

**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

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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.

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1072      DEEAALER – 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

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