

**13
IS YOUR
LUCKY
NUMBER**



Card Sense

- Card sense is the little bird on your shoulder or the little guy in your head telling you what to do, what card you are supposed to be playing, or what card you need to be looking for.
- Some people believe you either have it or you don't. Barry Crane said it is an instinct. "It's almost an ability to feel where the cards are. It's something that you can't buy, you can't find; you're born with it".
- I don't believe that. When you make 13 your lucky number, you won't either.
- My job today is to show you how and to make it easy.



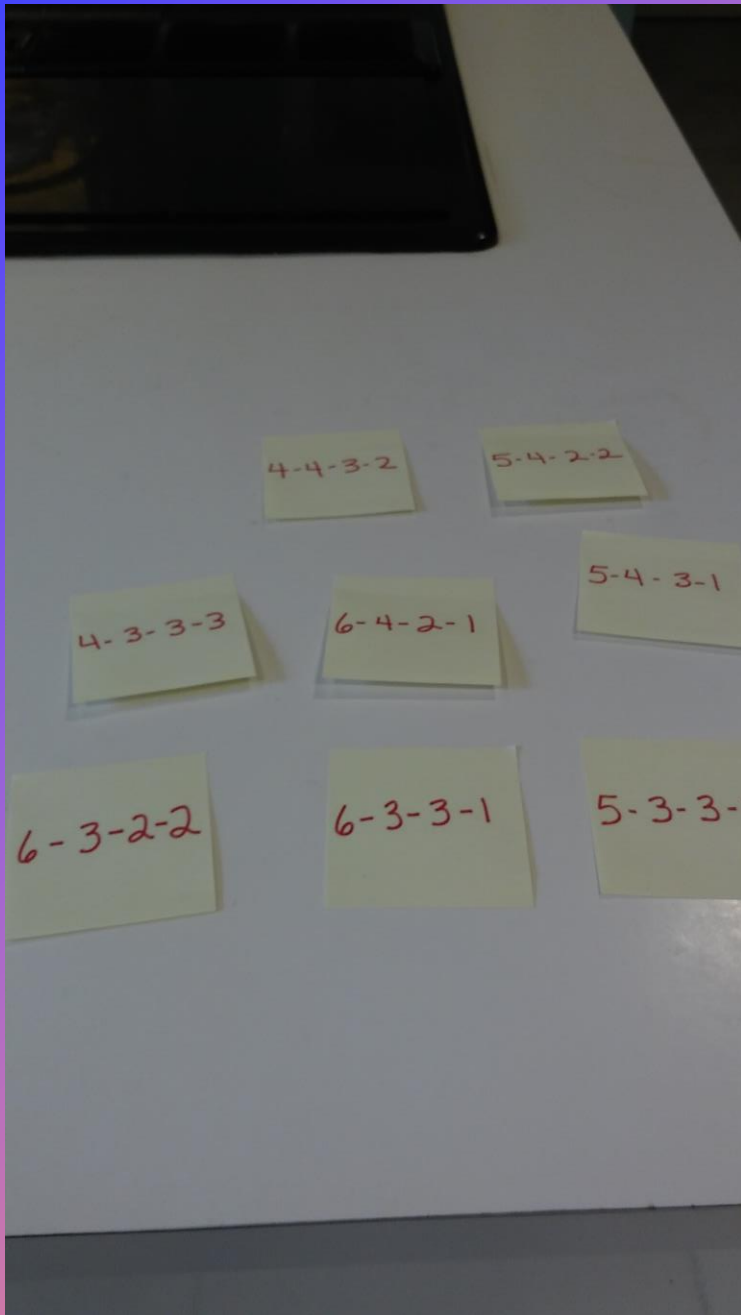
Count To 13

4	4	3	2		21.6%
5	3	3	2		15.5%
5	4	3	1		12.9%
5	4	2	2		10.6%
4	3	3	3		10.5%
6	3	2	2		5.6%
6	4	2	1		4.7%
6	3	3	1		3.4%
5	5	2	1		3.2%
4	4	4	1		3.0%

- Use pattern recognition to help you count to 13.
Adding is hard.
- 13 cards in spades
- 13 cards in hearts
- 13 cards in diamonds
- 13 cards in clubs
- 13 cards in each hand
- 13 tricks in each deal



