21 Useful Rules by **Andrew Robson**

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| <http://www.arobson.co.uk/tips/tw70.html> | RULE OF THIRTY-THREE: If you know that 33 points are held by the partnership, bid for 12 tricks - a Small Slam. | 1 |
| <http://www.arobson.co.uk/tips/tw71.html> | THE RULE OF ONE: Leave the master trump outstanding. | 2 |
| <http://www.arobson.co.uk/tips/tw72.html> | THE RULE OF TWO: Lead top of a (remaining) doubleton | 3 |
| <http://www.arobson.co.uk/tips/tw73.html> | THE RULE OF THREE: Support an overcall with three cards | 4 |
| <http://www.arobson.co.uk/tips/tw74.html> | THE RULE OF FOUR: Support an opening bid immediately when holding four (or more) cards. | 5 |
| <http://www.arobson.co.uk/tips/tw75.html> | THE RULE OF FIVE: A player bidding two suits guarantees five (+) cards in his first suit. The corollary is: do not bid a second suit unless you have five (+) cards in your first suit. | 6 |
| <http://www.arobson.co.uk/tips/tw76.html> | THE RULE OF SIX: If you repeat a suit, it should contain six (+) cards. | 7 |
| <http://www.arobson.co.uk/tips/tw77.html> | THE RULE OF SEVEN: When holding just one - certain - stopper in the suit led (in a No Trump contract), add up the number of cards in your hand to dummy's. Subtracting the total from seven will tell you how many times to duck. | 8 |
| <http://www.arobson.co.uk/tips/tw78.html> | THE RULE OF EIGHT: Eight trumps between the partnership constitute a fit. When at least eight cards are known to be held (particularly in a major suit), do not search for an alternative trump suit. | 9 |
| <http://www.arobson.co.uk/tips/tw79.html> | The opening lead of a nine always signifies shortage - either a singleton or top from a doubleton. | 10 |
| <http://www.arobson.co.uk/tips/tw80.html> | THE RULE OF TEN (THE SUIT QUALITY OVERCALL TEST): Only overcall when the number of cards in your suit (minimum length five) added to the number of honours (counting one for each honour - and including the Ten) is at least as many as the number of tricks you're bidding for. | 11 |
| <http://www.arobson.co.uk/tips/tw81.html> | THE RULE OF ELEVEN: Subtracting the 4th from the top opening lead from eleven gives the number of higher cards than the lead held between the other three hands. | 12 |
| <http://www.arobson.co.uk/tips/tw82.html> | THE RULE OF TWELVE: Always open the bidding with 12+ points. Always respond to a one-of-a-suit opener with six+ points. | 13 |
| <http://www.arobson.co.uk/tips/tw83.html> | THE RULE OF THIRTEEN: Bridge is based on four small numbers that add up to thirteen - the pattern of an individual hand; the pattern of a single suit around the table. The more acquainted you become with the common patterns, the easier the game will become. | 14 |
| <http://www.arobson.co.uk/tips/tw84.html> | THE RULE OF FOURTEEN: Only respond in a new suit at the two-level when your total points added the number of cards in your suit equals fourteen or more. If not - but with six + points - respond 1 NT. | 15 |
| <http://www.arobson.co.uk/tips/tw85.html> | THE RULE OF FIFTEEN: With a balanced hand (ie 4333,4432,5332) of fifteen-sixteen points, open one of a suit and rebid No Trumps at the lowest level over partner's new suit response. | 16 |
| <http://www.arobson.co.uk/tips/tw86.html> | THE RULE OF SIXTEEN: If an opponent opens 1 NT and you have sixteen + points, you must double - a penalty double. | 17 |
| <http://www.arobson.co.uk/tips/tw87.html> | THE RULE OF SEVENTEEN: With a balanced hand of seventeen or eighteen points, open one of a suit and rebid No Tumps with a jump over partner's new suit response. | 18 |
| <http://www.arobson.co.uk/tips/tw88.html> | THE RULE OF EIGHTEEN: With four + cards in support, bid using The Losing Trick Count rather than points. | 19 |
| <http://www.arobson.co.uk/tips/tw89.html> | THE RULE OF NINETEEN: If you have opened the bidding with nineteen points, you must ensure that at least a Game contract is reached once partner has responded to you. | 20 |
| <http://www.arobson.co.uk/tips/tw90.html> | THE RULE OF TWENTY: Open the bidding when your total points added to the number of cards in your two longest suits equal twenty or more. | 21 |

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