

Terry's notes on playing the cards

Part Two

These extra notes are mainly for suit contracts. For no trump contracts different rules may apply.

Points 1-12 in the first note were written for whist and bridge players.

In particular, look at points 3, 5, 6, 8 and 9.

Remember, if you break these to confuse the opponents, you will also confuse your partner. DO NOT DO THIS.

For example:

- you can break point 8 by underleading an Ace if you are CERTAIN (or nearly so) that declarer does not hold a singleton.
- you hold Axx and see in dummy Kx(xx). It *may* be better to underlead your Ace and hope your partner has the Queen. You may then make the Ace later, rather than lead Ace followed by a small one. You might make 2 tricks rather than one!!
- BUT DO NOT UNDERLEAD ACE on the opening lead. See point 8 about leading an Ace if you are stuck for a lead.

You will not be right all the time!

There are thousands of card combinations and I cannot advise you what to do in all situations (even if I knew them all!). Some things to be aware of, as they are very frequency occurrences

1. In Britain we use The Milton Work Count for evaluation purposes: Ace=4 points, King=3 points, Queen=2 points, Jack=1 point.
2. Generally cover an honour with an honour, eg declarer leads the ♥Q and you are to play with ♥Kxx; you can see ♥Axx in the dummy. You MUST play your King. You will not like it but do it! If play has gone QKA, you have taken Ace and Queen, that is six points (see point 13), for your paltry three points and your partner MAY make their Ten!! Winner all round!! Rule is to cover one honour but if you can see two or more touching honours, cover the second honour and not the first.

For example, suppose declarer has led the ♥Q from dummy and you hold:

- a. Dummy has ♥Qxx and you hold ♥Kxx with declarer's hand unknown PLAY KING
- b. Dummy has ♥QJx and you hold ♥Kxx with declarer's hand unknown PLAY SMALL
- c. Dummy has ♥QJ10x and you hold ♥Kxx with declarer's hand unknown PLAY SMALL

On problem (a) you can see only honour so cover it (see point 14).

On problem (b) do not cover Queen but cover Jack if played next

On problem (c) do not cover Queen, Jack OR TEN about once in ten years you may wish you had. Keep the King as Ace might fall!

Special exception: Dummy has ♥QJx and you hold the doubleton king (♥Kx) with declarer's hand unknown

Cover Queen with King as it will take declarer's Ace if they have it, ie their 6 points for your 3 points (see point 14). Your partner may have Ace, otherwise if not declarer may play a small card next and you will lose your king and leave their jack as boss!

This is just one example but dozens of others. You will learn from experience or intelligence. But you will make lots of mistakes, everybody does!

It is a game of mistakes and the one who makes the fewest is usually the winner.

At duplicate bridge, exactly the same hand will be played many times and you will be competing against many other pairs, holding the same cards.

For example, 7 tables, 7 times; 12 tables 12 times; 100 tables 100 times.

The 100 tables may be a big event played over a few days!!

Your initial aim is to score 100%. Never been done yet. A winning score may be around 65% but any score over 55% is very good.

- a) if 24 boards are played in a session, 100% is split evenly over 24 boards, that is 4.16% per board;
- b) if 20 boards are played in a session, 100% is split evenly over 20 boards, that is 5% per board;
- c) if 18 boards are played in a session, 100% is split evenly over 18 boards, that is 5.5% per board;

So you score zero on the first of 24 boards, You can still score 96% on the remaining 23 boards

So you score zero on the first of 20 boards, You can still score 95% on the remaining 19 boards

So you score zero on the first of 18 boards, You can still score 94.5% on the remaining 17 boards

Nil desperandum, still a lot to play for!!