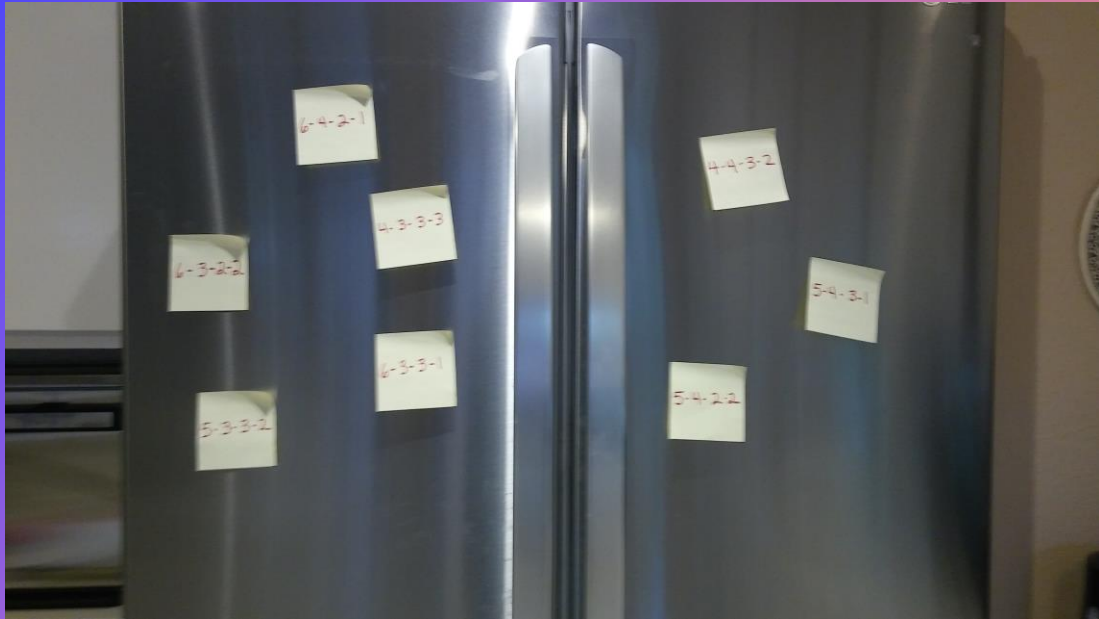
- This is a post it note. Usually yellow, but you can use any color.



- These are post it notes with card combinations.



- This is a refrigerator.



