

Linda's List

Tips from Kibbitzing You



Bidding Guidelines

1. Don't overcall 1NT without stop (preferably 2 stops) in opener's suit.
2. Don't bid 1NT over overcall without stop (preferably 2) in overcaller's suit.
3. Don't pre-empt a bad suit if you have points in majors (3-card major with 2 honors)
4. Don't pre-empt in a minor (or major) if you have a (or the other) 4-card major.
5. Pre-emptors only bid once. Once the opponent has pre-empted, you can't.
6. Don't talk, fidget, groan, or fiddle with bidding box before you bid.
7. Respond 2D over a 2C opening unless you have a good 5+ card major headed by the AK or KQ.
8. Don't overcall a 4-card suit.
9. With 5 spades and 5 clubs and a minimum hand, open 1C. (Trust me, this works.)
10. When your partner bids a major over a minor opening (shows 4+), don't raise unless you have 4.
11. Don't use limit raise after opponent's overcall. Cuebid their suit instead.
12. When partner opens 1NT, use Stayman-2C (not transfer) when you are 5-4 in majors (and 8+ points).
13. When partner opens 1NT, only use Stayman-2C with less than 8 points if you have a singleton or a void in clubs so you can pass whatever your partner says.
14. If opponent overcalls 1D to your 1C opening, partner's major suit bid shows 4. If opponent overcalls 1H to your 1C (or 1D) opening, partner's spade suit bid shows 5. (Use negative double with 4).



Playing Guidelines

Defending

1. Don't lead away from an A on the opening lead in a suit contract.
2. Don't lead an unsupported A behind declarer. (Sometimes you should lead away from the A if sitting in front of declarer—NOT the opening lead.)
3. Don't lead A if sitting behind board, and you can see a supported K on the board.
4. Lead high from a doubleton. (not Kx or Qx unless partner bid suit)
5. Lead low if you have an honor (not a sequence) in the suit.
6. Lead high from a sequence (not 4th best).
7. Switching suits often causes declarer to earn an extra trick.
8. Lead through strength (not length).
9. Don't lead singleton K or Q (unless partner's suit).
10. Lead trumps if you can tell by the bidding that the declarer has shortness on the board. Or switch to a trump when you can if you see that after board goes down.
11. If you are long in trumps (with an honor), don't lead your singleton. Lead your longest suit.
12. If your partner leads a suit you like, tell him. Play a high card.
13. Cover an honor with an honor, unless you are behind the board and see touching honors on the board. (Cover second honor instead.)
14. Second man low unless you must split your honors to force one honor (not 2). Rarely play A in second seat if low card is led (even if you can see the K or KQ on the board).
15. Third man high—not highest. If holding AKQ in third seat, play Q to take trick and return A.
16. Try to get declarer to ruff where the trumps are longest (usually his hand) to shorten his trumps.

Declaring

1. In NT, don't take tricks, establish tricks. Play your longest suit before stoppers are gone in other suits.
2. Try **not** to ruff using your trumps where they are longest if you need them to get the opponents' trumps out.
3. Ruff where your trumps are shortest. Use your long trumps to take out opponents' trumps.
4. Don't take out trumps if you need to ruff a card on the board before first.
5. If you have (different) singletons in your hand and the board, use the trumps to cross-ruff. Take side winners before starting the cross-ruff.