

Rosie's Rules

(with a little help from her friends ☺)

The Rule of 1 When there is one outstanding trump, higher than yours, it is usually best not to play trump. Just let them get their high trump whenever they wish. The exception to this rule is that you **MUST PULL** the opponent's last trump if by not doing so, he or she could spoil your fun. How? By ruffing in and preventing you reaching your good tricks in the other hand.

The Rule of 2 When missing 2 non-touching honors, finesse for the lower honor first. Example – holding A Q 10. Lead toward the 10. Return to the other hand and then lead toward the Q.

The Rule of 3 Generally, the 3 level belongs to the opponents, unless your side has 9 trumps.

The Rule of 4 A 4-4 fit is usually superior to a 5-3 fit because you can get 2 pitches on the long suit. Example – 1♥ – 1♠
2♠ – 4♠

| | |
|-----------|---------|
| A Q 5 2 | K 8 7 6 |
| K Q 8 7 6 | A J 3 |
| A 3 | J 5 |
| 5 2 | 9 8 7 4 |

You will make more tricks in 4♠ than in 4♥.

The Rule of 5 As with the Rule of 3, the 5 level usually belongs to the opponents.

1♥ – 1♠ – 2♥ – 4♠
5♥

You have pushed the Opponents to the 5 level, You have done your job. Let them play 5♥. They may go down and if you bid to 5♠ they will almost certainly double you. It helps to have an agreement with your partner that if you freely bid to game, and the opponents outbid you, you have the option to bid, double or Pass. If you Pass, your partner must make the final decision: Bid or double. Pass is not an option.

The Rule of 6 If Partner reveals a suit after responding 1 NT, it is usually a 6 card suit. Example – 1♠ – 1 NT
2♥ – 3♣

Responder should have 6 clubs, probably a singleton ♠ and no more than 2 hearts.

♠x ♥Jx ♦Qxxx ♣KQxxxx

The Rule of 7 When declaring at No Trump, use the rule of 7 to tell you how many times you should hold up with your Ace. Deduct the number of cards you hold in the suit from 7 and the answer tells you how many rounds you should hold up.

Example – LHO leads the 5♠ (4th from longest and strongest) Dummy has the ♠9 8 and you hold ♠A 6 3. You have 5 cards in the suit. $7 - 5 = 2$ You must hold up 2 rounds and play your Ace on the 3rd round.

The Rule of 8 If you hold 8 cards, missing the Q, play the A and then finesse for the Q on the second play of the suit.

A K J 7 6 5 3 2

Lead towards the A, return to your hand in a different suit and then lead toward the J.

Mel's Rule of 8 Mel Colchamiro offers this wonderful guideline to help you decide if it is safe to interfere over an opponent's strong Notrump opener. Let's say you play DONT. You hold ♠KQ963 ♥K9742 ♦8 ♣74.

| | |
|---|-----------|
| Add the number of cards in your 2 longest suits | 10 |
| Deduct the number of losers in the whole hand | <u>6-</u> |
| Answer | 4 |
| Add High card points | <u>8+</u> |
| Answer | 12 |

Provided that you always have at least 6 points and provided that your final answer is always at least 8, it is safe to interfere.

The number of losers is calculated using the **Losing Trick Count**, popularized by Ron Klinger (Australia) Look only at the top 3 cards in a suit. Count a loser for each of the A, K or Q you are missing. In the example, we are missing ♠A, ♥AQ, ♦A and ♣AK, a total of 6 losers.

I use this rule any time I am tempted to interfere with a 2 suited hand.

The Rule of 9

- a) when holding 9 cards including the A and K, it is usually better to play A and K and hope for the drop.
- b) With 9 cards including K Q and 10, it is usually better to play for the drop than to finesse for the J on the second round.
- c) With 9 cards missing the Q and J, cash the A or K first. If the Q or J appears, assume it is singleton. (This is the Rule of Restricted Choice)

Mel's Penalty Rule of 9 Your right hand opponent either overcalls your partner's opening bid, or opens the bidding, and you have the same suit. You do not have a bid (trap pass) If partner now doubles for takeout (or makes a re-opening double) Mel's rule of 9 will help you determine if you are good enough to pass and convert the double to penalty.

cards you hold in opponent's suit
 + **# Honor cards in opponent's suit**
 + **# level of contract**
If the answer is 9 or more, it is safe to pass the double

Example My RHO opened 1♦. I held ♦AKJT9 My partner made a balancing seat Takeout X. I held 5 diamonds + 4 Honors + level 1 =10. I was able to Pass.

The Rule of 10 If you want to double the opponents' part score but aren't sure, these guidelines will help you. The following parameters must be in effect:

- 1) you and partner need about 20 HCP
- 2) you and partner do not have a fit
- 3) you have strength and length in opponents' suit

If these conditions apply, add the number of tricks they have to make to the number of trump tricks you expect to win. If the total is 10 or more it is safe to double.

The Rule of 11 At No Trump, when the lead is 4th best, deduct the value of the opening lead from 11 and the answer tells you how many higher cards there are in the other 3 hands. Since you can see your own hand and dummy you can deduce how many cards the 4th player has in the suit.

The Rule of 12 Similar to Rule of 10. You need the same conditions but this time you add the number of tricks Opponent has to make to the number of trumps you hold. If the answer is 12 or more, it is safe to double.

The Rule of 15 In 4th seat, after 3 Passes to you, the Rule of 15 tells you it is safe to open provided that your HCP plus the number of Spades you hold equals 15 or more!

The Rule of 17 When Partner opens a Weak 2 bid, add the number of HCP you hold to the number of trumps you hold. If the answer is 17 or more you should advance (make a game try or bid game).

The Rule of 20. Some experts now call this the Rule of 22 because it has been abused by many new players. It states that in order to open the bidding with a questionable hand, we add the number of cards in or 2 longest suits PLUS our HCP. If the answer is 20 or more it is safe to open the bidding. Proviso – we MUST have 2 quick tricks. In other words, our points must be in our 2 long suits.

Example. You hold: ♠AKxxx ♥Kxxxx ♦xx ♣x

We have 10 cards. In hearts and spades, plus 10 points = 20. Plus, we also have 2 quick tricks. This is a typical Rule of 20 opening bid.

The Rule of 30 says that when you have a useful void, plus a fit with your partner, you are playing with a 30 point deck. What is a useful void? The opponent's suit.

The auction went:

| LHO | Partner | RHO | You |
|-----|---------|-----|-----|
| 1♦ | X | 4♠ | 5♥ |

You hold: ♠void ♥KQJxxx ♦xx ♣Jxxxx

The great thing about all these rules or guidelines is that you can follow them without even discussing them with your Partner. They will help all aspects of your game.

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