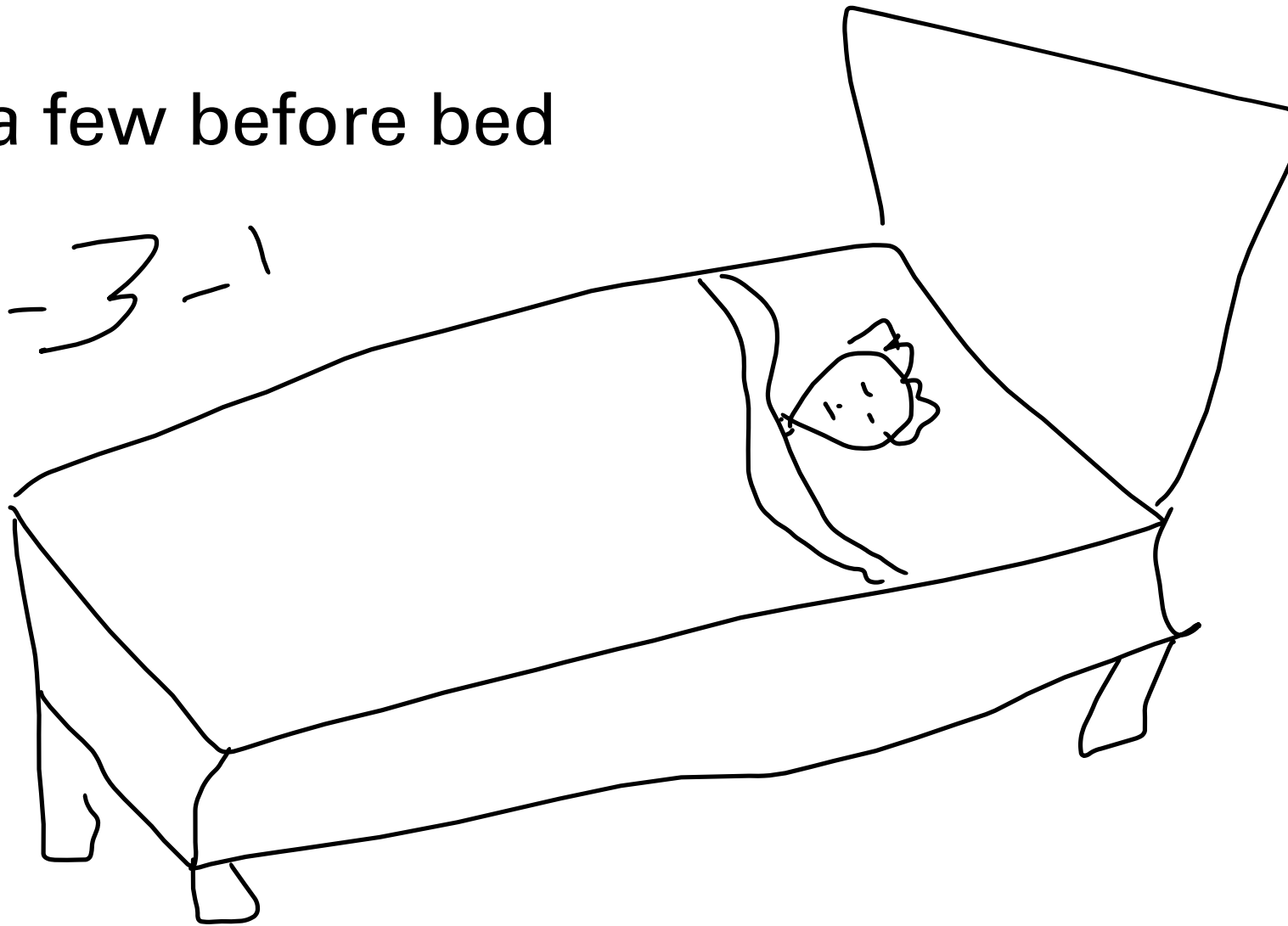
- Put it all together and you get post it notes with card combinations for your refrigerator.



- Post it notes are very versatile. You can put them anywhere.

- Review a few before bed

6-3-3-1

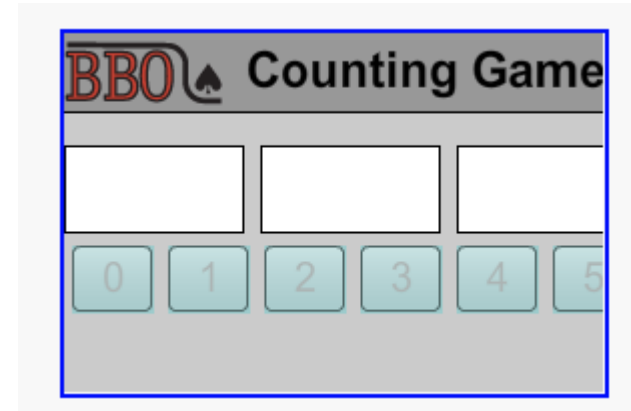
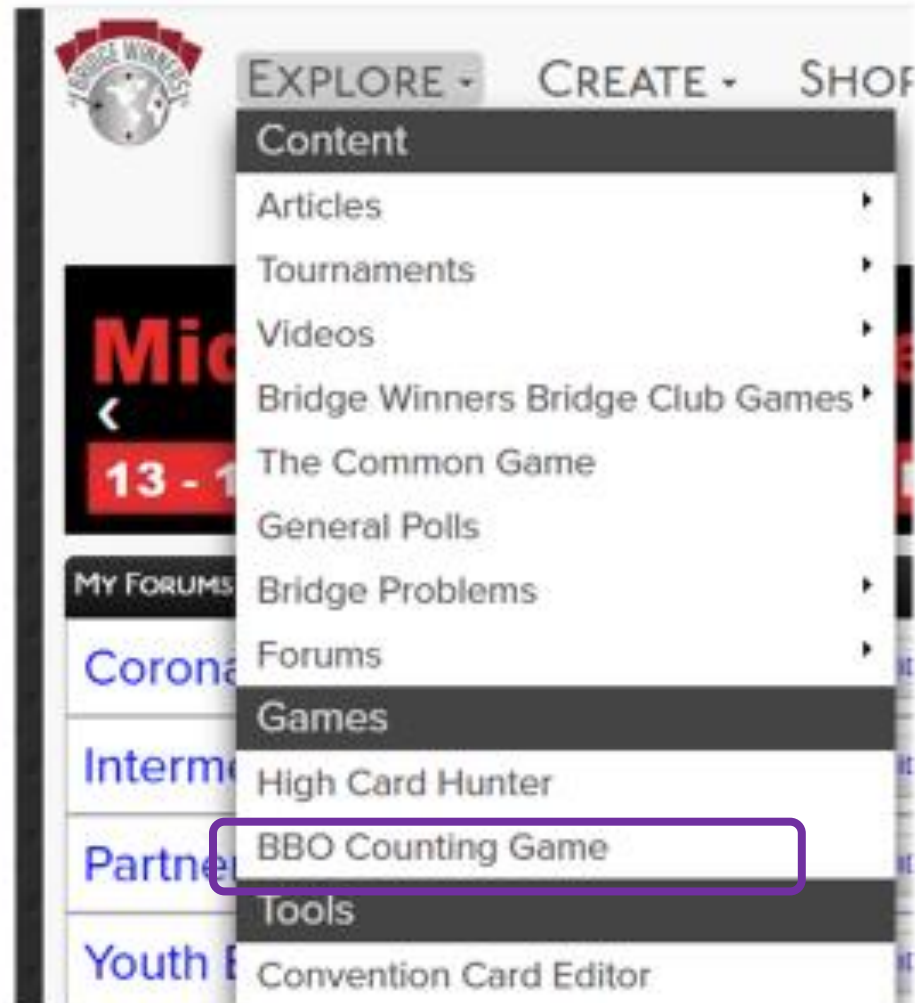


