

RULES TO REMEMBER

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The Rule of 1: - When there is just 1 trump remaining outstanding higher than yours, it is normally best to simply leave it out, to ignore it and to take tricks in the other suits as available, assuming there is not a transportation problem accessing a long suit. To eliminate their single top trump costs you two trumps and gives up the initiative, possibly neither of which you can afford.

The Rule of 2: - When you are missing 2 non-touching honors, and hold fewer than 9 pieces of the suit, it is usually superior to deep finesse; i.e., to first finesse for the lower missing honor and then again for the higher. With 9 pieces, you should only use the simple finesse.

Example: AQ10X (if holding 8-pieces or fewer) AQ10X (if holding 9-pieces)

The Rule of 2: - (“*Mel Colchimiro’s Balancing Rule of 2*”) - **When seated in the balancing (4th) seat following a 1-NT opening bid by one’s LHO, the 4th seat Player should choose to enter the bidding using “DONT,” “Cappelletti,” or the like if: he/she have at least *two shortness points*, defined as either a void, a singleton or two doubletons - *no matter what his/her high card point strength is.*** Remember, the fewer points you have, the more one’s Partner has, because your side will have, on average, 20 HCP’s.

(See “*The Rule of Eight*” for guidelines for competing in the direct (2nd) seat.

The Rule of 2-3-4: **When contemplating a pre-emptive call, holding 7 pieces, or more, in the suit in which one is prepared to pre-empt, the would-be pre-emptive bidder computes a 2-step process in order to determine the level of his pre-empt.** Once made, the pre-emptive call can be understood by the partner as to how strong or how weak the hand chosen for the pre-emptive bid was in all actuality; i.e., just how many tricks the pre-emptive hand can produce, and thus, how many tricks the preemptive bidder anticipates going down in his/her sacrifice attempt. The two steps are as follows:

1. The number of presumed winning tricks is computed by the bidder by subtracting his losing trick count from 13.
2. To this number of winning trick count, the would-be pre-emptive bidder adds either 2-3-or 4 additional tricks he/she is willing to go down based upon the relative vulnerabilities as follows:

Note: This technique is fairly aggressive in that it presumes that one trick will be found in partner’s hand for the sacrifice to give up fewer points than would be given up by simply allowing the opponents to secure their rightfully-presumed game contract.

- a. **Unfavorable Vulnerability** - Red (V) vs. White (NV) = An anticipated 2-Trick Set
- b. **Equal Vulnerability** - Red (V) vs. Red (V) *or* White (NV) vs. White (NV) = A 3-Trick Set
- c. **Favorable Vulnerability** - White (NV) vs. Red (V) = A 4-Trick Set

The Rule of 3: - On a competitive part score deal, with the HCP's roughly evenly split between the Opponents and your side, once the bidding has reached the 3-level, tend to defend rather than to bid on; unless your side has 9 trumps, in which case you can contemplate competing to the 3-level, (“THE LAW OF TOTAL TRICKS”).

The Rule of 4: - Avoid giving partner 3-card support for his 5-card Major suit if a likely 4-4 fit is available in the other Major. The 5-3 Major side suit can later be used to throw off a losing trick and you usually will make one more trick with the 4-4 suit as Trump than you would have with the 5-3 suit as Trump in that hand. When holding both a 4-4 and a 5-3 potential trump suit holding, naming the 4-4 fit as the trump suit, and the 5-3 suit as the side suit, is the better alternative.

The Rule of 5: - When the bidding has reached the 5-level in a competitive auction, tend to defend rather than to bid on. *“The 5-Level belongs to the Opponents”*. In wildly distributed hands the opposite is true.

The Rule of 6: - A 6-card suit is revealed when Responder bids 1-NT and later follows with a change of suit. **Example:** 1S --- P --- 1-NT --- P
2H --- P ---- 3C -----P

The Rule of 7: - In No Trump Contracts, when having only one stopper in the enemy’s led suit, add the number of cards held by both you and the Dummy hand in that suit and deduct that number from 7. **The answer is the number of times you must duck or hold up before taking the trick in order to sever the communication between the Opponents so as to lessen the chances they can run the suit later.**

Examples: With five cards, duck twice! With six cards, duck once!

The Rule of 8: - With 8 cards in a suit, including the Ace, King, and Jack, it is normally best to finesse for the queen on the second round after playing the Ace; then play towards the Jack. If holding the King, Queen and ten, finesse after playing the King. This is to eliminate the loss to a possible singleton honor.

