

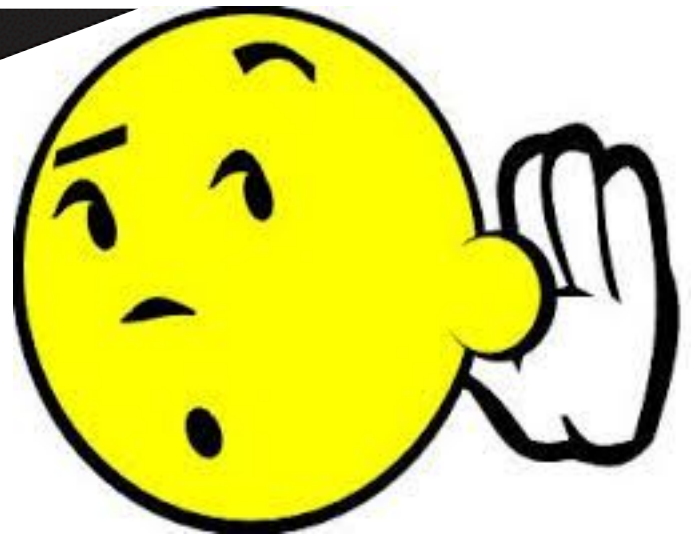


*when the Lead is made  
&  
the Dummy is spread*



*@ the distribution*

*Listen to the Bidding*



*Count the hand*

# Basic

1234♠♥♦♣♥♠NT♣♦♥♠\* ∴ ⇒ ⇒ **Optional** ⇒ **V** vs **V** **AKQxx** & 877110 345 1753927

2<sup>over</sup>1

Any Cue Game Jump New Suit Pass **Pass** Raise Rebid **X X**

1<sup>st</sup> or 2<sup>nd</sup> Round Controls All Major minor Opener's Suit Opp's Suit Other Major Side Suit Solid Stopper Suit Support Unbid

**Key Card Ask Kick Back / Exclusion Pass Or Correct**

minimum, Medium, MAXimum, Strong, weak,

QKs 1<sup>top</sup> 3, 1/2 ) 6↓Σ6↑ ⇔ HCP DP SP Losers

, No 4 Major, 5 ↑ Suit, balanced, Not unbalanced, unbalanced, semibalanced

0 1 ↓ 2 3 4 5 6 7 8 9 10 11 12 13 =

0 1 2 3 4 5 6 7 8 9 10 11 12 13

minimum, Medium, MAXimum, weak ,

*To Play Penalty Preference Pass Or Correct preemptive mixed invitational Forcing Lead Directing Waiting Cue 1<sup>st</sup> Round Control Invitation ⇒ 3NT constructive*

*Game Try Game Force + Slam Try Grand Slam Try Not Forcing Systems On*

*Under = or Longer Artificial Canapé Choice Of Game Convenient Minor CoOperative Could Have Exclusion Fast Denies Fit Jump Shift Gerber Kick Back Key Card Ask Lebensohl Limit+ LoTT Natural Negative NoFit Pointy Pointy PreBalance Priority Quantitative Reverse Responsive Roundy Roundy Run Out Set Trump Slow Denies Source Of Trix Splinter SquaT Stayman surrogate Take Out Texas Up The Line To 7 ↑ Fit*

**Relay ⇒ 3 Puppet Unwind Ask Switcheroo ⇒ &**

**Transfer ⇒**

**Finesse Lob ⇒ Run**

**Shows Out Drops Captures Covers Follows Plays Ducks Unblock Over Take**

**Cash Win Lead ⇒ Ruff**

1<sup>st</sup> 2<sup>nd</sup> 3<sup>rd</sup> 4<sup>th</sup> 5<sup>th</sup> 6<sup>th</sup>