5-4-3-1

2222

4-4-2-3

Bridgewinners.com/games/



[PLAY BBO COUNTING GAME NOW!](#)

Developed by Fred Gitelman, this deviously simple game trains you to recognize distributions of bridge hands without pause for thought. Wait for three numbers, and enter the fourth one that adds up to 13! So simple, yet so maddeningly hard.



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SALLY WHEELER ▾



Counting Game

This game was developed by Fred Gitelman of Bridge Base Online.



Bridge Base

Counting Game

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0

1

2

3

4

5

6

7

New Problem

10 Problems

Clear Score

Problems Attempted: 0


Correct Answers: 0

Incorrect Answers: 0

Correct Percentage: %

Total Points: 0

Average Points:



Now let's look at some
examples of card
combination from our
patterns.

N sdw ★

♠ K542
♥ K432
♦ AQ3
♣ 54

W	N	E	S
	1♦	Pass	1♠
Pass	2♠	Pass	4♠
Pass	Pass	Pass	

S ★ sdw

♠ AQJ6
♥ A8
♦ K654
♣ 876




4 4 3 2 Declarer- 4-4 trump fit

How will your trumps divide missing 5 trumps?
Approximate: 2-3 = $2/3 \sim 67\%$; 1-4 = $1/4 \sim 25\%$

General Rule:

An ODD number out will break EVEN

An EVEN number out will break ODD

N sdw 			
♠	8	7	6
♥	8	7	6
♦	K	Q	J
♣	J	9	5 4
W	N	E	S
			2NT
Pass	3NT	Pass	Pass
Pass			
S  sdw 			
♠	A	K	Q 2
♥	A	3	2
♦	A	3	2
♣	A	3	2

Declarer
Suit is 4-3-3-3

How do you know the last spade is high?

What goes around,
Comes back around,
But if it goes around 3 times,
It isn't coming round again.

Defender Suit is 4-3-3-3

How do you know what card to keep at the end?

					N	S	E	W
Trick One					?	?	?	?
Trick Two					?	?	?	?
Trick Three					?	?	?	?
Last one left, Declarer can't have it					?			

What goes around,
Comes back around,
But if it goes around 3 times,
It isn't coming round again.

If the suit has been played three rounds and everyone followed, then you know you have the thirteener and declarer cannot have any in that suit.