The Rule of 8: - (*“Mel Colchimiro’s Rule of 8”*) - A guideline for minimum values coupled with distribution, which if satisfied, implies a statistical likelihood of success if one should decide to compete over an Opponent’s opening of 1-NT, as opposed to defending **when seated in the direct, 2nd seat.** (See *“Mel Colchimiro’s Rule of 2”* for the 4th seat)

1. The Player first subtracts the number of “Losing Tricks” from the total number of cards contained in the two longest suits.
2. If the subtraction results in a number of 2 or more, then the Player should decide to compete and make an overcall.
3. If the subtracted number is fewer than 2, then the Player should **not** make an overcall, but choose, rather, to defend.
4. One’s holding, when deciding to compete, should contain at least 6 high-card points. It is from this number of minimum values that the designation for this particular Rule is derived. A minimum of 6 high-card points plus the minimum difference of 2 equals the number 8 (or more), hence the **“Mel Colchimiro’s Rule of Eight.”**

<u>North</u>	<u>East (You)</u>
1-NT	????

Q9842, Q7652, 5, 32 ("Pass")
 10 cards - 7 Losers = 3
 3 + 4 HCP's = 7 (Insufficient to satisfy the "Rule of 8")

A7532, K743, K2, 74 (Using "DONT," bid "2H")
 10 cards - 7 Losers = 3
 3 + 10 = 13 (The "Rule of 8" is satisfied)

The Rule of 9: - With 9 cards including the Ace, King and Jack, it is normally better to play the two top honors hoping to drop the Queen; i.e., do not finesse on the second round; similarly for the Jack when holding the King, Queen and ten of the suit - "*Nine never, Eight ever*".

The Rule of 9: - ("Mel Colchimiro's Rule of 9") - When Partner makes a Take-Out Double, If the number of cards you hold in the Opponent's suit added to the number of honors you hold in that suit (including the 10) plus the level of the contract equals 9 or more, "PASS," thereby converting Partner's double to penalties. If the computation comes to fewer than 9, bid!

<u>North</u>	<u>East (Partner)</u>	<u>South</u>	<u>West (You)</u>
1C	Double	Pass	???

You Hold: a) 96, K74, 63, QJT532 (Pass! You hold 6 cards in the Opponent's suit, plus 3 honors in their suit, Clubs, plus a contract level of 1 for a grand total of "10." - Mel's "Rule of 9" has been satisfied!)

b) 9642, K74, 96, KQ32 (Bid 1S! You hold 4 cards in the Opponent's suit, plus 2 honors in their suit, Clubs, plus a contract level of 1 for a grand total of "7." - Mel's "Rule of 9" has not been satisfied!)

<u>North</u>	<u>East (Partner)</u>	<u>South</u>	<u>West (You)</u>
3D	Double	Pass	???

You Hold: a) 96, K764, QJT3, 532 (Pass! You hold 4 cards in the Opponent's suit, plus 3 honors in their suit, Diamonds, plus a contract level of 3 for a grand total of "10." - Mel's "Rule of 9" has been satisfied!)

b) 42, KQ74, Q976, 532 (Bid 3H! You hold 4 cards in the Opponent's suit, plus 1 honor in their suit, Clubs, plus a contract level of 3 for a grand total of "8." - Mel's "Rule of 9" has not been satisfied!)

The Rule of 10: - When contemplating a penalty double of a suit contract below game, in a deal where the HCP's are evenly split between the sides (17-23), add your expected trump tricks to the number of tricks the Opponent's are committed to win based upon their stated contract. If the answer is 10 or more, the double is sound (When coupled with the Rule of 12, if below 10, the double is not sound; i.e., the Rule is not satisfied.)

Partner opens 1S. You have the following hand: (7 Q103 AJ863 K952) assuming the final contract of the Opponents to be: (a) 2C, (b) 2D₁ or (c) 2H, which contract satisfies the Rule of 10?

(Answer: Only (b) should be doubled.)

The Rule of 11: - In a No-Trump Contract, if the opening lead is assumed to be the 4th-highest, deduct the numerical number of the card led from 11. The answer is the number of cards in the three remaining hands that can beat the card led. This rule can be utilized both by Declarer as well as by the Partner of the Opponent who led.

Example: (1) West leads the 7 ??? A9₃ (The 9 is the card to play)
(Use by Declarer) _____ QJ₅

Example: (2)
(Use by the Defense)

Partner (West) leads the 7 and AJ₆ K9₃ (East should play the 9)
North's 6 is played ???

