

The LAW of Total Tricks

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Trumps = Tricks

you can safely bid to Your side's combined **T**rumps

if Your side has **8** combined **T**rumps you can safely bid **2**

if Your side has **9** combined **T**rumps you can safely bid **3**

corollary

Try not to let your opponents play @ a Level equal to their combined **T**rumps

if They have **8** combined **T**rumps @ the **2**Level

Balancing is in order

Total Trumps = Total Tricks

the number of your side's combined **T**rumps + the number of the Opps combined **T**rumps
is approximately equal

the **T**otal Number of **T**ricks that can be **T**aken

if you have 5♠ & your partner has 3♠s Your side has **8** combined **T**rumps

if the LHO has 5♥ & RHO has 3♥s Their side has **8** combined **T**rumps

The LAW says that there are **16** **T**otal **T**ricks that can be **T**aken

if you can take 8♠ Tricks the they can take 8♥ Tricks

if you can take 9♠ Tricks the they can only take 7♥ Tricks

if you can only take 7♠ Tricks the they can take 9♥ Tricks

the Total Number of Tricks will *approximately* equal the Total Number of Trumps held by Both Sides

LHO	Partner	RHO	You
1♥	1♠	2♥	2♠
3♥	Pass	Pass	?

1♥ = 5 or More♥

1♠ = 5 or More♠

2♥ = 3♥

2♠ = 3♠

3♥ = 5♥ would  with 6

Pass = 5♠ would 3♠ with 6 or 1♥

we have 8♠ between us + they have 8♥ between them = 16 Total Trumps

V vs V			
we play 3♠		they play 3♥	
our trix	our score	their trix	
10	+170	+150	6
9	+140	+100	7
8	-50	+50	8
7	-100	-140	9
6	-150	-170	10

Most Probable

V vs V			
we play 3♠		they play 3♥	
our trix	our score	their trix	
10	+170	+300	6
9	+140	+200	7
8	-50	+100	8
7	-100	-140	9
6	-150	-170	10

Most Probable

V vs V			
we play 3♠		they play 3♥	
our trix	our score	their trix	
10	+170	+150	6
9	+140	+100	7
8	-100	+50	8
7	-200	-140	9
6	-300	-170	10

Most Probable

V vs V			
we play 3♠		they play 3♥	
our trix	our score	their trix	
10	+170	+300	6
9	+140	+200	7
8	-100	+100	8
7	-200	-140	9
6	-300	-170	10

Most Probable

Better score		
10	2 out of 4	6
9	2 out of 4	7
8	4 out of 4	8
7	2 out of 4	9
6	1 out of 4	10

Most Probable

11 out of 20

Adjustments to the LAW

the Total Number of Tricks will approximately equal the Total Number of Trumps held by Both Sides
the approximately part depends on **Adjustments**

Negative Purity Adjustment = Pass or 

Quackers (Q&J) in opps suit(s)

Poor interiors (2,3,4,5,6&7) in your suit(s)

HighCards are divided among 2ormore suits

Miss-fit

Flat

Positive Purity Adjustment = Bid

NO Quackers (Q&J) in opps suit(s)

Good interiors (10,9&8) in your suit(s)

HighCards reinforce each other in the same suit

Double Fit

Extra Length, Voids

- **If there is an equal number of negative and positive factors, then make no adjustment.**
- **If the positive factors slightly outweigh the negative ones, then consider adding one trick to the total-trick count.**
If there are many positive factors and no negative ones, then add at least one, possibly two tricks.
- **If the negative factors slightly outweigh the positive ones, then consider subtracting one trick from the total-trick count.**
If there are many negative factors, and no positive ones, then subtract at least one, possibly two tricks.

Total Tricks = 21^{orFewer} Almost Never Bid 5

Total Tricks = 20^{orMore} Always Bid 4

Total Tricks = 19 Usually Bid 4

Total Tricks = 18 Often right to bid 4♠ over 4♥

Total Tricks = 18^{orMore} Always Bid 3

Total Tricks = 17 Usually Bid 3

Total Tricks = 16^{orFewer} Never Bid 3

& always Bid 1 more on *Freak Deals*