Declarer

Looking for the trump queen

A	A
K	K
J	J
x	x
	x
x	x
x	x
x	x
x	x

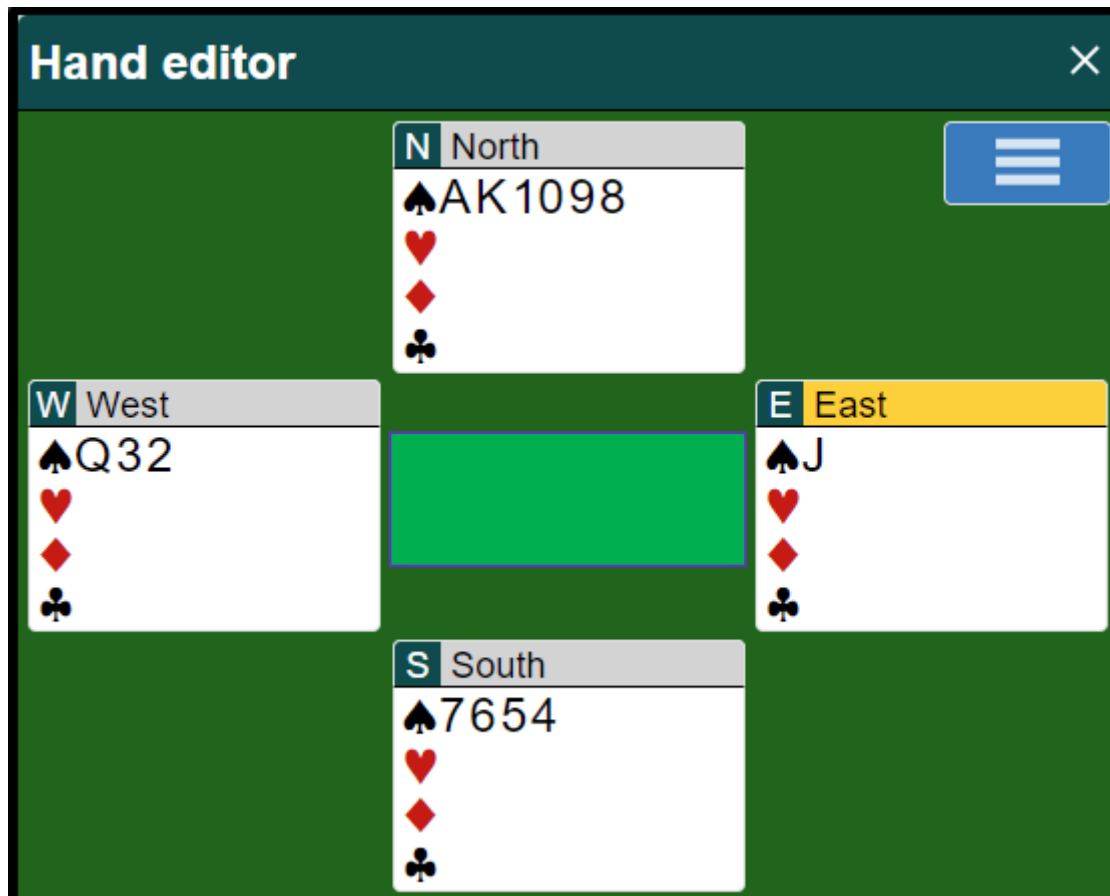
When do you finesse for the trump queen?
“Eight ever- Nine Never” rule

When you have 8 card fit and are looking for the queen, it is usually right to finesse. If you have 9 card fit, play for the queen to drop.

