

## Count

- Count your combined winners (top tricks) before playing a card from dummy.
- Decide how many more tricks you need to make the contract.
- Look for extra tricks that you may be able to establish by:

**Force   Length   Finessing**

## Plan

- Make your plan right away, but be prepared to adapt it as the play progresses.
- Work out which suit gives you the *safest* chance of making extra tricks, and work on that suit as soon as you win the lead, BEFORE cashing any top tricks.

## Execute

- If you think the lead is 4th highest, use the **Rule of 11**.
- If you have to lose a trick to set up winners, lose it early.
- Hold up ('duck') an Ace in the suit led by opponents if it's your only stop (also a King if the Ace is played on the first round) in order to exhaust one opponent of the suit so they can't lead it if they get in. **Use the Rule of 7**
- Be careful of which hand to win the opening lead in if you have a choice (you may need an *entry* card later)
- If you are playing out a suit with high cards in both hands, lead high from the shorter hand and low from the longer hand. Be careful not to block a running suit:
  - E.g. AKQ52 opposite 9863, you need to play the 986 under the AKQ.
- Don't keep changing suits. When you win the opening lead, play the suit(s) that may provide you with extra tricks but don't keep changing suits. Let your opponents open up new suits for you.

For example, look at the following combination:

	Q65	
A983		K104
	J72	

If the opponents start playing this suit, you will win a trick. If you start playing the suit, you won't win a trick. (See the handout on '**Frozen Suits**').

# Distribution Probabilities

Number of Cards (trumps, etc.) missing from partnership	Distribution	Probability
2	1 - 1	0.52
	2 - 0	0.48
3	2 - 1	0.78
	3 - 0	0.22
4	2 - 2	0.41
	3 - 1	0.50
	4 - 0	0.10
5	3 - 2	0.68
	4 - 1	0.28
	5 - 0	0.04
6	3 - 3	0.36
	4 - 2	0.48
	5 - 1	0.15
	6 - 0	0.01
7	4 - 3	0.62
	5 - 2	0.31
	6 - 1	0.07

An even number of missing cards are likely to split unevenly

An uneven number of missing cards are likely to split as evenly as possible