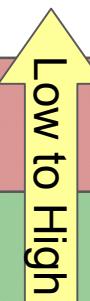
The hand with winning cards.
A 4th from an honour lead must have a
long suit with an honour!

Cardiff Bridge Tutors

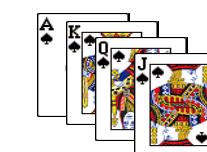
Minibridge Crib Sheet

Rank of suits

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

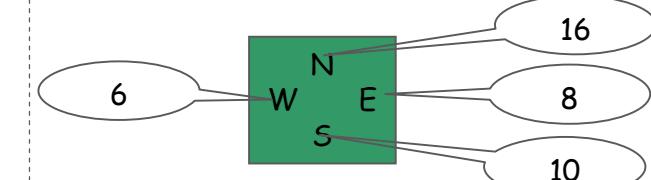


Value of Honour cards



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