Declarer

Looking for the trump queen

Exceptions to Eight Ever – Nine Never Rule

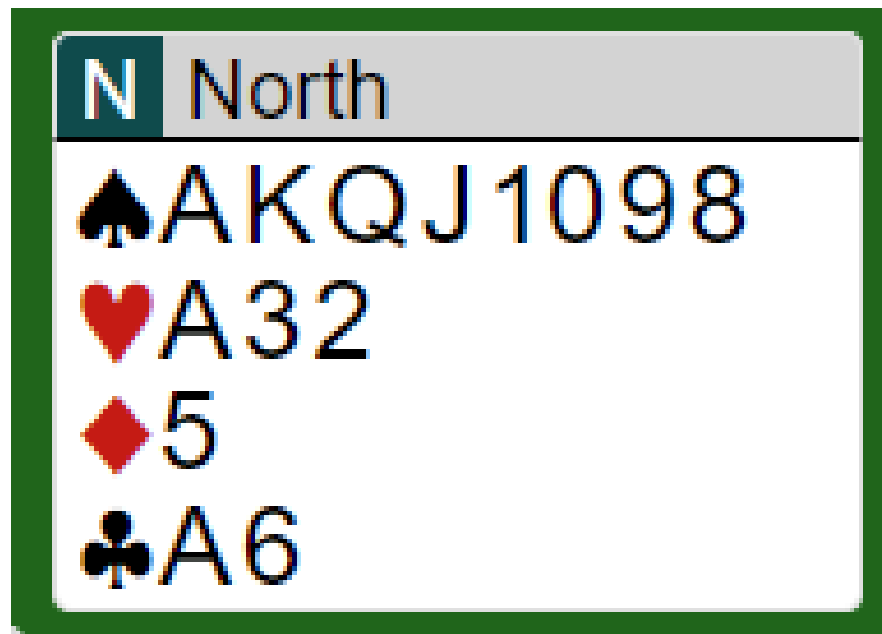


When missing the Queen and Jack and the Queen or Jack falls on the first round, Now is the time to finesse for the other honor

This is also called "Restricted Choice". He odds are 2:1 in favor of the finesse.

Another time to consider the finesse instead of the drop is when there has been a preempt showing a long suit

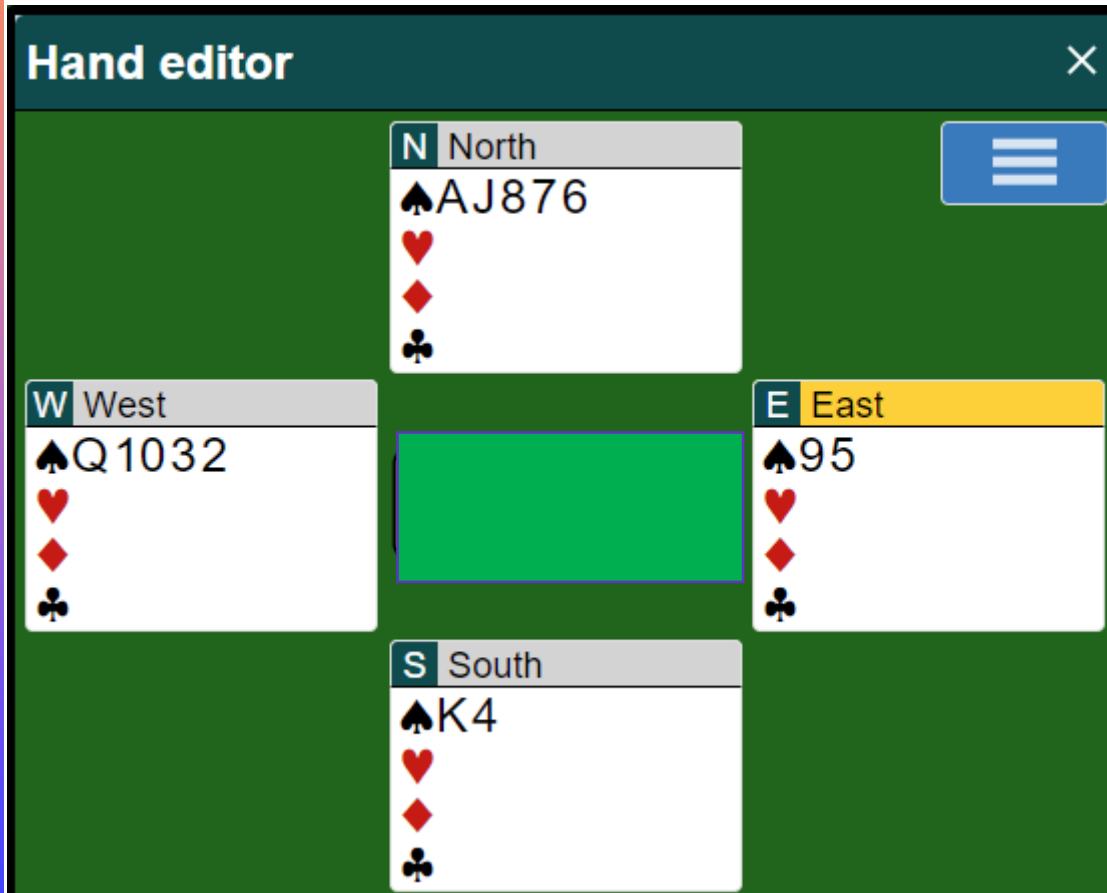
Focus on what declarer has left.



This hand is rarely in the dummy. If it was, you could see what was important to hold.