The Rule of 12: - When contemplating a penalty double below game, on a deal where the HCP's are approximately split between the two teams (17-23), add the number of trumps you hold to the number of tricks the Opponents have contracted to win based upon their stated contract. If the answer is 12 or more, and the Rule of 10 is also satisfied, one can double for penalties with some reasonable likelihood that the Opponent's contract will not make. If the answer is below 12, you do not have a sound double. Thus:

Doubles at the 1-level: 12-7 tricks = 5 trumps needed
Doubles at the 2-level: 12-8 tricks = 4 trumps needed
Doubles at the 3-level: 12-9 tricks = 3 trumps needed

The Rule of 12: - In order to execute a simple two-suit squeeze, one should subtract the number of sure tricks one has from the number 12. That number tells you how many tricks you must duck ("*Rectification*") and lose before you run off all your winners in a squeeze attempt.

The Rule of 13: - If you have a strong trump fit (or a self-sufficient trump suit) with no losers in the first three rounds of any suit, you are likely to win all 13 tricks. If you are unable to account for the first three rounds of every suit, be content to try for a sound Small Slam; the Grand Slam will not likely be there.

The Rule of 15: - When considering opening the bidding in 4th position after three previous consecutive passes, statistically speaking, you will end the hand with a plus score for your team if you can count 15 or more (HCP's, plus one point for each physical Spade you hold); and a negative score for your team if the summation of the above two items is less than 15. If the Rule is not satisfied (15 or more) Pass out the hand and do not open the bidding.

The Rule of 17: - ("*Mel Colchimiro's Rule of 17*") - When Partner opens a weak 2-bid, If the number of high-card points in your hand plus the number of cards you hold in Partner's suit equals 17, or more, try for game.

Partner has opened 2S. Should you, holding the following, try for game?

5, KJ5, KQ7532, AQ7 (Pass! - The Rule of 17 is not, here, satisfied)

K8, AQ84, A832, QJ6 (Try for Game!)

The Rule of 20: - When considering opening the bidding in first or second position, statistically speaking, your hand is strong enough to open if you can count 20 or more (HCP's, plus one point for every card you hold in the two longest suits); and is not strong enough to open if the count is less than 20.

The Rule of 22: - When considering opening the bidding in first or second position, statistically speaking, your hand is strong enough to open if you can count 22 or more (HCP's, plus one point for every card you hold in the two longest suits, plus one point for every quick trick); and is not strong enough to open if the summation is fewer than 22.

<u>Quick Tricks:</u>	A-K of Same Suit = 2	A-Q of Same Suit = 1½
	A or K-Q of Same Suit = 1	K-X = ½

If the number of cards in one's two longest suits, when added to the number of HCP's is 19 or fewer, "Pass." If you hold 20 or more, open, but only if you hold 2-plus defensive tricks.
(20 + 2 = 22)

The Rule of 23: - ("Mel Colchimiro's Rule of 23") – a. In later rounds of bidding, one should avoid bidding 2-NT, unless you are sure that your side holds at least 23 HCP's.

b. If you know your side holds at least 23 HCP's and the Opponents "have the bid," you have only two options, (1) Double, or (2) Bid on!. To "Pass" is not an option.

The Rule of 26: - ("The Twenty-Six Small Slam Splinter Rule" – "TSSSSR") - When opening one of a major, many Partnerships play direct splinters. A splinter bid usually shows four-card support for the major suit bid and 13-15 HCP's. If Opener can add his/her HCP in the three suits outside the known splinter suit, and if the total is 26(+), he/she should consider slam in the major suit bid, by either cue-bidding, else Ace-Asking. This rule works because once the Partnership can ignore an entire suit, you can expect to make a small slam with only 26(+) game points; you do not need 33(+) points which is required when you have to take into account all the suits!

North	South	North	South	
AKxxx	QJxx	AKxxx	QJxx	{(a) 1S – "4C" – "4-NT" – etc.}
xx	AKxxx	xx	AKxxx	{ <u>Slam is possible</u> }
AQxx	Kxx	Qx	Kxx	{(b) 1S – "4C" – 4S}
xx	x	KQxx	x	{ <u>Slam is impossible</u> }

The Rule of 30: - When Partner reveals a void and you have a strong trump fit (or self-sufficient suit), there are only 30 relevant points, not 40 in the deal in question. A Small Slam may then be bid on 23-24 points, while a Grand Slam is feasible around the 26 point mark.

The Rule of 40: - There are always 40 HCP's in the pack. When Dummy becomes visible, count Dummy's high-card points. Then add your own HCP's plus any shown on the lead, and any evidenced from the bidding. When you deduct this total from 40, you will have a good idea where the missing points are likely to be placed.