

**VISUALIZATION OF ALL THE HANDS IS THE SECRET-
HERE'S A CHECKLIST THAT ILLUSTRATES WHAT THIS MEANS**

1. When taking your cards out of the board, notice who's the dealer and who's vulnerable
2. When sorting your hand, think about your pattern, is it 5-3-3-2, or 6-3-3-1
3. If you're going to open the bidding, do you have a minimum, intermediate, or maximum opening bid? what is your bid? What's your rebid? Have to plan for that also.
4. As the bidding proceeds, visualize the hands. East opened and has a 5 card spade suit, has to have 12 or more points, partner overcalls diamonds at the 2 level, he has at least 10 points and a decent 5 bagger or a decent 6 card suit, that's at least 22 points accounted for, you have 10 points, that's 32, west can only have a maximum of 8 points.
5. When the bidding is over, whether you're declarer or defender, analyze the opening lead, is it top of trash, does it promise an honor, is it top of touching honors? If you're dummy, not so important
6. If you're declarer, you **MUST, MUST** stop to make a plan, how many tricks do you need? how will you get them?
7. Finally, declarer or defender, after each trick, re-check your information, you planned to pull trumps in 3 rounds, someone showed out early, a queen dropped unexpectedly, partner signals, high – low, what does each card played to each trick mean? How does it change your original hypothesis?

Learn to draw negative inferences. Your opponent's auction is 1 NT – 3 NT, Stayman wasn't used. You're on lead holding: K1093 62 854 K1093
it's reasonable to choose the major. If Stayman was used you'd more likely choose a club lead.

QJ10853 DEALER 1 SPADE
 A64 4 Spades
 K3
 AK

6		AK
972		QJ108
A1085		9742
Q10632		985

9742
 K53 2 SPADES
 QJ6
 J74

EAST – WEST never bid, lead is the Q of hearts. We have 4 losers, 2 spades, 1 heart, 1 diamond, play on diamonds at trick 2. ENTRIES, must win A of Hearts at trick one

AQ DEALER 1 HEART
 AK9654 4 HEARTS
 654
 AJ

98765		K1043
832		7 DOUBLE
AJ8		KQ102
82		Q1097

J2 2 HEARTS
 QJ10
 973
 K6543

King of diamonds lead, lose 3 diamonds, and west leads a spade at trick 4, DO NOT FINESSE.
 King of spades with the doubler, cash AK of clubs, ruff club, enter dummy with a trump,
 Ruff another club, draw the last trump ending in dummy, pitch Q of spades on the last club.

1072 DEAAALER – 1 DIAMOND
K6 1 NT
AKQ4
AK5

KJ9
J10952
105
Q82

A85
Q743
J982
J9

Q63
A8 1 NT
763 3 NT
107643

East and West never bid – J of Hearts lead. What happens at trick 1 is critical. Count winners. Make a plan before playing from dummy, winners are 2 hearts, 3 diamonds, 2 clubs, total of 7. You need 2 more, club suit is the best source of tricks, how will you get to South's hand to cash Clubs? Win K of hearts at trick 1. When you can win a trick on either side of the table, it is usually best to first identify your source of tricks and preserve entries