When this is declarer's hand, clear your mind and focus on the few cards that remain.

Sneaky plays experts make.



Play the card you are known to hold.
You can be sneaky too.

Play goes:
K 3 6 9
4 2 J 5
A ? ? **Q**

If you are not paying attention and remembering your suit patterns (5-4-2-2), you may think your suit is running.
(hoping for 5-3-3-2)

THE ONE AND ONLY TRICK ONE

+

1	Guess at the lead and remember the card.		
2	Guess at the suit distribution		
3	Guess on the HCP distribution		

The Lead

Always start with the bidding.
Make an educated guess as to what the lead meant.
Try to make a special memory spot for the opening lead.

1	Look at opponent's convention card for how they lead.				
2	Ask your opponents- What are your leads and carding?				
3	Did they lead an honor card?				
4	Did they not lead an honor card				
5	Did they lead partner's suit				
6	Did they not lead partner's suit				
7	Consider the Ace problem- usually we don't lead them or underlead them.(Don't underlead Aces against suit contracts)				
8	Remember rule of 11 for 4th best leaders, look for the spot cards that are lower than the one lead.				
9	Did it look like a normal lead? For example, did partner lead the 2 of a suit that she is known to have at least 5 cards				
10	Have some agreements with your partners.				
	Example: we lead a low card when we want the suit returned				
	So we lead High or 2nd high if we don't want the suit returned				



Suit Distribution and HCP distribution

Always start with the bidding:

1	Did the open a major? -shows 5 or more						
2	Did they open NT- shows a balanced hand- usually doesn't have a singleton						
3	What did the lead tell you about the suit led?						
4	Preempts show long suits.						
5	Did declarer bid 2 suits?						

More patterns to help you count

Try remembering the groups of cards that add to 10 to help you count out the HCP quicker and easier

	A	A	Q				
	KQ	KQ					
	A	K	Q	J			
	K	K	K	J			

The bidding gives you clues

Here are the easy ones:

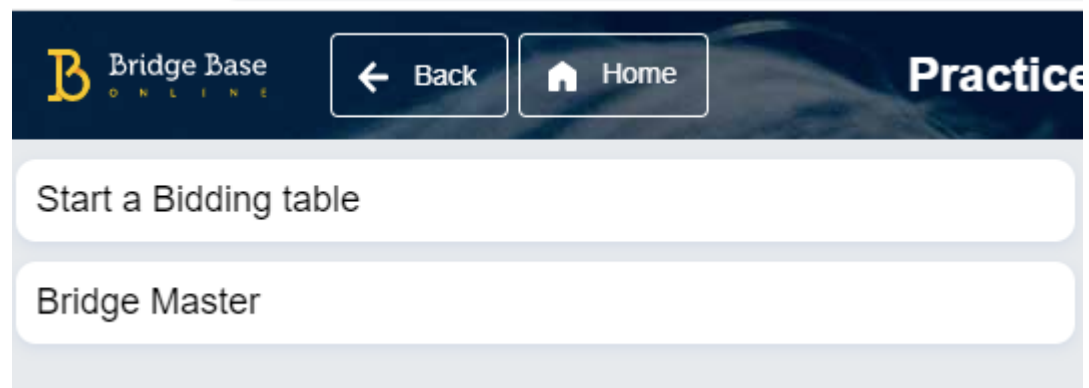
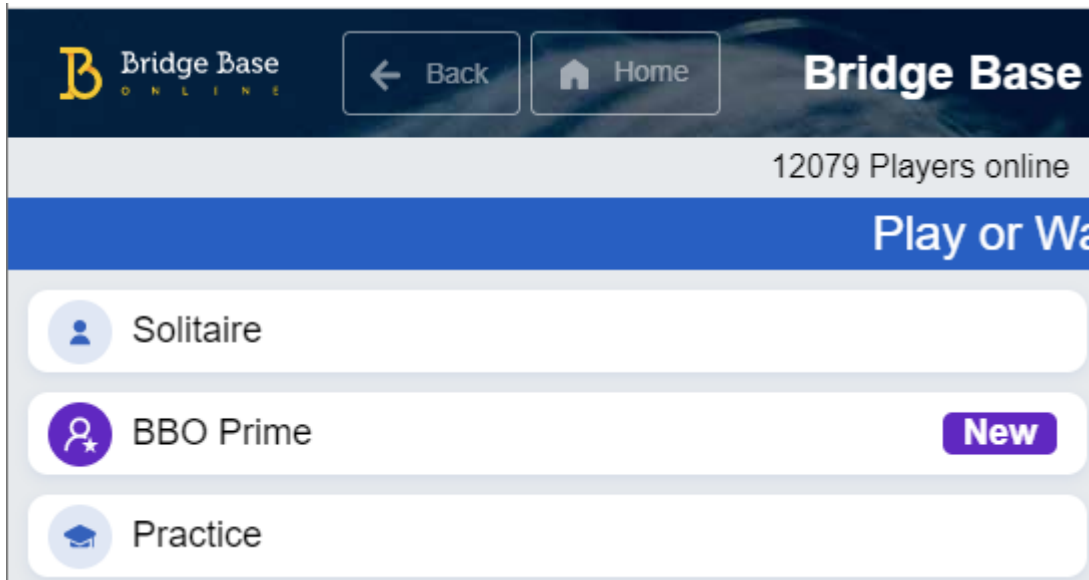
1	Opening NT	Usually 15-17, but they told you		
2	Had a chance to open, but didn't			
3	Passed partner's opening bid			
4	Was there a preempt?			
5	Opener's NT bids imply ranges			
	1 level, then 1NT	12-14		
	1NT	15-17		
	1 level, then 2NT	18-19		
	2NT	20-21		
	2c, then 2NT	22-24		
6	Was there a game invitation?			
7	Was the invitation accepted or declined?			
8	Was there a jump to game?			
9	What did the lead suggest?			