opener  
responder

opener  
responder  
opener  
responder

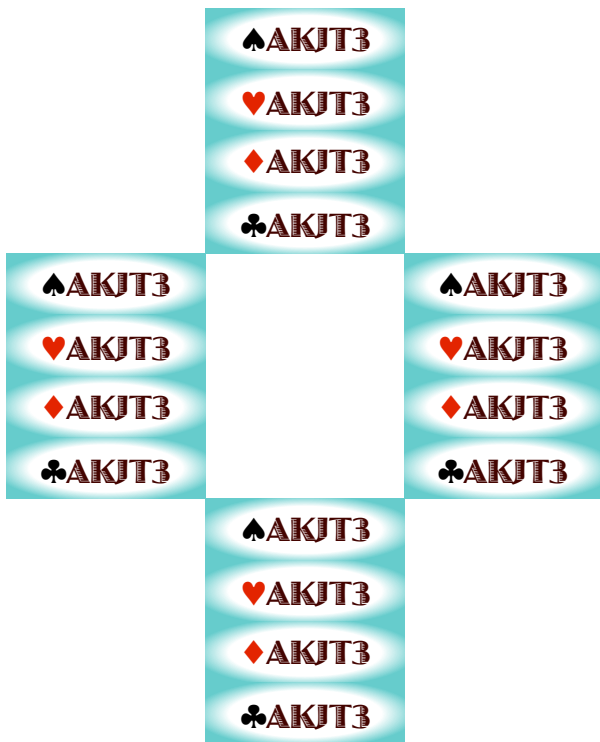
opener

intervener

responder

advancer





♥Trump

♠K2 ♥AJ43 ♦KQT97 ♣42

asker  
**1<sup>st</sup>** above 4Trump (4♠) = KeyCard Ask  
 responder

- 1<sup>st</sup> (4NT) = 3or0 KeyCards
- 2<sup>nd</sup> (5♣) = 1or4 KeyCards
- 3<sup>rd</sup> (5♦) = 2or5 KeyCards, NO ♥Q
- 4<sup>th</sup> (5♥) = 2or5 KeyCards, ♥Q
- 5<sup>th</sup> (5♠) = 0or2or4 KeyCards, ambiguous void
- suit above 5<sup>th</sup> (5NT\*) = 1or3 KeyCards, ♠void
- suit above 5<sup>th</sup> (6♣) = 1or3 KeyCards, ♣void
- suit above 5<sup>th</sup> (6♦) = 1or3 KeyCards, ♦void

\*surrogate for Kickback asking suit



**West North East South**



LHO	Partner	RHO	You
<b>1Major</b>	<b>Pass</b>	<b>1NT</b>	<b>Pass</b>
<b>Pass</b>	<b>Pass</b>		

Opener	You	Responder	Your Partner
<b>1♣</b>	<b>2♠</b>	<b>3♥</b>	<b>Pass</b>
<b>4♥</b>	<b>Pass</b>	<b>4NT</b>	<b>Pass</b>
<b>5♠</b>	<b>X</b>		

dealer **East**  
vulnerable **none**

West	North	East	South
		<b>1♥</b>	<b>2♥</b>
<b>Pass</b>	<b>2♠</b>	<b>Pass</b>	<b>3♥</b>
<b>Pass</b>	<b>4♣</b>	<b>Pass</b>	<b>5♥</b>
<b>Pass</b>	<b>6♣</b>	<b>Pass</b>	<b>6♠</b>

East

**1♥ = natural**

South

**2♥ = 8+hcp, 5♠, 5♦**

North

**2♠ = Preference, ToPlay**

South

**3♥ = 4Loser, GameForce**

**Bridge Center**  
of Rockford

# count & communicate

give in to your desire for development - Let yourself enjoy the journey  
comfort is a narcotic - always play the hardest game you can find  
teaching teaches the teacher (qui docet discit) - be a mentor

Smile if you notice a mistake - you are on the path

**C**oncentrate & Visualize - taking notes inhibits Visualization

Test yourself - retrieval reinforces Learning

<http://www.bridgeclues.com>  
<http://www.baronbarclay.com>

Make your own FlashCards

**PracticeReview PracticeReview**

pace yourself - review works better after some time

Interleave your study with different topics

Masting does not stick

# ANTS Will Bite You

Automatic Negative Thoughts



## RAID

Recognize ANTs Initiate Development

### Apply Compassionate Curiosity

3Rs

Reflect

Reanalyze

Recover

# I CAN'Ts



## AA

ANTs Anonomous

### 12 steps

Reflect

Reanalyze

Recover

Reflect

Reanalyze

Recover

Reflect

Reanalyze

Recover

Reflect

Reanalyze

Recover



# Legend

↓ = OrFewer, below

↑ = OrMore, above

Σ = combined

**HCP** = High Card Points

**SP** = Support Points

**DP** = Declarer Points

**NFFB↑** = Non Forcing FreeBid or Better

③♠ number of cards in suit

④=③=③=③ = specific distribution ④♠ ③♥ ③♦ ③♣

④③③③ = generic distribution

④♠ **Green** = Good 2<sup>top</sup>3

②③minors **Red** = Bad

3♠) **Red Alert**

4♠) **Orange PostAlert**

2♦) **Blue Announce**

## Legend

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④=③=③=③ = specific distribution ④♠ ③♥ ③♦ ③♣

④③③③ = generic distribution

④♠ **Green** = Good

②③minors **Red** = Bad

3♠ = ... **Red** = Alert

4♠ = ... **Orange** = PostAlert

2♦ = ... **Blue** = Announce

**No guess**

**Best guess**

**ReEvaluation**

**Almost sure**

Beware  
the UnderToad  
will pull you Under