THINKING IN THE MIDDLE OF THE HAND

Make a mental note about when someone shows out of a suit. You will now have a count on that suit. Remembering your suit distributions makes this easy.



Bridgebase.com Bridgemaster is FREE



Bridge
Master
Level 3
A-1

Next deal

Previous deal

Show solution

Select deal

6♠
South
0 0

9♠ 8♠ 7♠ 5♥ 4♥ 3♥ K♣ 5♣ 4♣ 3♣ 2♣ K♦ 6♦
N North

W West

K♥
K♥

E East

A♠ K♠ Q♠ J♠ 10♠ A♥ 2♥ A♣ A♦ 5♦ 4♦ 3♦ 2♦
S sdw ★



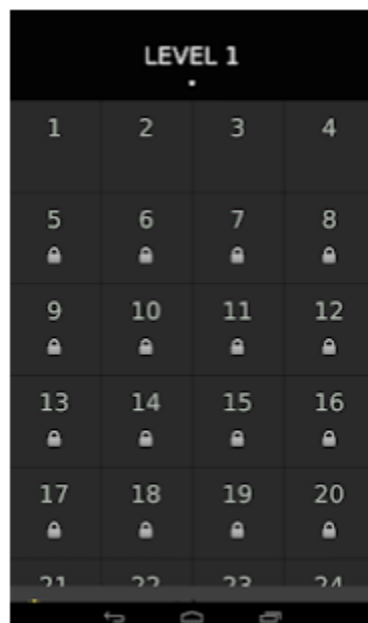
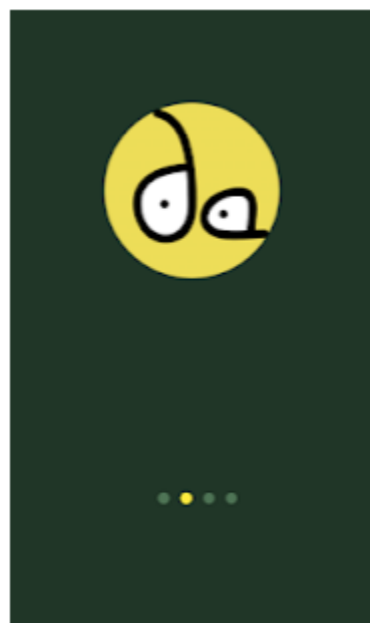
kida


Amaresh Deshpande Puzzle

E Everyone

 This app is available for your device

Installed



A vertical bar on the left side of the slide with a gradient from orange at the top to purple at the bottom.

Buddy and I do a hand review after every Thursday night BBO CHOOSE HOUSTON game. We answer all questions and try to bring up interesting bids, play and defense. Come join us. A Zoom link is provided in the game. We also have players that didn't play and just come to the review. We can send you an email link.